

EPIC MONSTER UPDATES

A GUIDE TO EPIC THREATS IN 5E

(1ST DRAFT, VERSION 13)

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INTRODUCTION

5E EPIC MONSTER UPDATES

INTRODUCTION:

It was brought to my attention that this thread doesn't have a proper introduction (thanks CapnZapp), and I must say I agree. I didn't give it much thought initially because this was really just a personal project for myself and perhaps a few others. I had a similar thread at the old WotC forums for 4e epic monsters and it got very little attention, I assumed this would be more of the same. Well, maybe it's 5e or the move to EnWorld (or both), but this thread has gotten a lot more attention, so it is time to get a little more serious. This update to the OP is my attempt to introduce this little project of mine to the broader community.

WHY UPDATE EPIC MONSTERS?:

There are multiple reasons I have chosen to write-up epic monsters. Primarily because ever since the 1e Monster Manual and Deities and Demigods and the Immortals Handbook of [BECMI](#), I have been fascinated with Demon Lords, Archdevils, Dragons, Gods and epic monsters of all sorts. They are a big reason why over the past 30 years I have been a PC for about 2 and DM for 28! From the beginning I wanted to be Demogorgon or Tiamat or Thor, etc. I don't typically run published adventures, but I bought RoT, PotA, & OotA to get my hands on the "official" epic villains inside. It is sickness really. Though I appreciated WotC efforts, I want more epic goodies and, frankly, I like my epic threats a little more threatening. Also, as it looks like WotC as no intention of providing 5e stats for the greater gods, I started to make my own. This started with 4e and I quickly made the switch to 5e.

WHAT'S WRONG WITH THE "OFFICIAL" MONSTERS?:

If you peruse my epic updates you will notice that there is a significant power difference between an "official" CR 30 Tiamat and my CR 30 avatar of Tiamat. The reason for these changes, as hinted above, is that I feel the WotC epic monsters are a little lacking. In 4e it could be rather trivial to defeat epic threats, so much so WotC even revised the guidelines 2x (and still didn't get it right IMO). I had hoped this wouldn't be the case with 5e, but all evidence points to the fact that some bit of optimizing can make the big bad look a bit sad. Thus, I decided to update all epic monsters (CR 20+) with beefed up stat blocks. I could have simply increased the CR of each monster, to

make them tougher; however, my goal is to make CR 21+ monsters feel more epic. And, oddly the CR feels about right, but the challenge of that CR does not. Just raising the CR of each monster is treating the symptoms and not the problem, IMO. Thus, I created a revised Monsters by CR table to bring the CR of epic creatures in-line with how tough I felt they should be. Here is my revised epic monster design table, with the notes below explain why I changed the things I changed.

Notes for the 5e Epic Monsters by CR table:

Using the Table: Refer to the 5e DMG pages 273-278 "Creating Monsters" for the guidelines to use this Chart. However, there is one difference between using the table in the DMG and this table. The "Effective Hit Points..." table on pg 278 of the DMG has the last row in the table as 17 or more. I revised that row to be 17-25 and adding a row 26 or more which indicates no hit point modifier for creatures above CR 25. Any creature above CR 25 or anyone fighting a creature above CR 25 should expect it to have multiple resistances and immunities. Also, I'm not sure this is mention in the DMG, but as currently designed you do add a creatures regeneration trait to their "effective" hit points. A monster's regeneration score multiplied X3 is added to their "effective" hit point total. You do not add regeneration that is part of a legendary action (this is assumed to be equal in CR value to the damage of a legendary action which should be included in the CR). One thing to consider regarding regeneration is that it is very easy to neutralize (chill touch cantrip) if your monster doesn't have immunity to cantrips or somethign similar. If your monster doesn't have a good method to counter chill touch then don't calculate the regeneration in the effective HP (PS. I need to make that revision to some of the monsters posted here).

Prof. Bonus: I have capped this at +10. My thought is there is a limit to how proficient one can be at a task, but you can still get better through having higher ability scores. It was also an attempt to maintain some degree of BA.

Epic Bonus: This a new column on the table and indicates the overall inherent magic of epic creatures. The bonus is added to the attack, AC, damage, and save DC of a monster (included in the numbers on the chart). The epic

Epic Monster Statistics by Challenge Rating

CR	Prof. Bonus	Epic Bonus	Armor Class	Hit Points	Attack Bonus	Damage/Round	Save DC	XP
20	+6	+0	20	356-400	+13	193-212	22	25,000
21	+7	+0	20	401-445	+14	213-232	23	33,000
22	+7	+1	21	446-490	+15	231-252	24	41,000
23	+7	+1	22	491-535	+16	253-272	24	50,000
24	+7	+1	23	536-580	+16	273-302	25	62,000
25	+8	+1	24	581-625	+17	303-332	25	75,000
26	+8	+2	25	626-670	+18	333-362	26	90,000
27	+8	+2	26	671-715	+19	363-392	27	105,000
28	+8	+2	27	716-760	+19	393-432	28	120,000
29	+9	+2	27	761-805	+20	433-472	29	135,000
30	+9	+3	28	806-850	+21	473-512	30	155,000
31	+9	+3	29	851-925	+22	513-552	30	175,000
32	+9	+3	30	926-1000	+22	553-602	31	195,000
33	+10	+3	31	1001-1075	+23	603-652	31	215,000
34	+10	+4	31	1076-1150	+24	653-702	32	240,000
35	+10	+4	32	1151-1225	+24	703-752	33	265,000
36	+10	+4	32	1226-1300	+25	753-812	33	290,000
37	+10	+4	33	1301-1375	+25	813-872	34	315,000
38	+10	+5	34	1376-1450	+26	873-932	35	345,000
39	+10	+5	34	1451-1525	+27	933-992	35	375,000
40	+10	+5	35	1526-1600	+27	993-1062	35	405,000
41	+10	+5	35	1601-1705	+28	1063-1132	36	435,000
42	+10	+6	36	1706-1810	+29	1133-1202	37	475,000
43	+10	+6	36	1811-1915	+29	1203-1272	37	515,000
44	+10	+6	36	1916-2020	+29	1273-1352	38	555,000
45	+10	+6	36	2021-2125	+30	1353-1432	38	595,000
46	+10	+7	37	2026-2230	+31	1433-1512	39	635,000
47	+10	+7	37	2031-2335	+31	1513-1592	40	685,000
48	+10	+7	37	2336-2440	+32	1593-1682	40	735,000
49	+10	+7	37	2441-2545	+32	1683-1772	41	785,000
50	+10	+8	38	2546-2650	+33	1773-1862	42	835,000

bonus also determines how "magical" a monster's attacks and defenses are. Thus, a monster with a +3 epic bonus gains a +3 to its AC, Attack Bonus, Save DC, and damage to each attack. In addition, its attacks are treated as +3 magical weapons and it has resistance to attacks of +3 or less magic. However, this bonus does not stack with magic weapons or armor. The monster gets the higher of the two. If a monster with a +3 epic bonus has a +4 weapon it gains +4 to attack and damage not +7. *The Epic bonus was added to give epic monsters a bit of a bump over the "official" monsters as the WotC monster AC, saves, and damage tend to be too low to provide a real threat to high level PCs*

Armor Class: These are expected values (not hard coded) the same as the DMG, but extended out to CR 50. When calculating from scratch you add the epic bonus along with appropriate armor and Dex bonus. *In addition this table has higher AC values than the WotC table (which tops out at 19). The reason for this change is that optimized PCs can easily hit such a low CR. We can't have PCs just whacking*

away at our epic baddies. So, by raising the expected AC we increase their durability, and it allows the HP to be higher for the same CR without having to adjust the HP portion of the table.

Hit Points: No change, just extended out to CR 50.

Attack Bonus: These are expected values (not hard coded) the same as the DMG, but extended out to CR 50. When calculating from scratch you add the epic bonus along with proficiency and ability and weapon bonuses. *Similar to AC, I raised the rate of increase for attack bonus. The reason for this was primarily to allow an epic monster to do more damage per round for a given CR. However, there is also the added benefit that the higher attack bonus dampens optimized PCs ability to avoid damage to some extent. High level characters have many options to buff themselves and increased attack bonus helps overcome some of these.*

Damage / Round: The same concept as the DMG, but I have increased the total DPR per CR to make Epic monsters more threatening when compared to the monsters produced by WotC. In addition, as a guideline I recommend keeping at-will single attack damage capped at 4xCR with special attacks (recharge or daily) capped at 7-8xCR. This is the BIG change in my table. *These monsters hit a lot harder than their WotC counterparts. This was my primary method of providing a challenge to optimized PCs. The revised AC, attack bonus, and Save DC, are all more than just buffs, they allow the epic monsters in this thread to maximize their DPR. High level PCs have lots of hit points and lots of methods to recover HP or avoid taking damage. I believe the best way to make them feel challenged is to hit them harder. This method allows the PCs to feel the danger without drastically increasing the length of the battle like increasing HP would.*

Save DC: These are expected values (not hard coded) the same as the DMG, but extended out to CR 50. When calculating from scratch you add the epic bonus along with proficiency and ability. *Like the attack bonus, the save DC was increased to help overcome high level PCs abilities to protect themselves and to preserve the maximum DPR possible as noted Damage / Round above.*

XP: Same, just extended out to CR 50

HOW DO I USE THESE MONSTERS?:

That is a hard one. These monsters are clearly more powerful than the "official" monsters of the same CR. For example, the Ancient Red Dragon presented in this thread is labeled as CR 24. just like the WotC version. However, if you use the DMG guidelines (vs. my guidelines above) for my version of the Red Dragon, its calculated CR would be 29. Clearly much tougher. However, because the rate of change is different between the two tables I can't just say that these monsters are 5 ranks above equivalent CR monsters in the MM, nor would I want to. As stated previously I am trying to fix the CR problem, not participate in it.

That being said, if your group is fine with the standard monsters you should be careful using the beasts in this thread. Try them out and see how your PCs do. You will have to be the judge of your PCs handle these Epic

threats. Generally I feel a typical lvl 20 group could handle a monster up to CR 25, but your group may vary. If, for example, your group has a bit of optimization going, then these are probably safe to use up to and including CR 30 or there about. Unfortunately, because each group is optimized differently I can't say for certain how this to your specific group, but the hope was to make epic level monsters usable with the guidelines in the DMG. If the guidelines say it should be deadly, then it should be deadly 🤖

Ultimately these Epic Monsters will be designed to be used with a suite of Epic Character options to allow players to truly challenge the gods and even become ones themselves. I have another thread to explore epic characters (link provided below), but it is in its infancy at this time. As that project grows up I will update this post with epic encounter guidelines. The goal is to eventually provide guidelines on how epic characters interact with epic monsters. I am less worried about lvl 20 and below with this project. My first thought on epic encounter design would be for an epic character to equal to an epic monster of the same level/CR, and for that to be the base line for balancing encounters. More to come as it develops!

THESE ARE DRAFTS:

Please realize that everything posted here to date is a draft, a WIP. There are typos, mistakes, and changes in design philosophy that need to be updated and corrected eventually. I will gladly revise and edit as needed, based on comments, suggestions, etc. In addition, after all the drafts are complete I intend to review, edit, and finalize them as well. Also, I have two regular contributors to this project and would love to have more. If you are interested send me a PM with your email and I will send you the templates and spreadsheet I use to make these epic threats.

The following 11 posts have the stats for various epic threats. Completed monster drafts, and categories with completed monsters in the TOC below, are delineated by having their names in **bold red** text.

Keywords:

I am creating keywords for various categories (such as greater god, lesser god, etc.) that define a set of attributes and traits shared by entities of the category. Each creature

with the key word has all the attributes described by the key word unless noted otherwise. The post below are generally organized by keyword, with the defining characteristics of that keyword described at the top of the each post.

This is the bestiary companion to my 5e Epic Character Update
thread: <http://www.enworld.org/forum/showthr...racter-Updates>

GREATER GODS

Greater Gods generally have all of the abilities and traits in **the list below. These abilities and traits are assumed to be** a part of the following stat blocks. Specific modifications to these traits and/or additional traits are listed in the individual stat blocks.

Damage Resistances bludgeoning, piercing, and slashing from a +5 or lesser magical weapons

Damage Immunities bludgeoning, piercing, and slashing that is +1 magical or less.

Condition Immunities charmed, deafened, frightened, petrified, poisoned, exhaustion

Discorporation. When a greater god drops to 0 hit points, its body is destroyed but its essence travels back to its domain, and is unable to take physical form for a time.

Divine Might. A greater god's attacks and effects ignore the resistances and immunities of creatures CR 25 and below. A greater god's attacks and effects targeting creatures of CR 26-35 ignore resistances and treat immunities as resistance (condition immunities provide advantage in lieu of immunity).

Divine Reflexes. If a greater god succeeds on a saving throw against an area of effect, it may spend its reaction and move outside the area, suffering no damage, conditions, etc. from the effect. The god must have enough move distance to get out side the area of effect. It may also spend legendary move actions in addition to the reaction to gain the distance required to move outside the area of effect.

Innate Spellcasting. Refer to individual entries for a greater god's spell casting ability, their save DC, and attack bonus. Greater gods can innately cast the following spells at 8th level or higher, requiring no material components:

At will: *comprehend languages, contact outer plane, detect magic, detect thoughts, dispel magic, enlarge/reduce, polymorph, remove curse, scrying, sending, shield, shield of faith, telekinesis, teleport*

3/day each: *arcane gate, creation, divine word, etherealness, foriddance, (un)holy aura, mordenkainen's private sanctum, resurrection, symbol, telepathy*

1/day each: *astral projection, gate, mass heal (1000 hit points), true resurrection, wish*

Legendary Resistance (5/Day). If a greater god fails a saving throw, it can choose to succeed instead.

Limited Magic Immunity. Unless a greater god wishes to be affected, it is immune to spells of 7th level or lower, and it is resistant to and has advantage on all other spells and magical effects.

Magic Weapons. A greater god's weapon attacks are treated as +5 magical weapons.

Regeneration. Greater gods regain 50 hit points at the start of their turn.

TIAMAT

Gargantuan dragon (greater god), lawful evil

Armor Class 33 (natural armor)

Hit Points 2,040 (60d20 + 840)

Speed 120 ft., climb 80 ft., fly 480 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
38 (+19)	10 (+5)	39 (+19)	32 (+16)	28 (+14)	36 (+18)

Savings Throws Str +30, Dex +15, Con +29, Int +26, Wis +24, Cha +28

Skills Arcana +26, Athletics +40, Intimidation +28, History +26, Insight +24, Perception +34, Religion +26

Damage Resistances force, necrotic, psychic, radiant, thunder; refer to Greater God traits

Damage Immunities acid, cold, fire, lightning, poison; refer to Greater God traits

Condition Immunities blinded, charmed, deafened, frightened, poisoned, stunned; refer to Greater God traits

Senses blindsight 480 ft., darkvision 600 ft., truesight 240 ft., passive Perception 44

Languages All, telepathy 1,200 ft.

Challenge 48 (735,000 XP)

Aura of the Dragon Queen. Tiamat can use a bonus action to activate her elemental aura and it remains in effect until she uses another bonus action to contain it. The aura extends out in a 60-foot radius from her. Each creature that starts or ends its turn in the aura takes 28 (8d6) acid, 28 (8d6) cold, 28 (8d6) fire, 28 (8d6) poison, or 28 (8d6) lightning damage (Tiamat's choice).

Colossal. Tiamat's space is 100 feet by 100 feet. Any creature Large or smaller can enter her space and any such creature must be within Tiamat's space to be considered adjacent. In addition, any creature Large or smaller can only target Tiamat's limbs and tail unless it is able to fly, the attack range is greater than 15 feet, or it is using the *climb onto a bigger creature* rules in the DMG. Additionally, any creature adjacent to a Medium or smaller target that is hit by one of Tiamat's melee attacks must make a DC 34 Dexterity saving throw or take the same damage as the initial target. If Tiamat is targeted by an area of effect, the DM will determine if the effect targets her heads, limbs, tail, body, or a combination of her parts. If multiple parts are affected, each body part takes damage separately. Additionally, she has advantage on saving throws against being pushed or knocked prone.

Chromatic Breath. When a creature, object, or area takes damage from one of Tiamat's breath weapons it suffers additional effects based on the damage type: frost bitten (cold), dissolves, (acid), poisoned (poison), charged (lightning), or ignited (fire). The effects last for 6 (1d12) rounds. Affected targets take 28 (8d6) damage of the attack's type at the start of their turn and a creature that ends its turn adjacent to or in an affected area also takes 28 (8d6) damage of the attack's type. Additionally, each breath weapon has the following additional effects:

- **Dissolves.** The target cannot use reactions or bonus actions. A dissolving area is filled with a pool of acid
- **Frost Bitten.** The target cannot use reactions, and its speed is halved. A frost-bitten area is covered with ice and becomes difficult terrain. If a creature attempts to go over the frost-bitten area at normal speed, it must make a DC 25 Dexterity saving throw or fall prone.
- **Poisoned.** The target's speed is halved. A poisoned area is filled with 20-foot high poisonous clouds that obscure sight and can be dispersed by a strong wind (70+ mph).
- **Charged.** The target takes an additional 28 (8d6) lightning damage any time it uses a reaction or bonus action. A charged area is filled with a 20-foot high spider-web of lightning.

- **Ignited.** The target cannot take reactions or bonus actions and suffers the effects of the spell heat metal. Ignited areas are engulfed in 20-foot high, opaque flames.

Discorporation. Refer to Greater God Traits. Additionally, Tiamat discorporates if all of her heads are destroyed.

Divine Might. Refer to Greater God Traits

Dominating Presence. When targeting a creature of CR 35 or below Tiamat's charms ignore resistance and creatures with immunity have advantage on their saving throw instead. In addition, Tiamat can use a bonus or legendary action to exert precise control of creatures she has charmed.

Innate Spellcasting. Tiamat's spell casting ability is Charisma (spell save DC 36, +28 to hit with attack spells). Each head can innately cast, requiring no components, a spell listed in the Greater God Traits, or from the following:

- The black head can cast all Necromancy spells of 6th level and lower once per day and the additional following spells:
At will: *acid splash*, *melf's acid arrow* (6th level), *plant growth*, *vampiric touch* (6th level)
3/day each: *gaseous form*, *dispel evil and good*, *insect plague*, *greater invisibility*
1/day each: *circle of death*, *create undead*, *finger of death*
- The blue head can cast all Conjuration spells of 8th level or lower once per day and the following spells:
At will: *blur*, *lightning bolt* (8th level), *call lightning* (8th level), *hallucinatory terrain*
3/day each: *chain lightning* (8th level), *storm sphere* (8th level)
1/day each: *power word stun*, *storm of vengeance*, *whirlwind*
- The green head can cast all Illusion spells of 7th level and lower once per day and the following spells:
At will: *dream*, *entangle*, *hypnotic pattern*, *poison spray* (17th level), *plant growth*, *suggestion*
3/day each: *cloud kill* (7th level), *dominate person*, *mass suggestion*
1/day each: *dominate monster*, *feeblemind*, *mass suggestion*
- The red head can cast all Evocation spells of 9th level and lower once per day and the following spells:
At will: *aganazzar's scorcher* (9th level), *fireball* (9th level), *heat metal* (9th level), *wall of fire* (9th level)
3/day each: *counterspell* (9th level), *divine word*, *fire storm*, *forcecage*
1/day each: *incendiary cloud*, *wish*
- The white head can cast all Transmutation spells of 5th level and lower once per day and the following spells:
At will: *armor of agathys*, *ice storm*, *sleet storm*, *wall of ice*
3/day each: *bless*, *hold monster*, *investiture of ice*, *whirlwind*
1/day each: *control weather*, *whirlwind* (90 ft. high)

Legendary Resistance (5/Day). Refer to Greater God traits

Limited Magic Immunity. Refer to Greater God Traits.

Magic Weapons. Refer to Greater God Traits.

Multiple Heads. Each of Tiamat's heads can be targeted separately. Each head has 450 hit points and damage done to a head does not reduce Tiamat's hit point total. If a head is reduced to 0 hit points, that head can no longer take actions or reactions until it has at least 1 hit point. If a head is reduced to -200 hit points it is destroyed and cannot function until it has been restored to 450 hit points. In addition, if she suffers an effect that would render her unconscious, she instead loses the use of one head for the duration of the effect instead. Tiamat chooses the head.

Multiple Limbs Tiamat's claws, wings, and tail can be targeted separately. Each claw or wing has 450 hit points and her tail has 600 hit points. Damage done to a limb does not reduce Tiamat's hit point total. If a limb is reduced to 0 hit points, that limb can no longer take actions or reactions until it has at least 1 hit point. If a limb or tail is reduced to -200 hit points it is destroyed and cannot function until it has been restored to full hit points. Additionally, Tiamat cannot fly if a wing is at or below 0 hit points and her speed is reduced by 40 feet for each claw that is at or below 0 hit points.

Regeneration. Refer to Greater God Traits. Additionally, Tiamat can choose to regain hit points in one or more of her heads or limbs instead.

Scales of the Dragon Queen. When Tiamat is target by a Magic Missile spell, line spell, or a spell that requires a ranged attack roll, roll a d6. On a roll of 1-2, the functions normally, on a roll of 3-4, the spell is deflected and Tiamat is unaffected. On a roll of 5-6, Tiamat is unaffected and the effect is reflected back at the caster as though it originated from Tiamat, turning the caster into the target.

Siege Monster. Tiamat deals double damage to objects and structures.

Trample. When Tiamat moves, she can enter a Large or smaller creature's space. The first time she enters a creature's space, she can make a Claw attack on that creature. Each time Tiamat makes a claw attack it cost her 30 feet of speed. Each time she makes a tail or wing attack it cost her 60 feet of speed.

ACTIONS

Multiattack. Tiamat can use her Frightful Majesty. She then makes two claw attacks, or one tail attack, or one wing attack.

Claw. *Melee Weapon Attack:* +29 to hit, reach 30ft., one target. *Hit:* 171 (42d6 + 24) slashing damage and the target must make a DC 37 Strength saving throw or be knocked prone, grappled, or pushed 100 feet (Tiamat's choice).

Tail. Tiamat makes one of the following attacks:

Sting. *Melee Weapon Attack:* +26 to hit, reach 160 ft., one target. *Hit:* 213 (42d8 + 24) piercing damage. If the target is a creature, it must succeed on a DC 38 Constitution saving throw or take 210 (20d20) poison damage and be poisoned for 12 hours.

Sweep. Tiamat swings her tail in a 160-foot cone. Each creature in the area must make a DC 38 Dexterity saving throw or take 213 (42d8 +24) bludgeoning damage, pushed 60 feet, knocked prone, and stunned.

Wing Attack. Tiamat beats her wings. Each creature within 120 feet of her must succeed on a DC 38 Dexterity saving throw or take 171 (42d6 + 25) bludgeoning damage and be knocked prone. Tiamat can then fly up to half her flying speed.

Frightful Majesty. Each creature of Tiamat's choice within 480 feet of Tiamat and aware of her must succeed on a DC 30 Wisdom saving throw or 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.

LEGENDARY ACTIONS

Tiamat can take 5 legendary actions. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Tiamat has unspent legendary actions at the end of the round, she may spend and immediately use her remaining legendary actions. Tiamat regains spent legendary actions at the start of her turn.

Tiamat's legendary action options area associated with her five dragon heads. She can choose one of the options below or one associated with each head. Tiamat chooses a legendary action option for one of her heads, she can't choose another one associated with that head until the start of her next turn.

Bite. *Melee Weapon Attack:* +29 to hit, reach 90ft., one target. *Hit:* 255 (42d10 + 24) piercing damage plus 42 (12d6) acid damage (black head), cold damage (white head), fire damage (red head), lightning damage (blue head), or poison damage (green head).

Claw. Tiamat makes a claw attack.

Detect. The Tiamat can make a Wisdom (Perception) check.

Move. Tiamat can move up to 15 feet.

Regenerate. Tiamat regains 50 hit points to her current hit points or to one of her heads, limbs, or tail.

Spellcasting. One of Tiamat's heads cast a spell from its list or the Greater Gods spell list.

Tail Attack (Costs 2 Actions). Tiamat makes a tail attack.

Teleport (Costs 2 Actions). Tiamat can teleport 240 feet to an unoccupied space she can see.

Wing Attack (Costs 2 Actions). Tiamat makes a tail attack.

Black Head Legendary Actions

Acidic Mucus. Tiamat spits a ball of acidic mucus. *Ranged Weapon Attack:* +30 to hit, range 720 / 1,500 ft., one target.

Hit: 60 (8d8 + 24) bludgeoning damage and 72 (16d8) acid damage and the target must make a DC 30 Constitution saving throw, losing any resistance to acid damage for 24 hours and suffering the effects of Acid Breath on a failure.

Darkness. Magical darkness spreads from a point the Tiamat can see within 480 feet of her; filling a 40-foot radius sphere for 7 (2d6) rounds. The darkness spreads around corners. A creature with darkvision can't see through the darkness, and nonmagical light can't illuminate it, but Tiamat can see through it. If any of the effect's area overlaps with an area of light created by a spell of 8th level or lower, the spell that created the light is dispelled.

Necrotic Vines. Withered thorn covered vines erupt from a point on the ground Tiamat can see within 360 feet of her, creating a 40-foot radius blight of writhing vines. The blight is difficult terrain. If a creature ends its turn in the blight, it must make a DC 25 Strength saving throw or be restrained (DC 20 escape) and takes 25 (10d4) piercing damage. If a creature starts its turn restrained by the blight, it takes 44 (8d10) necrotic damage. The blight persists for 1 hour.

Breath Weapon (Cost 2 Actions, Recharge 5-6).

Acid Breath. Tiamat's black head exhales acid in a 600-foot line that is 20 feet wide. Each creature in that line must make a DC 37 Dexterity saving throw, taking 367 (35d20) acid damage on a failed save, or half as much damage on a successful one.

Vitriolic Spray. Tiamat's black head exhales acid in a 400-foot cone. Each creature in the cone must make a DC 37 Dexterity saving throw, taking 367 (35d20) acid damage on a failed save, or half as much damage on a successful one.

Blue Dragon Head Legendary Actions

Arc Lighting. *Ranged Spell Attack:* +28 to hit, range 960 ft., one target. *Hit:* 130 (20d12) lightning damage and the target must make a DC 30 Constitution saving throw, losing all resistance to lightning damage for 24 hours on a failure.

Sand Cloud. The Tiamat creates a 60-foot radius sphere of sand swirls centered on a point she can see within 480 feet of her. The sphere spreads around corners and last 7 (2d6) rounds. Each creature that starts its turn in the cloud must succeed on a DC 36 Constitution saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turn, end the effect on itself on a success.

Thunderclap. Tiamat choses a point she can see within 360 feet of it. Each creature within a 30-foot radius of that point must succeed on a DC 36 Constitution saving throw, taking 66 (12d10) thunder damage and be deafened on a failed save, or half as much damage on a successful one.

Breath Weapon (Recharge 5-6).

Lightning Breath. Tiamat's blue head exhales lightning in a 480-foot cone. Each creature in the line must make a DC 37 Dexterity saving throw, taking 409 (39d20) lightning damage on a failed save, or half as much damage on a successful one.

Lightning Bolt. Tiamat's blue head exhales lightning in a 1,000-foot-line that is 10 feet wide. The first creature in the line must make a DC 37 Dexterity saving throw, taking 630 (60d20) lightning damage and 66 (12d10) thunder damage on a failed save, or half as much damage on a successful one. In addition, each creature within 40 feet of the original target must make a DC 38 Constitution saving throw, taking 55 (12d10) thunder damage on a failed save, or half as much damage on a successful one.

Green Dragon Head Legendary Actions

Dread Whispers (Green Head Only). Tiamat chooses one creature she can see within 640 feet of her. The creature must make a DC 36 Wisdom saving throw. On a failure, the creature takes 66 (12d10) psychic damage, loses all resistance to poison damage for 24 hours, can't take bonus actions or reactions, and its speed is halved until the end of the Tiamat's next turn. The target takes half damage on a successful save.

Luring Glare. Tiamat chooses one creature she can see within 480 feet of her. That creature must make a DC 36 Wisdom saving throw. On a failure, the target takes 66 (12d10) psychic damage and must use its reaction to move up to 30 feet in a direction Tiamat chooses and is then stunned until the end of the Tiamat's next turn. The target takes half as much damage on a success.

Dominating Gaze (Recharge 5-6). Tiamat's green head magically compels one creature it can see within 600 feet of it to look into his eyes. The creature must make a DC 38 Wisdom saving throw. On a failure the creature is dominated as in the dominate monster spell.

Poison Breath (Recharge 5-6). Tiamat's green head exhales poison in a 500-foot cone. Each creature in the cone must make a DC 37 Constitution saving throw, taking 390 (60d12) poison damage and is poisoned on a failed save, or half as much damage on a successful one. In addition, the area of attack becomes filled with poisonous gas for 7 (2d6) rounds, unless it is dispersed by a strong wind (50+ mph). The gas obscures the area up to 30 feet high and a creature that ends or starts its turn in the area takes 49 (14d6) poison damage.

Red Dragon Head Legendary Actions

Eruption. Magma erupts from a point on the ground that Tiamat can see within 360 feet of her, creating a 150-foot high, 30-foot radius geyser. Each creature in the geyser's area must make a DC 38 Dexterity saving throw, taking 72 (16d8) fire damage and 72 (16d8) bludgeoning damage on a failed save, or half as much damage on a successful one.

Immolate Foe. Ranged Spell Attack: +28 to hit, range 960 ft., one target. *Hit:* 88 (16d10) fire damage and the target must make a DC 30 Constitution saving throw, losing all resistance to fire damage for 24 hours on a failure.

Volcanic Gas. The Tiamat creates a 60-foot radius sphere of volcanic gas centered on a point she can see within 480 feet of her. The sphere spreads around corners, is lightly obscured, and lasts 7 (2d6) rounds. Each creature that starts its turn in the cloud must succeed on a DC 38 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, a creature is incapacitated.

Breath Weapon (Recharge 5-6).

Fire Breath. Tiamat's red head exhales fire in a 600-foot cone. Each creature in that area must make a DC 37 Dexterity saving throw, taking 416 (64d12) fire damage on a failed save, or half as much damage on a successful one.

Fire Blast. Tiamat's red head exhales fire in a 900-foot line that is 10 feet wide. The first creature in the line must make a DC 37 Dexterity saving throw, taking 312 (48d12) fire damage plus 312 (48d12) force damage on a failed save, or half as much damage on a successful one. In addition, each creature within 40 feet of the initial target must make a DC 38 Dexterity saving throw, taking 52 (8d12) fire damage plus 52 (8d12) force damage on a failed save, or half as much damage on a successful one.

White Dragon Head Legendary Actions

Ice Sheet. Tiamat creates an opaque wall of ice on a solid surface she can see within 240 feet of her. The wall can be up to 100 feet long, 100 feet high, and 2 feet thick. When the wall appears, each creature within its area is pushed 5 feet out of the wall's space, appearing on whichever side of the wall it wants. Each 10-foot section of the wall has AC 10, 150 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage.

Icy Tomb (White Head Only). Ranged Spell Attack: +28 to hit, range 960 ft., one target. *Hit:* the target is encased in ice; takes 35 (10d6) cold damage and the target is restrained and loses any resistance to cold damage for 24 hours. In addition, the target takes 35 (10d6) cold damage at the start of its turn, until it takes an action to break the ice and succeeds on a DC 30 Strength check, ending the effects on itself on a success.

Winter Storm (2/Day). Tiamat casts the spell Storm of Vengeance, except: all rounds are identical to rounds 5-10 of the spell, the radius is 2 miles, and 14 (4d6) cold damage.

Breath Weapon (Recharge 5-6).

Cold Breath. Tiamat's white head exhales cold in a 480-foot cone. Each creature in the cone must succeed on a DC 37 Constitution saving throw, taking 312 (48d12) cold damage on a failed save and half as much damage on a successful one.

Ice Shards. Tiamat's white head exhales shards of ice in a 600-foot line that is 40 feet wide. Each creature in that area must succeed on a DC 37 Dexterity saving throw, taking 156 (24d12) cold damage and 189 (24d12) piercing damage on a failed save and half as much damage on a successful one.

THARIZDUN (IMPRISONED)

Huge (intermediate god), chaotic evil

Armor Class 31

Hit Points 620(40d12+360)

Speed fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+12)	28 (+13)	28 (+13)	34 (+16)	30 (+14)	34 (+16)

Savings Throws Dex +21, Int +26, Wis +24, Cha +26

Skills Stealth +23, Insight +24, Perception +24, Deception +26, Persuasion +26

Damage Resistances acid, cold, fire, lightning, thunder

Damage Immunities force, poison

Condition Immunities grappled, paralyzed, prone, restrained

Senses truesight 240 ft., passive Perception 34

Languages All, telepathy 500 ft.

Challenge 31 (175,000 XP)

Lord of Annihilation. If a target is reduced to 0 hit points by force damage caused by Tharizdun it is disintegrated and can only be returned to life by a *wish* (note this doesn't apply to creatures that disincorporate or are banished when they reach 0 hit points).

Innate Spellcasting. Tharizdun's spell casting ability is Charisma (spell save DC 34, +26 to hit with attack spells). Tharizdun can innately cast the following spells, requiring no material components:

At will: *disintegrate*, *dissonant whispers*, *magic missile* (9th level),

3/day each: *force cage*, *wall of force*

1/day each: *dominate monster*, *mass suggestion* (9th level)

Regeneration. Tharizdun regains 50 hit points at the start of its turn. If it takes radiant damage, this trait does not function at the start of its next turn. Tharizdun is only destroyed if it starts its turn with 0 hit points and it can't regenerate.

Wraith Form. Tharizdun can enter another creature's space and move through other creatures and objects as if they were difficult terrain. If Tharizdun chooses, each creature whose space he enters must make a DC 33 Constitution saving throw, take 44 (8d10) force damage on a failure.

Actions

Multiattack. Tharizdun makes two *druniazth* attacks.

Druniazth. *Melee Weapon Attack:* +22 to hit, reach 15 ft., one target. *Hit:* 33 (3d10 + 17) slashing damage plus 40 force damage.

Disintegrate. Tharizdun picks one target he can see within 120 feet. The target must make a DC 34 Dexterity saving throw taking 96 (16d6+40) force damage on a failure.

Force Blast. Tharizdun emits a blast of force in a 80 foot cone. Each creature in the cone must make a DC 32 Strength saving throw or be pushed up to 200 feet and knocked prone. If a thrown target strikes a solid surface the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 33 Dexterity saving throw or take the same damage and be knocked prone.

Word of Annihilation (Recharge 6). Tharizdun speaks the word of annihilation. One creature within 60 ft. of Tharizdun must make a DC 34 Constitution saving throw or take 250 (20d20+40) force damage and be stunned until the end of Tharizdun's next turn.

Bonus Action

Puppet Master. Tharizdun can use a bonus action to exert precise control of a creature he has dominated.

Legendary Actions

Tharizdun can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Tharizdun has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. Tharizdun regains spent legendary actions at the start of his turn.

Force (1/round). Tharizdun makes a *force blast* attack.

Innate Spellcasting (1/round). Tharizdun casts a spell

Regenerate. Tharizdun regenerates 20 hit points

Attack (Costs 2 Actions). Tharizdun makes two *Druniazth* attacks or one *Disintegrate* attack.

Teleport (Costs 2 Actions). Tharizdun magically teleports, along with any equipment it is carrying, up to 120 feet to an unoccupied space it can see.

THARIZDUN

Gargantuan (greater god), chaotic evil

Armor Class 35
Hit Points 820(40d20+400)
Speed fly 180 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+14)	30(+15)	30 (+15)	35(+17)	32(+16)	40 (+20)

Savings Throws Dex +25, Int +27, Wis +26, Cha +30
Skills Stealth +25, Insight +26, Perception +26, Deception +30, Intimidation +30, Persuasion +30
Damage Resistances acid, cold, fire, lightning, necrotic, thunder, psychic
Damage Immunities force, poison
Condition Immunities grappled, paralyzed, prone, restrained
Senses truesight 360 ft., passive Perception 36
Languages All, telepathy 1,000 ft.
Challenge 37 (315,000 XP)

Elder of Annihilation. When Tharizdun's attacks cause force damage the target must make a DC 33 Constitution saving throw or have its hit point maximum reduced by an amount equal to the force damage. This reduction can only be reversed by a *wish*, or spell of similar power.

If a target is reduced to 0 hit points by force damage caused by Tharizdun it is disintegrated and can only be returned to life by a *wish* cast at 10th level or higher (note this doesn't apply to creatures that disincorporate or are banished when they reach 0 hit points).

Innate Spellcasting. Tharizdun's spell casting ability is Charisma (spell save DC 38, +30 to hit with attack spells). Tharizdun can innately cast the following spells, requiring no material components:

At will: *disintegrate* (7th level), *dissonant whispers*, *magic missile* (12th level), *wall of force*

3/day each: *force cage*, *mass suggestion* (9th level)

1/day each: *dominate monster* (12th level), *time stop*

Regeneration. Tharizdun regains 60 hit points at the start of its turn. If it takes radiant damage, this trait does not function at the start of its next turn. Tharizdun is only destroyed if it starts its turn with 0 hit points and it can't regenerate.

Wrath Form. Tharizdun can enter another creature's space and move through other creatures and objects as if they were difficult terrain. If Tharizdun chooses, each creature whose space he enters must make a DC 35 Constitution saving throw, take 55 (10d10) force damage on a failure.

Actions

Multiattack. Tharizdun can use Dominating Presence. He can then make three *druniazth* or *touch of insanity* attacks.

Druniazth. *Melee Weapon Attack:* +25 to hit, reach 20 ft., one target. *Hit:* 41 (4d10 + 19) slashing damage plus 40 force damage.

Touch of Insanity. *Melee Weapon Attack:* +25 to hit, reach 15 ft., one target. *Hit:* 90 (10d12 + 25) psychic damage and the target must make a DC 34 Wisdom saving throw or suffer the effects of the *confusion* spell.

Disintegrate. Tharizdun picks one target he can see within 180 feet. The target must make a DC 38 Dexterity saving throw taking 106 (19d6+40) force damage on a failure.

Force Blast. Tharizdun emits a blast of force in a 120 foot cone. Each creature in the cone must make a DC 33 Strength saving throw or be pushed up to 300 feet and knocked prone. If a thrown target strikes a solid surface the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 33 Dexterity saving throw or take the same damage and be knocked prone.

Song of Annihilation (Recharge 6). Tharizdun recites the song of annihilation. All creatures within 60 ft. of Tharizdun must make a DC 38 Constitution saving throw or take 250 (20d20+40) force damage and be stunned until the end of Tharizdun's next turn.

Dominating Presence. Each creature of Tharizdun's choice within 120 feet of him and aware of him must succeed on a DC 30 Wisdom saving throw or dominated, by Tharizdun, per the *dominate monster* spell, for 1 minute.

Bonus Action

Puppet Master. Tharizdun can use a bonus action to exert precise control of a creature he has dominated.

Legendary Actions

Tharizdun can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Tharizdun has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. Tharizdun regains spent legendary actions at the start of his turn.

Force (1/round). Tharizdun makes a *force blast* attack.

Innate Spellcasting (1/round). Tharizdun casts a spell whose space he enters suffers the effects of *wraith form*.

Regenerate. Tharizdun regenerates 30 hit points

Attack (Costs 2 Actions). Tharizdun makes two *Druniazth* attacks or one *Disintegrate* attack.

Teleport (Costs 2 Actions). Tharizdun magically teleports, along with any equipment it is carrying, up to 240 feet to an unoccupied space it can see.

Annihilation (Costs 5 Actions). Tharizdun recharges *song of annihilation* and he uses it immediately.

THARIZDUN (EMPOWERED)

Gargantuan (greater god), chaotic evil

Armor Class 37

Hit Points 1360 (40d20+560)

Speed fly 240 ft.

STR	DEX	CON	INT	WIS	CHA
34 (+18)	38(+20)	38 (+20)	40(+21)	36(+19)	45 (+23)

Savings Throws Dex +25, Int +27, Wis +26, Cha +30

Skills Stealth +25, Insight +26, Perception +26, Deception +30, Intimidation +30, Persuasion +30

Damage Resistances acid, cold, fire, lightning, necrotic, thunder

Damage Immunities force, poison, psychic

Condition Immunities grappled, paralyzed, prone, restrained

Senses truesight 360 ft., passive Perception 36

Languages All, telepathy 1 mile

Challenge 44 (555,000 XP)

Annihilation. When Tharizdun's attacks cause force damage the target's hit point maximum is reduced by an amount equal to the force damage it takes. This reduction can only be reversed by a *wish*, or spell of similar power cast at 12th level or higher.

If a target is reduced to 0 hit points by force damage caused by Tharizdun it is disintegrated and can only be returned to life by a *wish* cast at 12th level or higher.

Aura of Madness. Each creature of Tharizdun's choice within 240 feet of him must make a DC 35 Intelligence saving throw or be driven insane per the spell *symbol (insanity)*.

Innate Spellcasting. Tharizdun's spell casting ability is Charisma (spell save DC 41, +33 to hit with attack spells). Tharizdun can innately cast the following spells, requiring no material components:

At will: *disintegrate (9th level)*, *dissonant whispers (the target moves in a direction of Tharizdun's choice)*, *magic missile (12th level)*, *wall of force*

3/day each: *dominate monster (12th level)*, *force cage*, *mass suggestion (9th level)*, *weird, wish*

1/day each: *feblemind (10d6 psychic damage)*, *word of insanity*, *word of annihilation*

Magic Weapons. Tharizdun's weapon attacks are treated as +6 magical weapons.

Regeneration. Tharizdun regains 60 hit points at the start of its turn. If it takes radiant damage, this trait does not function at the start of its next turn. Tharizdun is only destroyed if it starts its turn with 0 hit points and it can't regenerate.

Wraith Form. Tharizdun can enter another creature's space and move through other creatures and objects as if they were difficult terrain. If Tharizdun chooses, each creature whose space he enters must make a DC 37 Constitution saving throw, taking 65 (10d12) force damage on a failure.

Actions

Multiattack. Tharizdun can use Dominating Presence. He can then make three *druniazth* or *touch of insanity* attacks.

Druniazth. *Melee Weapon Attack:* +28 to hit, reach 30 ft., one target. *Hit:* 57 (6d10 + 24) slashing damage plus 40 force damage.

Touch of Insanity. *Melee Weapon Attack:* +28 to hit, reach 20 ft., one target. *Hit:* 107 (12d12 + 29) psychic damage and the target must make a DC 34 Wisdom saving throw or suffer the effects of the *confusion* spell.

Disintegrate. Tharizdun picks one target he can see. The target must make a DC 41 Dexterity saving throw taking 138 (28d6+40) force damage on a failure.

Force Blast. Tharizdun emits a blast of force in a 120 foot cone. Each creature in the cone must make a DC 33 Strength saving throw or be pushed up to 500 feet and knocked prone. If a thrown target strikes a solid surface the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 33 Dexterity saving throw or take the same damage and be knocked prone.

Song of Annihilation (Recharge 5-6). Tharizdun recites the song of annihilation. All creatures within 120 ft. of Tharizdun must make a DC 41 Constitution saving throw or take 290 (20d20+80) force damage and be stunned until the end of Tharizdun's next turn.

Dominating Presence. Each creature of Tharizdun's choice within 120 feet of him and aware of him must succeed on a DC 30 Wisdom saving throw or be dominated, by Tharizdun, per the *dominate monster* spell, for 1 minute.

Bonus Action

Puppet Master. Tharizdun can use a bonus action to exert precise control of a creature he has dominated.

Reaction

Willing Sacrifice. When Tharizdun is hit by an attack, one creature that is charmed by him must use its reaction to move up to its speed and be hit by the attack instead.

Legendary Actions

Tharizdun can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Tharizdun has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. Tharizdun regains spent legendary actions at the start of his turn.

Force (1/round). Tharizdun makes a *force blast* attack.

Innate Spellcasting (1/round). Tharizdun casts a spell **Move.** Tharizdun can move up to half his speed. Each target whose space he enters suffers the effects of *wraith form*.

Regenerate. Tharizdun regenerates 30 hit points

Attack (Costs 2 Actions). Tharizdun makes two *Druniazth* attacks or one *Disintegrate* attack.

Teleport (Costs 2 Actions). Tharizdun magically teleports, along with any equipment it is carrying, up to 240 feet to an unoccupied space it can see.

Annihilation (Costs 5 Actions). Tharizdun recharges *song of annihilation* and he uses it immediately.

BAHAMUT

Gargantuan dragon (greater god), lawful good

Armor Class 34 (natural armor)

Hit Points 1,650 (50d20 + 650)

Speed 140 ft., climb 120 ft., fly 500 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
37 (+18)	20 (+10)	37 (+18)	34 (+17)	30 (+15)	38 (+19)

Savings Throws Str +28, Dex +20, Con +28, Int +27, Wis +25, Cha +29

Skills Arcana +27, Athletics +28, History +27, Insight +25, Nature +27, Perception +35, Religion +27

Damage Resistances acid, fire, lightning, poison, thunder; refer to Greater God traits

Damage Immunities cold, force, radiant; refer to Greater God traits

Condition Immunities blinded, charmed, deafened, frightened, petrified, poisoned, stunned; refer to Greater God traits

Senses blindsight 480 ft., darkvision 600 ft., truesight 240 ft., passive Perception 45

Languages All, telepathy 1,200 ft.

Challenge 43 (515,000 XP)

Aura of Dragon King. Mortal allies of Bahamut within 60 feet of him gain advantage on all attacks, checks, and saving throws. Additionally, they cannot be Charmed or Frightened.

Enemies of Bahamut that start or end their turn in the aura take 28 (8d6) cold or 28 (8d6) radiant damage, Bahamut's choice.

Colossal. Bahamut's space is 80 feet by 80 feet, and he has advantage on saving throws against being pushed or knocked prone. Additionally, when Bahamut hits a Medium or smaller creature with a melee attack, each creature within 5 feet of the initial target must make a DC 34 Dexterity saving throw or suffer the same attack.

Discorporation. Refer to Greater God Traits.

Divine Might. Refer to Greater God Traits

Divine Sense (20/day). Bahamut can use a bonus action to detect any celestial, fiend, or undead within 120 feet of him that is not behind total cover.

God of Metallic Dragons. Bahamut can, as a legendary action, duplicate the effects of any lair action that a metallic dragon can take, even if he is not in his lair. If he does so, the lair action will have twice the range, DC, damage, and/or effect. In addition, he can use a bonus action to see and hear through any metallic dragon.

Innate Spellcasting. Refer to Greater God traits. Additionally, Bahamut's spell casting ability is Charisma (spell save DC 37, +29 to hit with attack spells). Bahamut can innately cast all wizard spells of 7th level or lower twice per day, all cleric spells of 7th level or lower once per day, and the following spells, requiring no components:

At will: *bless, control water, cone of cold (9th level), control winds, create food and water, detect thoughts, feather fall, fire ball (9th level), lightning bolt (9th level), melf's acid arrow (9th level), sacred flame (17th level), speak with animals, stone shape, sunbeam, transmute rock, wall of fire (9th level), wall of ice (9th level)*

3/day each: *absorb elements (9th level), antimagic field, flesh to stone, geas, heal, hold monster, mass suggestion, move earth, otto's irresistible dance, power word stun, reverse gravity, sunburst, wall of stone, whirlwind*

1/day each: *control weather, dominate monster, earthquake, foresight, holy aura, maze, prismatic wall, storm of vengeance, timestop, tsunami, weird*

Legendary Resistance (5/Day). Refer to Greater God traits

Limited Magic Immunity. Refer to Greater God Traits.

Magic Weapons. Refer to Greater God Traits. Additionally, Bahamut's melee weapon attacks deal an extra 45 (10d8) radiant damage on a hit (included in the attack).

Regeneration. Refer to Greater God Traits.

Scales of the Dragon King. When Bahamut is targeted by a Magic Missile spell, line spell, or a spell that requires a ranged attack roll, roll a d6. On a roll of 1-2, the functions normally, on a roll of 3-4, the spell is deflected and Bahamut is unaffected. On a roll of 5-6, Bahamut is unaffected and the effect is reflected back at the caster as though it originated from Bahamut, turning the caster into the target.

Siege Monster. Bahamut deals double damage to objects and structures.

ACTIONS

Multiattack. Bahamut can use his Majestic Presence. He then makes three attacks: two claw attacks and one bite or tail attack.

Bite. Melee Weapon Attack: +28 to hit, reach 65 ft., one target. Hit: 210 (34d10 + 23) piercing damage plus 42 (12d6) cold damage and 45 (10d8) radiant damage.

Claw. Melee Weapon Attack: +28 to hit, reach 35ft., one target. Hit: 142 (34d6 + 23) slashing damage plus 45 (10d8) radiant damage and the target must make a DC 36 Strength saving throw or be knocked prone, grappled, or pushed 80 feet (Bahamut's choice).

Tail. Melee Weapon Attack: +28 to hit, reach 130 ft., one target. Hit: 176 (34d8 + 23) bludgeoning damage plus 45 (10d8) radiant damage. If the target is a creature, it must succeed on a DC 29 Constitution saving throw or be knocked prone or pushed 50 feet, the dragon's choice, and incapacitated until the end of the Bahamut's next turn.

Breath Weapons (Recharge 5-6). Bahamut uses one of the following breath weapons.

Cold Breath. Bahamut exhales cold in a 480-foot cone. Each creature in that area must make a DC 36 Dexterity saving throw, taking 420 (40d20) cold damage on a failed save, or half as much damage on a successful one. When a creature, object, or area takes cold damage from this attack, it is frost bitten. A frost-bitten creature takes 35 (10d6) cold damage at the start of its turn, cannot use reactions, and its speed is halved. A frost-bitten area is covered with ice and becomes difficult terrain. If a creature attempts to go over the frost-bitten area at normal speed, it must make a DC 24 Dexterity saving throw or fall prone. Frost bitten creatures and areas are frost bitten for 6 (1d12) rounds, unless a creature takes an action and succeeds on a DC 24 Intelligence (Nature) check to heat itself, another, or a medium sized area.

Gaseous Form. Bahamut exhales a gray mist that fills a 180-foot radius sphere centered on Bahamut. Each creature of Bahamut's choice in the area must make a DC 36 Constitution saving throw. On a failure the target's body is turned into a misty cloud as in the spell *gaseous form*, except any clothing or equipment worn or carried is not transformed and instead falls to the ground. The target remains in gaseous form for 15 minutes.

Disintegration Breath. Bahamut exhales a beam of blue light that is 5 feet wide and 800 feet long. Each creature in the beam must make a DC 36 Dexterity saving throw, taking 472 (45d20) force damage on a failed save, or half as much damage on a successful one. If this attack reduces a target to 0 hit points it is disintegrated.

Majestic Presence. Each creature of Bahamut's choice within 480 feet him and aware of him must succeed on a DC 30 Wisdom saving throw or 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.

Change Shape. Bahamut magically polymorphs into any creature that has a challenge rating no higher than 35, or back into his true form. It reverts to its true form if it dies. Any Equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, Bahamut retains his alignment, hit points, Hit Dice, ability to speak, proficiencies, legendary actions, lair actions, innate spellcasting, and Intelligence, Wisdom, and Charisma scores, as well as this action. His Statistics and capabilities are otherwise replaced by those of the new form.

Lay on Hands. Bahamut has a pool of healing power he can draw upon to heal up to 250 hit points of damage per day. As an action, he can touch a creature and draw from this pool and restore a number of hit points to the creature, up to the maximum amount remaining in the pool. Alternatively, he can cure the target of one disease or neutralize one poison per 5 hit points of restoring power spent from the pool.

Turn the Unholy. Each evil undead, fiend, or celestial that can see or hear Bahamut and that is within 120 feet of him must make a DC 25 Wisdom saving throw or be turned for 2 minutes or, if its CR is 15 or below and Bahamut wishes it, destroyed.

A turned creature must spend its turn trying to move as far away from Bahamut as it can, and it can't willingly move to a space within 120 feet of him. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Draconic Summons (3/day). Bahamut magically summons (100% chance of success) 1d6 + 1 of his seven royal guards. Bahamut can continue to use this action until all seven guards have been summoned.

LEGENDARY ACTIONS

Bahamut can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Bahamut has unspent legendary actions at the end of the round, he may spend and immediately use his remaining legendary actions. Bahamut regains spent legendary actions at the start of his turn.

Bahamut's Cleansing. Bahamut chooses one willing creature he can see within 240 feet of him. Positive energy courses through the creature to undo a debilitating effect. He can reduce the target's exhaustion level by one, or end one of the following effects on the target:

- One effect that charmed or petrified the target
- One curse, including the target's attunement to a cursed magic item
- Any reduction to one of the target's ability scores
- One effect reducing the target's hit point maximum

Bahamut's Mercy. Bahamut chooses one willing creature he can see within 240 feet of him. The creature can spend up to 5 hit dice to regain hit points and regain an additional 25 hit points.

Move. Bahamut moves up to half his speed.

Quick Casting. Bahamut casts an at-will spell.

Regenerate. Bahamut regenerates 50 hit points.

Teleport. Bahamut, and up to 12 allies within 20 feet of him, magically teleport, along with any equipment carried, up to 240 feet to unoccupied spaces he can see.

Bahamut's Blessing (Cost 2 Actions). Bahamut chooses one willing creature he can see within 240 feet of him. The creature gains a +10 bonus to attack rolls, a +10 bonus to skill checks, a +10 bonus to saving throws, and deals an additional 14 (4d6) radiant damage when it hits with a melee attack until the end of its next turn.

Majestic Aura (Costs 2 Actions). Bahamut intensifies his aura, increase the range to 120 feet until the end of its next turn. In addition, each creature of Bahamut's choice in the aura must make a DC 36 Constitution saving throw or be frost bitten. The area of the aura is also frost bitten.

Tail (Costs 2 Actions). Bahamut makes a tail attack.

Wing Attack (Costs 3 Actions). Bahamut beats his wings. Each creature within 80 feet of him must succeed on a DC 36 Dexterity saving throw or take 142 (34d6 + 23) bludgeoning damage plus 45 (10d8) and be knocked prone. Bahamut can then fly up to half his speed.

Forcecage (Costs 3 Actions, Recharge 6). Bahamut creates a magical cage as in the spell *forcecage*, except the bar cage can be 60 feet on a side and the solid cage can be 30 feet on a side.

Recharge (Costs 4 Actions, 1/Day). Bahamut recharges his ability to use breath weapons.

Spellcasting (Costs 4 Actions). Bahamut casts a spell.

Tail Sweep (Costs 4 Actions). Bahamut swings his tail in a 130-foot cone. Each creature in the area must make a DC 36 Dexterity saving throw or take 176 (34d8 + 23) bludgeoning damage plus 45 (10d8) radiant damage, be pushed 80 feet, knocked prone, and stunned until the end of Bahamut's next turn.

Smite the Wicked (Cost 5 Actions). All evil creatures within 120 feet of Bahamut must make a CD 36 Charisma saving throw, taking 210 (20d20) radiant damage on a failure, or half as much damage on a success.

MORADIN

Medium humanoid (greater god), lawful good

Armor Class 37 (armor and shield of Moradin)

Hit Points 1,242 (54d8 + 810)

Speed 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
38 (+19)	34(+17)	40 (+20)	37 (+18)	32 (+16)	38 (+19)

Savings Throws Str +29, Dex +27, Con +30, Int +28, Wis +26, Cha +289

Skills Athletics +29, History +28, Insight +26, Intimidation +29, Investigation +28, Perception +26, Survival +26

Damage Resistances necrotic, radiant; refer to Greater God traits

Damage Immunities fire, poison, thunder; refer to Greater God traits

Condition Immunities paralyzed; refer to Greater God traits

Senses truesight 480 ft., passive Perception 26

Languages All, telepathy 1,200 ft.

Challenge 40 (405,000 XP)

Aura of Devotion. All creatures of Moradin's choice within 120 feet of him are immune to charm effects and gain a +2 bonus on attack and damage rolls while within the aura and he is conscious.

Discorporation. Refer to Greater God traits.

Divine Might. Refer to Greater God traits.

Divine Reflexes. Refer to Greater God traits. In addition, Moradin can use two reactions per round, but only 1 per turn.

Divine Sense. Moradin is aware of the presence of any celestial, fiend, or undead within 1 mile of him and he knows the exact location of such beings within 480 feet of him. A creature can attempt to conceal their presence by succeeding on a DC 37 Charisma saving throw. On a failure, Moradin is aware of the creature's exact location.

God of Forge and Craft. Moradin can cast any Transmutation spells at 9th level or lower 3/day. In addition, he can cast any Conjunction spell at 9th level or lower 1/day.

Innate Spellcasting. Refer to Greater God traits. In addition, Moradin's spell casting ability is Charisma (spell save DC 37, +29 to hit with attack spells. Moradin can innately cast the following spells, requiring no material components:

At will: *bless*, *counterspell*, *divine word*, *heat metal*, *move earth*, *transmute rock*, *banishing smite*, *wall of stone*
3/day each: *antimagic field*, *calm emotions*, *earthquake*, *firestorm*
2/day each: *antipathy/sympathy*, *mind blank*, *simulacrum*, *sunburst*

Legendary Resistance (5/day). Refer to Greater God traits.

Limited Magic Immunity. Refer to Greater God traits.

Magic Weapons. Refer to Greater God traits. In addition, Moradin wears +5 epic plate armor and a +5 epic shield. Additionally, he wields the +5 epic warhammer Guldarak that, if he wills it, returns to his hand instantly (free action).

Quick Step. Moradin can disengage as a bonus action.

Regeneration. Refer to Greater God traits.

Rooted in Stone. Moradin can only be forcibly moved by an effect (push, pull, slide, etc.) if he chooses and he cannot be knocked prone.

ACTIONS

Multiattack. Moradin makes three Warhammer attacks.

Warhammer. *Melee or Ranged Weapon Attack:* +29 to hit, reach 5 ft., or ranged 600/1200, one target. *Hit:* 213 (42d8 + 24) bludgeoning damage. In addition, the target must make a DC 38 Strength saving throw or be knocked prone or pushed 10 feet for each point by which it fails the save, Moradin's choice.

Bone Crushing Strike (Recharge 5-6). *Melee Weapon Attack:* +29 to hit, reach 5 ft., one target. *Hit:* 255 (42d10 + 24) bludgeoning damage plus 156 (24d12) radiant damage, 156 (24d12) thunder damage, and the target must make a DC 38 Constitution saving throw or be knocked prone and stunned for 1 minute. The creature may attempt additional saving throws at the end of its turn, ending the effect on itself on a success.

Whirling Hammer (Recharge 5-6). Moradin makes a Warhammer attack on each target within his reach. On a hit, a target must make a DC 37 Strength saving throw or be pushed 30 feet and knocked prone.

Turn the Unholy. All undead and fiends within 240 feet of Moradin must make a DC 37 Wisdom saving throw. On a failure, a CR 10 or less undead or fiend is destroyed, a CR 20 or less fiend or undead is turned for 1 hour, and a CR 30 or lesser fiend is turned for 1 minute.

Conjure Construct (1/Rest). Moradin conjures one of the following groups of constructs, which appear in unoccupied spaces within 1000 feet of him: 1d8 adamantine golems, 1d4 stone colossi, or 1 iron colossus

Bonus Action

Lay on Hands. Moradin can touch one creature and heal its wounds. He can use this effect multiple times, but the maximum amount he can heal per day with this ability is 1,000 hit points.

REACTIONS

Parry. Moradin adds 5 to his AC against one attack that would hit him. To do so, he must see the attacker and be wielding a shield.

LEGENDARY ACTIONS

Moradin can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Moradin has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. Moradin regains spent legendary actions at the start of her turn.

Move. Moradin can move up to half his speed.

Regenerate. Moradin regains 50 hit points.

Spell Casting (Costs 2 Actions). Moradin, casts an at-will spell.

Teleport (Costs 2 Actions). Moradin teleports to an unoccupied space it can see within 120 feet of him.

Attack (Costs 2 Actions). Moradin makes a Warhammer attack.

Sunder (Cost 2 Actions). Moradin touches an item (weapon, armor, shield, staff, etc.) and attempts to undo its place in the fabric of reality. *Melee Spell Attack:* +29 to hit, reach 5ft., one target. *Hit:* Items that are not artifacts or epic are instantly destroyed. Artifacts and epic items must make a DC 37 Constitution saving throw or be destroyed.

God of Creation (Costs 5 Actions). Moradin recharges his Conjure Construct ability.

BANE

Large humanoid (greater god), lawful evil

Armor Class 30/34 (natural armor / shield)

Hit Points 1,440 (48d10 + 960)

Speed 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
37 (+18)	37(+18)	40 (+20)	30 (+15)	34 (+17)	36 (+18)

Savings Throws Str +28, Dex +28, Con +30, Int +25, Wis +27, Cha +28

Skills Acrobatics +28, Athletics +28, Insight +27, Intimidation +28, Perception +27, Stealth +23

Damage Resistances acid, cold, force, necrotic; refer to Greater God traits

Damage Immunities poison; refer to Greater God traits

Condition Immunities Refer to Greater God traits

Senses truesight 300 ft., passive Perception 37

Languages All, telepathy 800 ft.

Challenge 39 (375,000 XP)

Black Iron Shield. If Bane is wielding his shield and is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he can use a reaction to no damage on a successful save or half damage on a failed save.

Discorporation. Refer to Greater God traits.

Divine Might. Refer to Greater God traits.

Divine Reflexes. Refer to Greater God traits. In addition, Bane can use two reactions per round.

God of War. Allies who start their turn within sight of Bane gain a +5 bonus to attack rolls (this does not stack with epic bonus), a +10 bonus to damage rolls, deal critical hits on a roll of 19-20, and gain 50 temporary hit points (once per short rest).

Innate Spellcasting. Refer to Greater God traits. In addition, Bane's spell casting ability is Charisma (spell save DC 36, +28 to hit with attack spells). Bane can innately cast the following spells, requiring no components:

At will: *blight, calm emotions, command, disintegrate, enthrall, fear, hold monster, protection from good and evil, inflict wounds*
2/day each: *bestow curse, contagion, create undead, dispel evil and good, dominate monster, earthquake, geas, mass suggestion*

Legendary Resistance. Refer to Greater God traits.

Limited Magic Immunity. Refer to Greater God traits.

Magic Weapons. Refer to Greater God traits. In addition, Bane wears a pair of +5 epic cesti and a +3 epic breastplate. He also carries a +5 epic gladius, a +2 epic shield and a +5 epic spear. If he wields it, the spear will return to his hand instantly (free action).

Quick Step. Bane can disengage as a bonus action.

Regeneration. Refer to Greater God traits.

Weapon Master. Bane deals critical hits on a roll of 18-20 with his weapon attacks.

ACTIONS

Multiattack. Bane makes three weapon attacks.

Cetus. *Melee Weapon Attack:* +28 to hit, reach 5 ft., one target. *Hit:* 108 (34d4 + 23) bludgeoning damage. In addition, the target must make a DC 28 Strength saving throw or be stunned until the end of Bane's next turn.

Gladius. *Melee Weapon Attack:* +28 to hit, reach 10 ft., one target. *Hit:* 142 (34d6 + 23) slashing damage.

Spear. Bane makes one of the following attacks:

- **Thrust.** *Melee Weapon Attack:* +28 to hit, reach 15 ft., one target. *Hit:* 142 (34d6 + 23) piercing damage, or 176 (34d8 + 23) piercing damage when wielded two-handed.
- **Slash.** *Melee Weapon Attack:* +28 to hit, reach 15 ft., one target. *Hit:* 142 (34d6 + 23) slashing damage and the target's speed is reduced by 10 feet until the end of its next turn. This effect is cumulative.
- **Sweep.** *Melee Weapon Attack:* +28 to hit, reach 15 ft., one target. *Hit:* 142 (34d6 + 23) bludgeoning or slashing damage (Bane's choice) and the target is knocked prone.
- **Throw.** *Ranged Weapon Attack:* +28 to hit, range 400/800., one target. *Hit:* 142 (34d6 + 23) piercing damage and the target must make a DC 36 Strength saving throw or be restrained. The spear can be removed, and the target no longer restrained, with a DC 23 Strength check or if Bane wills it. When the spear is removed the target suffers an additional 28 (8d6) piercing damage.

Vile Curse. Bane bellows foul words of power. Each creature of Bane's choice within 120 feet of him that can hear him must make a DC 36 Charisma saving throw or take 78 (12d12) psychic damage and be paralyzed on a failed save or half as much damage on a successful one. A creature can make additional saving throws at the end of its turn, ending the effect on itself on a success.

Tyrants Gaze (Recharge 5-6). Bane chooses on creature he can see within 240 feet of him. That creature must make a DC 36 Wisdom saving throw or be dominated by Bane as in the spell *Dominant Monster*.

REACTIONS

Parry. If Bane adds 2 to his AC against one attack that would hit him, or 4 to his AC if he is wielding a shield. To do so, he must see the attacker and be wielding a weapon or shield.

Shield Bash. If Bane is missed by a melee attack he can the following attack targeting the attacker. *Melee Weapon Attack:* +28 to hit, reach 5 ft., one target. *Hit:* 65 (17d4 + 23) bludgeoning and the target must make a DC 36 Strength saving throw or be knocked prone.

LEGENDARY ACTIONS

Bane can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Bane has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. Bane regains spent legendary actions at the start of her turn.

Move. Bane can move up to half his speed.

Regenerate. Bane regains 30 hit points or reattaches a severed body part.

Spell Casting (Costs 2 Actions). Bane, casts an at-will spell.

Teleport (Costs 2 Actions). Bane teleports to an unoccupied space it can see within 120 feet of him.

Attack (2 Actions). Bane makes a weapon attack.

Black Hand (Costs 3 Actions). *Melee Weapon Attack:* +28 to hit, reach 10 ft., one target. *Hit:* 210 (20d20) necrotic damage and the target's speed is reduced in half and they cannot regain hit points for 1 day. The target can make a DC 36 Constitution saving throw at the end of its turn, ending the effects on itself on a success, or taking an 55 (10d10) damage on a failed save.

Curse (Costs 3 Actions). Bane makes a *Vile Curse* attack.

Full Attack (Costs 4 Actions). Bane makes 3 weapon attacks.

CORELLON LARETHIAN

Medium (greater god), chaotic good

Armor Class 34 (natural armor)

Hit Points 960 (48d8+576)

Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
34 (+17)	40 (+20)	34 (+17)	40(+20)	39 (+19)	40 (+20)

Savings Throws Strength +27, Dex +30, Con +27, Int +30, Wis +29, Cha +30

Skills Arcana +30, Acrobatics +30, History +30, Insight +29, Nature +29, Perception +29, Persuasion +30, Survival +29

Damage Resistances acid, cold, lightning, necrotic, radiant

Damage Immunities force, poison

Condition Immunities paralyzed, restrained, stunned

Senses truesight 360 ft., passive Perception 31

Languages All, telepathy 1,000 ft.

Challenge 39 (375,000 XP)

Favored Enemy. Corellon's favored enemies are: aberrations, dragons, fiends, orcs, and undead. Corellon has advantage on Wisdom checks to track these creatures and Intelligence checks to recall information about these creatures.

Foe Slayer. One per turn Corellon can add 20 hit points of damage to an attack against one of his favored enemies,

God of Magic. Corellon knows all spells available to bards, druids, rangers, and sorcerers and can cast each once per day at 9th level. Corellon can cast additional spells as indicated for greater gods and as noted below in *innate spellcasting*.

If Corellon makes a successful saving throw against a magical attack or effect he is completely unharmed and unaffected by the attack or effect.

Corellon's magic attacks ignore the resistances and immunities of creatures of CR 34 or below.

Innate Spellcasting. Corellon's spell casting ability is Intelligence (spell save DC 38, +30 to hit with attack spells. Corellon can innately cast the following spells, requiring no material components:

At will: *dispel good and evil*, *ethrealness*, *plane shift*, *prismatic spray* (each target is hit by 2 rays)

3/day each: *mass heal*, *prismatic wall*, *true polymorph*, *wish*

1/day each: *imprisonment*, *symbol*, *time stop*

Limited Magic Immunity. Unless Corellon wishes to be affected, he is immune to spells of 8th level or lower and has advantage on saving throws of all spells and magical effects.

Regeneration. Corellon regains 100 hit points at the start of his turn.

Wild Step. Corellon ignores difficult terrain.

Actions

Multiattack. Corellon makes four *longsword* or *force bow* attacks.

Longsword. *Melee Weapon Attack:* +27 to hit, reach 10 ft., one target. *Hit:* 45 (4d10 + 23) slashing damage plus 36 (8d8) radiant damage.

Force Bow. *Ranged Weapon Attack:* +30 to hit, range 1,000 ft., one target. *Hit:* 90 (10d12 + 25) force damage and the target must make a DC 35 Constitution saving throw or be paralyzed.

Beguiling Strike (Recharge 5-6). Corellon teleports within reach of a target within 120 feet of him and makes two *longsword* attacks against the target. He then teleports to another target within 120 feet of the first target and makes two *longsword* attacks against the target. He repeats this process until he has made eight *longsword* attacks. He may target the same creature a maximum of two times with this action.

Missile Barrage (Recharge 5-6). Corellon blast 12 magic missile darts at each target within 180 feet of him.

Bonus Action

Arcane Augments (recharge 5-6). Corellon adds 40 cold, fire, force, lightning, poison, psychic, or radiant damage to his next weapon attack.

Seladrine Accuracy (recharge 5-6). Corellon can use his bonus action to gain advantage on his next attack roll.

Reaction

Counterspell (5/round). Corellon can spend a legendary action (1 action) to use a reaction to cast the spell *counterspell* in addition to his normal reaction.

Spell Reflection. Corellon redirects a spell where he is the target back at the caster. The caster must make a DC 39 Wisdom saving throw or become the target of the spell instead.

Legendary Actions

Corellon can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Corellon has unspent legendary actions at the end of the round, he may spend and immediately use his remaining legendary actions. Corellon regains spent legendary actions at the start of his turn.

Attack. Corellon makes a *longsword* or *force bow* attack.

Innate Spellcasting. Corellon casts a spell

Move. Corellon can move up to half his speed.

Regenerate. Corellon regenerates 50 hit points

Teleport. Corellon magically teleports, along with any equipment it is carrying, up to 240 feet to an unoccupied space it can see.

Flurry of Blades (Costs 5 Actions). Corellon recharges *beguiling strike* and he uses it immediately.

GRUUMSH

Large humanoid (greater god), chaotic evil

Armor Class 34 (natural armor)

Hit Points 1,200 (50d10+700)

Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
37 (+18)	36 (+18)	38 (+19)	30 (+15)	28 (+14)	35 (+17)

Savings Throws Strength +27, Dex +30, Con +27, Int +30, Wis +29, Cha +30

Skills Athletics +28, Intimidation +28, Perception +24

Damage Resistances acid, fire, force

Damage Immunities poison, necrotic

Condition Immunities paralyzed

Senses truesight 240 ft., passive Perception 24

Languages All, telepathy 1,000 ft.

Challenge 38 (345,000 XP)

God of Destruction. Whenever Gruumsh inflicts bludgeoning, piercing, or slashing damage the target must make a DC 25 Constitution saving throw or have its maximum hit points reduced by an amount equal to the damage suffered.

Innate Spellcasting. Gruumsh's spell casting ability is Charisma, spell save DC 35, +27 to hit with attack spells. Gruumsh can innately cast the following spells, requiring no material components:

At will: *command* (10th level), *destructive wave* (50ft radius & d10 damage dice)

3/day each: *bestow curse* (9th level), *inflict wounds* (10th level)

1/day each: *meteor swarm*, *cloud kill* (12th level)

Iron Spear. Gruumsh's spear is a +5 artifact (included in the attack) with 15 charges. In addition, it inflicts an additional 22 (4d10) piercing damage to *fey* and *celestial* creatures and it returns to his hand on command (no action). While holding the spear, Gruumsh can use an action to cast *counterspell* (9th level), *heat metal* (8th level), or *Mirage Arcane*. Alternatively, he can spend 1 or more charges to cast one of the following spells from it: *earthquake* (1 charge), *incendiary cloud* (1 charge, no concentration), or *imprisonment* (2 charges). The wand regains 1d10 + 5 charges daily at dawn.

Rage. Gruumsh's has advantage on Strength checks and saving throws and gains a +80 bonus to damage (included in the attack).

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

Actions

Multiattack. Gruumsh makes two *iron spear* attacks.

Iron Spear. Melee Weapon Attack: +28 to hit, reach 15 ft., one target. *Hit:* 125 (4d10 + 103) piercing damage plus the target must make a DC 35 Constitution saving throw and be paralyzed on a failure.

Iron Spear. Ranged Weapon Attack: +28 to hit, range 1,000 ft., one target. *Hit:* 125 (4d10 + 103) piercing damage plus the target must make a DC 35 Strength saving throw, on a failure the target is pushed 10 feet for each point it fails by and is knocked prone.

Fury of Gruumsh (Recharge 5-6). Gruumsh makes an iron spear attack against each target within his reach and scores a critical hit on a roll of 15-20. In addition, if a creature is hit it must succeed on a DC 36 Strength saving throw or be knocked prone.

Bonus Action

Eye of Gruumsh. Gruumsh can see through the eyes of any orc.

Iron Thrust. When Gruumsh hits with a melee *iron spear* attack he can use his bonus action to inflict an additional 22 (4d10) piercing damage.

Reaction

Destructive Reflexes. When Gruumsh is hit with an attack, he can use his reaction to make an *iron spear* attack on any target within his reach.

Legendary Actions

Gruumsh can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Gruumsh has unspent legendary actions at the end of the round, he may spend and immediately use his remaining legendary actions. Gruumsh regains spent legendary actions at the start of his turn.

Attack. Gruumsh makes an *iron spear* attack.

Move (2/round). Gruumsh can move up to half his speed.

Cast Spell (1/round). Gruumsh casts a spell innately or with his iron spear.

Charging Spear (cost 3 actions). Gruumsh moves up to his speed and makes an iron spear attack against any creature within reach during the move.

Renewed Fury (Costs 5 Actions, 1/day). Gruumsh recharges *fury of Gruumsh* and he can use it immediately.

IOUN

Large humanoid (greater god), neutral

Armor Class 30 (natural armor)

Hit Points 1,100 (50d10 + 600)

Speed 60 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+15)	30 (+15)	34 (+17)	42 (+21)	35 (+17)	33 (+16)

Savings Throws Str +25, Dex +25, Con +27, Int +31, Wis +27, Cha +26

Skills Arcana +41, History +41, Investigation +41, Insight +31, Nature +41 Perception +27, Religion +41

Damage Resistances cold, fire, force, lightning, necrotic, thunder; refer to Greater God traits

Damage Immunities psychic, radiant; refer to Greater God traits

Condition Immunities blinded, paralyzed, stunned; refer to Greater God traits

Senses truesight 1,000 ft., passive Perception 37

Languages All, telepathy 1,200 ft.

Challenge 38 (345,000 XP)

Aura of Knowledge. All creatures within 120 feet of Ioun must make a DC 31 Intelligence saving throw. On a failed save, Ioun forms a mental link with the creature and learns everything about the it. While the link is active, the creature has disadvantage on its attacks against Ioun, she automatically succeeds on any saving throws against this creature, and she has advantage on her attacks target the creature. On a successful save the creature takes 45 (10d8) psychic damage and is immune to Ioun's aura of knowledge for 1 hour. At the end of each of its turn, a creature may attempt another saving throw, taking 45 (10d8) psychic damage, breaking the link with Ioun, and becoming immune to Ioun's aura of knowledge for 1 hour on a success.

Discorporation. Refer to Greater God traits

Divine Celerity. Ioun uses her Intelligence modifier instead of Dexterity modifier when rolling for initiative. Additionally, when she makes a Wisdom saving throw she can use her Intelligence modifier instead.

Divine Might. Refer to Greater God traits

Divine Reflexes. Refer to Greater God traits. Additionally, Ioun can take two reaction per round, but only one per turn.

Goddess of Knowledge. Ioun has advantage on Intelligence checks to determine lore regarding any subject and she can cast any divination spell at least three times per day.

Innate Spellcasting. Refer to Greater God traits and *Goddess of Knowledge*. In addition, Ioun casts all spells at the maximum level and her spellcasting ability is Intelligence (spell save DC 39, +31 to hit with spell attacks). Ioun can innately cast the following spells, requiring no material components:

At will: *cone of cold*, *confusion*, *counterspell*, *divine word*, *fireball*, *lightning bolt*, *plane shift (self only)*, *protection from energy*, *protection from evil and good*, *shield*, *sunburst*

3/day each: *antimagic field*, *feeblemind*, *greater invisibility*, *maze (DC 25 intelligence check)*, *mind blank*, *prismatic wall*

1/day each: *meteor swarm*, *psychic scream*, *timestop*

Keen Perception. Unless Ioun is incapacitated, attack rolls against her cannot have advantage as long as she can perceive (see, smell, feel, or hear) her attacker.

Legendary Resistance (5/Day). Refer to Greater God traits

Limited Magic Immunity. Refer to Greater God traits

Magic Weapons. Refer to Greater God Traits. Additionally, Ioun's wields the staff of knowledge, Almaerifuh. This +5 epic staff strikes like a quarterstaff and deals an extra 45 (10d8) psychic damage on a hit. Refer to the Equipemnt of Ioun for more information.

Regenerate. Refer to Greater God traits.

ACTIONS

Multiattack. Ioun makes two Almaerifuh attacks or casts two at-will spells.

Almaerifuh. Melee Weapon Attack: +25 to hit, reach 10 ft., one target. *Hit:* 41 (6d6 + 20) bludgeoning damage plus 45 (10d8) psychic damage, or 47 (6d8 +20) bludgeoning damage plus 45 (10d8) psychic damage when wielded with two hands.

Dancing Staff. Ioun releases Almaerifuh to hover magically in an unoccupied space within 5 ft. of her. If Ioun can see the staff, she can mentally command it as a bonus action to fly up to 120 ft. and either make two attacks against a target or return to her hands. If the hovering staff is targeted by any effect, Ioun is considered to be holding it.

Cerebral Strike (Recharge 4-6). Ioun chooses up to four creatures she can see within 480-feet of her. Each creature must make DC 39 Intelligence saving throw or take 93 (17d10) psychic damage and be stunned for 2 (1d4) rounds on a failed save, or half as much damage on a successful one.

REACTIONS

Predict Path. Ioun adds 5 to her AC against one ranged attack that would hit her. To do so, she must be able to see the attacker.

LEGENDARY ACTIONS

Ioun can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Ioun has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. Ioun regains spent legendary actions at the start of her turn.

Move. Ioun moves up to half her speed.

Regenerate. Ioun regenerates 50 hit points.

Almaerifuh (Costs 2 Actions). Ioun makes a melee or *dancing staff* Almaerifuh attack.

Quick Casting (Costs 2 Actions). Ioun casts an at-will spell.

Spell Casting (Costs 3 Actions). Ioun casts a spell.

Negate Magic (Cost 3 Actions). Ioun choses one creature she can see within 300 feet of her. The creature must make a DC 39 Wisdom saving throw or any magic items, equipment, weapons it is wearing or wielding have their magic suppressed, as in the spell *antimagic field*. Additionally, an active spell or magic effect on the creature is likewise suppressed as in the spell *antimagic field*. Finally, any spell that target is concentrating one is negated, as in the spell *dispel magic*. The magic suppression last for 2 (1d4) rounds.

Equipment of Ioun

Almaerifuh.

Epic Implement (staff) artifact (requires attunement)

This staff can be wielded as a magic Quarterstaff that grants a +5 bonus to Attack and Damage Rolls made with it and a +5 bonus to Armor Class, saving throws and spell attack rolls.

The staff has 100 Charges. When you hit with a melee Attack using it, you can expend up to 10 of its Charges. For each charge you expend, the target takes an extra 1d8 psychic damage. The staff regains 5d12 + 40 expended Charges daily at dawn.

Spell Absorption: While holding the staff, you have advantage on saving throws against Spells. In addition, you can use your reaction when another creature casts a spell that Targets only you. If you do, the staff absorbs the magic of the spell, canceling its effect and gaining a number of Charges equal to the absorbed spell's level. However, if doing so brings the staff's total number of Charges above 100, the staff explodes as if you activated its retributive strike (see below).

Spells: While holding the staff, you can use an action to expend some of its Charges to cast one of the following Spells from it, using your spell save DC and spellcasting ability: Cone of Cold (9th level version, 9 charges), Cure Wounds (1 charge per Spell Level), Conjure Elemental (7 charges), Dispel Magic (3 charges), Dominate Person (5 charges), Dominate Monster (8 charges), Fireball (9th-level version, 9 charges), Flaming Sphere (2 charges), Globe of Invulnerability (6 charges), Hold Monster (5 charges), Ice Storm (4 charges), Invisibility (2 charges), knock (2 charges), Lesser Restoration (2 charges), Levitate (2 charges), Lightning Bolt (9th-level version, 9 charges), Magic Missile (1 charge per level), Mass Cure Wounds (5 charges), Passwall (5 charges), Plane Shift (7 charges), Ray of Enfeeblement (1 charge), Telekinesis (5 charges), Wall of Fire (4 charges), Wall of Force (5 charges), or Web (2 charges).

or

You can also use an action to cast one of the following Spells from the staff without using any charges: Arcane Lock, Command, Detect Magic, enlarge/reduce, light, Mage Hand, or Protection from Evil and Good.

Retributive Strike: You can use an action to break the staff over your knee or against a solid surface, performing a retributive strike. The staff is destroyed and releases its remaining magic in an explosion that expands to fill a 60-foot-radius Sphere centered on it.

You have a 50 percent chance to instantly travel to a random plane of existence, avoiding the explosion. If you fail to avoid the effect, you take force damage equal to 16 x the number of Charges in the staff. Every other creature in the area must make a DC 17 Dexterity saving throw. On a failed save, a creature takes an amount of damage based on how far away it is from the point of origin, as shown in the following table. On a successful save, a creature takes half as much damage.

Distance from Origin — Damage:

20 ft. away or closer — 8 x the number of Charges in the staff

21 to 40 ft. away — 6 x the number of Charges in the staff

41 to 60 ft. away — 4 x the number of Charges in the staff

**DM Note: Ioun does not have to expend any charges to inflict additional psychic damage on a hit.*

MAGLUBIYET

Large humanoid (greater god), lawful evil

Armor Class 32 (natural armor)

Hit Points 1,127 (49d10 + 637)

Speed 80 ft., climb 60

STR	DEX	CON	INT	WIS	CHA
34 (+16)	38 (+18)	36 (+17)	34 (+16)	28 (+13)	34 (+16)

Savings Throws Str +26, Dex +28, Con +27, Int +26, Wis +23, Cha +26

Skills Athletics +26, Intimidation +26, Perception +23, Persuasion +26, Religion +26, Stealth +28

Damage Resistances cold, radiant; refer to Greater God traits

Damage Immunities fire; refer to Greater God traits

Condition Immunities Refer to Greater God traits

Senses truesight 240 ft., passive Perception 33

Languages All, telepathy 1,000 ft.

Challenge 37 (315,000 XP)

Cunning Action. Maglubiyet can use a bonus or legendary action to take the Dash, Disengage, or Hide action.

Discorporation. Refer to Greater God traits. In addition, when Maglubiyet is reduced to 0 hit points he explodes in a ball of fire. All creatures within 20 foot radius of Maglubiyet when he explodes must make a DC 34 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one.

Divine Might. Refer to Greater God traits.

Divine Reflexes. Refer to Greater God traits.

Innate Spellcasting. Refer to Greater God entry. In addition, Maglubiyet's spell casting ability is Charisma (spell save DC 34, +26 to hit with attack spells). Maglubiyet can innately cast the following spells, requiring no material components.

At will: *bane*, *bless*, *burning hands* (30-foot cone, 14d6 fire damage), *command* (all goblinoids within 500 feet), *fireball*
3/day each: *aid* (9th level), *dominate monster*, *power word kill*
2/day each: *fire storm*, *haste*, *imprisonment*

Legendary Resistance. Refer to Greater God traits.

Limited Magic Immunity. Refer to Greater God traits.

War Lord (12/Short Rest). Maglubiyet can use one of the following maneuvers on one attack per multiattack:

- **Commander's Strike.** Maglubiyet can use a maneuver as a bonus action to direct a companion to strike. Maglubiyet chooses a friendly creature that can see or hear him to use its reaction to make one weapon attack, adding 13 (2d12) to the attack's damage roll on a hit.
- **Disarming Strike.** When Maglubiyet hits a creature with a weapon attack he can use a maneuver and the target must make DC 34 Strength saving throw, dropping the chosen item at its feet on a failure.
- **Goading Attack.** When Maglubiyet hits a creature with a melee weapon attack he can use a maneuver and the target must make a DC 34 Wisdom saving throw or have disadvantage on all attack rolls against targets other than Maglubiyet until the end of the Maglubiyet's next turn on a failed save.
- **Lunging Attack.** When Maglubiyet makes a melee weapon attack he can use a maneuver and increase the reach of the attack by 10 feet.

- **Maneuvering Attack.** When Maglubiyet hits a creature with a melee weapon attack he use a maneuver to position an ally into a more advantageous position. Maglubiyet chooses one friendly creature that can see or hear him. That creature can use its reaction to move half its speed without provoking opportunity attacks from the original target of the attack.
- **Menacing Attack.** When Maglubiyet hits a creature with a melee weapon attack it can use a maneuver and the target must make a DC 34 Wisdom saving throw or be frightened until the end of the Maglubiyet next's turn on a failed save.
- **Parry.** When Maglubiyet is damaged by a melee attack he can use a maneuver as a reaction to reduce the damage by the 30 hit points.
- **Precision Attack.** When Maglubiyet makes a weapon attack roll against a creature, he can use a maneuver and gain advantage on the attack roll.
- **Pushing Attack.** When Maglubiyet hits a creature with a melee weapon attack it can use a maneuver and the target must make a DC 34 Strength saving throw or be pushed up to 30 feet away.
- **Rally.** Maglubiyet chooses one friendly creature that can see or hear him and he can use a maneuver to bolster its resolve. The creature gains 30 temporary hit points.
- **Riposte.** When a creature misses Maglubiyet with an attack, he can use a maneuver as a reaction to make a melee weapon attack against the creature.
- **Sweeping Attack.** Maglubiyet hits a creature with a melee weapon attack he can use a maneuver and attempt to damage another creature within 5 feet of the original target. If the attack roll to hit the original target would hit the second target, the second target takes 30 slashing damage.

Magic Weapons. Refer to Greater God traits. In addition, Maglubiyet's wields a +5 epic Great Axe, Soul Reaver. When a mortal creature is reduced to 0 hit points by Soul Reaver, it is slain and its soul is captured by Soul Reaver.

Regenerate. Refer to Greater God traits.

ACTIONS

Multiattack. The Maglubiyet makes three Reaver of Souls or claw attacks.

Reaver of Souls. *Melee Weapon Attack:* +27 to hit, reach 10 ft., one target. *Hit:* 126 (16d12 + 22) slashing damage.

Claw. *Melee Weapon Attack:* +26 to hit, reach 5 ft., one target. *Hit:* 76 (16d6 + 20) slashing damage.

Goblin Summons (1/short rest). The Maglubiyet magically summons goblinoids whose total average hit points do not exceed 1000.

LEGENDARY ACTIONS

Maglubiyet can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Maglubiyet has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. Maglubiyet regains spent legendary actions at the start of her turn.

Move. Maglubiyet can move up to half its speed.

Quick Casting (Cost 2 Actions). Maglubiyet, casts an at-will spell.

Multiattack (3 Actions). Maglubiyet makes three Reaver of Souls or claw attacks.

Spell Casting (4 Actions). Maglubiyet, casts a spell.

MYRKUL

Large undead (greater god), neutral evil

Armor Class 28 (cloak of the damned)

Hit Points 1,035 (45d10 + 585)

Speed 80 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+14)	32 (+15)	36 (+17)	38 (+18)	37 (+17)	36 (+17)

Savings Throws Str +24, Dex +25, Con +27, Int +29, Wis +27, Cha +27

Skills Arcana +29, History +29, Insight +27, Deception +27, Medicine +27, Perception +27, Religion +29

Damage Resistances lightning, psychic; refer to Greater God traits

Damage Immunities cold, necrotic, poison; refer to Greater God traits

Condition Immunities Refer to Greater God traits

Senses truesight 300 ft., passive Perception 37

Languages All, telepathy 800 ft.

Challenge 37 (315,000 XP)

Aura of Death. An aura of necrotic energy surrounds Myrkul in a 120-foot radius. Each creature of Myrkul's choosing within the aura must make a DC 36 Constitution saving throw at the start of its turn or have its hit point maximum and its current hit points reduced by 10. This effect last until the creature leaves the aura, with the creature's hit point maximum, but not its current hit points, regaining 10 hit points per round outside the aura.

Discorporation. Refer to Greater God traits

Divine Might. Refer to Greater God traits

Divine Reflexes. Refer to Greater God traits.

Master of Death. Myrkul knows all necromancy spells of 9th level or lower and can cast each three times per day at 9th level. Additionally every creature within 120 ft. of him has disadvantage on its death saving throws.

Innate Spellcasting. Refer to Greater God traits. In addition, Myrkul's spellcasting ability is Intelligence (spell save DC 36, +28 to hit with spell attacks). Myrkul can innately cast the following spells, requiring no material components.

At will: *animate dead*, *create undead*, *dance macabre*
3/day each: *animus burst*, *withering curse*
1/day each: *animate lich*, *necrotic tempest*, *remote death*

Legendary Resistance. Refer to Greater God traits

Limited Magic Immunity. Refer to Greater God traits

Lord of bones. When Myrkul casts *animate dead* or *create undead* he chooses the level at which the spell is cast, and the creatures created by the spells remain under his control indefinitely. Additionally, he can cast *create undead* even when it isn't night.

Magic Weapons. Refer to Greater God Traits. In addition, Myrkul wields a +5 Epic Scythe of Reaping. He also wears a +3 Cloak of the Damned.

Regenerate. Refer to Greater God traits.

ACTIONS

Multiattack. Myrkul makes two *Scythe* attacks or casts 2 spells.

Scythe of Reaping. *Melee Weapon Attack:* +25 to hit, reach 15 ft., one target. *Hit:* 47 (6d8 + 20) slashing damage plus 156 (24d12) necrotic damage. The target must succeed on a DC 28 Constitution saving throw or its hit point maximum is decreased by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a long rest. If the target is killed by this attack, its soul is absorbed into the Scythe and can only be released if Myrkul wishes.

Come Forth. *Ranged Spell attack:* +28 to hit, range 120 ft., one target. *Hit:* 195 (30d12) necrotic damage. The target must succeed on a DC 28 Constitution saving throw or its hit point maximum is decreased by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a long rest. If the target is killed by this attack, its body will animate into a *Shadowrath* and rolls for his own initiative, protecting and aiding Myrkul at all costs.

Death's Door (Recharge 6). Myrkul chooses one creature he can see within 60 feet of him. The creature must make a DC 28 Constitution saving throw or have its current hit points reduced to 1.

Conjure Undead (1/day). Myrkul can spend an action to conjure undead creatures whose combined hit points don't exceed 1000. These undead magically rise up from the ground or otherwise form unoccupied spaces within 300 feet of Myrkul and obey his commands until they are destroyed, Myrkul dismisses them as a bonus action, or Myrkul is reduced to 0 hit points.

BONUS ACTIONS

Arise. Myrkul draws a soul out of scythe to fight for him. The souls manifests in the form of its former life at full hit points and access to all of its abilities and traits and rolls for its own initiative. Myrkul has total control over the soul and can direct it actions as a bonus action. There can be only one soul active at the same time. A soul can remain outside to the Scythe or up to 1 minute.

Teleport. Myrkul, and any equipment he is wearing or carrying, teleports to an unoccupied space he can see within 60 feet of him.

LEGENDARY ACTIONS

Myrkul can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Myrkul has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. Myrkul regains spent legendary actions at the start of her turn.

Move. Myrkul moves up to half his speed.

Quick Casting Spell. Myrkul casts the spell *Finger of Death* or an at-will spell.

Regenerate. Myrkul regenerates 50 hit points or reattaches a severed body part.

Dread Stare (Costs 2 Actions). Myrkul fixes his gaze on one creature he can see within 30 feet of it. The target must succeed on a DC 36 Wisdom saving throw, becoming paralyzed for 1 minute on a failure. The paralyzed target can repeat the saving throw at the end of each of its turns, 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 Myrkul's dread stare for the next 12 hours.

Spell Casting (Costs 2 Actions). Myrkul casts a spell.

Scythe (Costs 2 Actions). Myrkul makes a *Scythe of Reaping* attack.

Disrupt Life (Costs 3 Actions). Each living creature within 60 feet of Myrkul must make a DC 36 Constitution saving throw, taking 91 (14d12) necrotic damage on a failed save, or half as much damage on a success. Any undead in the area instead gain hit points equal to the amount of necrotic damage.

Equipment

Crown of Horns

Wondrous Item, artifact (requires attunement by wizard, warlock or sorcerer)

A simple silver circlet with a black diamond set on the brow and four bone horns mounted around its edge. It emanates raw power and whispers tempting proposals.

You gain these benefits while wearing the crown:

- While wearing this item your alignment becomes neutral evil.
- You can cast *Myrkul's hand* as an action once every long rest.
- Non sentient and wild undead will not attack you.
- Resistance to cold damage and nonmagical bludgeoning, piercing, and slashing weapon damage.
- You can fly 30 ft. (hover).
- Undead you create gain 5 extra hit die on top of their normal amount of hit die.
- The target gains the following flaw: "No one but I can have the power of the crown. I will protect it at all costs."

Curse: The crown of horns saps its wearer of strength if it is worn for a long time. Over the time period of two years, the wearer of the crown will slowly turn into a lich gaining all the benefits and drawbacks an undead creature would have. The creature gains all the features and actions a lich would have, except for its spellcasting feature (The turned creature uses its own spellcasting). Every use of the *Myrkul's hand* will advance the change into lich for 1d4 months. The crown will act as the lich' phylactery. If the target takes of the crown after he has turned into a lich, he will crumble into dust, it can only be removed if Myrkul's wills it or if it is teleported away. This curse does not affect Myrkul.

In addition to the effects above, if Myrkul wears the crown he can assert control over an undead creature using an action, the target must make a DC 36 Charisma saving throw or be under the effects of a *dominate monster* spell. The duration of the spell is permanent, requires no concentration and the target can repeat its saving throw every 30 days.

Cloak of the Damned.

Wondrous Item, artifact (requires attunement by a necromancer)

A cloak crafted from the agony of Myrkul's most hated enemies. Always moaning and crying for help, this artifact disturbs the most stalwart of heroes. While wearing this cloak all creatures within 30 feet of you have disadvantage on their death saving throws..

In addition, you gain these benefits while wearing the cloak:

- You gain a +3 bonus to your AC.
- You gain darkvision to 60 ft.
- You gain resistance to cold and necrotic damage.

In addition, if Myrkul wears the cloak he gains the following extra benefits:

- All undead within 120 feet of you have advantage on saving throws that turn undead. If an undead creature already is under the effects from turn resistance they become immune instead.
- As an action Myrkul channels the hatred from the cloak. Every creature within 60 feet of Myrkul must make a DC 36 Wisdom saving throw, on a failure the target must attack its closest ally on its next turn.
- If a creature hits Myrkul with a melee attack, the creature takes 21 (6d6) necrotic damage, as the anguished souls contained within the cloak lash back at their attacker.

Scythe of Reaping.

Weapon (scythe) artifact (requires attunement)

You have a +5 bonus to attack and damage rolls made with this weapon.

When you hit an object with this scythe it does an additional 6d6 necrotic damage and the target must make a DC 20 Constitution saving throw or have its hit point maximum reduced by the same amount. The reduction lasts until the target finishes a long rest. If the target is killed by this attack, its soul is absorbed into the scythe.

In addition, if Myrkul holds this scythe he can draw out one of the absorbed souls making it fight for him as a bonus action (See *Arise* bonus action for more details).

Spells

Myrkul's Hand.

Necromancy

Level: **10**

Casting Time: **1 Action**

Range: **Touch**

Components: **V, S**

Duration: **Instantaneous**

The caster invokes black flames that cover its hands, infusing a creature you try to touch with necrotic energy.

Make a melee spell attack against the target. On a hit the target takes 7d8 + 30 necrotic damage and must make a Constitution saving throw, or die instantly. A slain target rises 1d4 rounds later as a *shadowwraith* under the control of the caster.

PELOR

Medium humanoid (greater god), neutral good

Armor Class 32 (robes of pelor)

Hit Points 920 (46d10+460)

Speed 80 ft., fly 200 ft.

S TR	DEX	CON	INT	WIS	CHA
33 (+15)	26 (+12)	30 (+14)	32 (+15)	40 (+19)	37 (+17)

Savings Throws Str +25, Dex +22, Con +24, Int +25, Wis +29, Cha +27

Skills Arcana +24, History +25, Insight +29, Nature +29, Perception +29, Persuasion +27, Religion +29, Survival +29

Damage Resistances acid, lightning, necrotic, poison; refer to Greater God traits

Damage Immunities fire, radiant; refer to Greater God traits

Condition Immunities refer to Greater God traits

Senses truesight 1000 ft., passive Perception 39

Languages all, telepathy 1,000 ft.

Challenge 37 (315,000 XP)

Discorporation. Refer to Greater God traits.

Divine Might. Refer to Greater God traits.

Divine Reflexes. Refer to Greater God traits.

Divine Magic. Pelor knows all spells available to clerics, druids, and paladins and can cast each three times per day at 9th level. Pelor can cast additional spells as indicated for greater gods and as noted below in *innate spellcasting*. In addition, Pelor adds his wisdom modifier and epic bonus (+19) to any damage he deals with a spell.

Divine Smite. When Pelor hits a creature with a melee weapon attack it deals 36 (8d8) radiant damage in addition to the weapon damage (included in the attack).

Innate Spellcasting. Refer to Greater God traits and the Divine Magic trait. In addition, Pelor's spell casting ability is Wisdom (spell save DC 37, +29 to hit with attack spells). Pelor can innately cast the following spells, requiring no material components:

At will: *heal*, *sunbeam* (6d12), *flame strike*, *planar shift*
3/day each: *antimagic field* (20 ft. radius), *divine word*, *holy aura* (60 ft. radius), *sunburst* (12d12)
2/day each: *foresight*, *true resurrection*

Legendary Resistance (5/Day). Refer to Greater God traits.

Limited Magic Immunity. Refer to Greater God traits.

Magic Weapons. Refer to Greater God traits. In addition, Pelor's mace is a +6 epic artifact that always causes maximum bludgeoning damage on a hit (included in the attack). In addition, while in Pelor's hands it causes, if Pelor wishes, an additional 36 (8d8) fire damage on an attack or to anyone, other than Pelor, who touches it. In addition this stacks with the Magic weapon traits.

Regeneration. Refer to Greater God traits.

Robes of Pelor. The robes are a +6 artifact (include in AC) that provides the wearer with immunity to necrotic damage. In addition, while Pelor is wearing the robe his ability to heal (amount of hit points healed) is doubled.

Solar Corona. Pelor projects an aura extending out in a 200 foot radius from him. All enemies in the aura take 50 radiant damage if they start their turn in the aura and have disadvantage on saving throws against any spell that deals fire or radiant damage.

The first time an ally enters the aura it gains 50 temporary hit points. The ability to receive temporary hit points recharges when the ally takes a short rest.

The area of the aura is considered bright light and will overcome magical darkness that is cast at 8th level or lower. In addition, an area of dim light extends an additional 200 feet beyond the aura.

Speed of Light (recharge 5-6). Pelor can move five times his fly speed and move through occupied spaces. If he wishes, when he first passes through an occupied space the creature or object must make a DC 31 Constitution saving throw, taking 66 (12d10) radiant damage on a failure and half as much on a success.

Turn / Destroy Undead. Pelor, as a bonus action, utters a word of power and all undead that can see or hear him within 200 feet of him must make a DC 35 Wisdom saving throw or be turned for 5 minutes as in the cleric channel divinity ability: Turn Undead.

If an undead of CR 15 or below fails its saving throw it is instantly destroyed.

ACTIONS

Multiaction. Pelor makes three *morningstar* or *sacred flame* attacks.

Morningstar. Melee Weapon Attack: +27 to hit, reach 5 ft., one target. *Hit:* 95 (12d6+23) bludgeoning damage plus 36 (8d8) fire and 36 (8d8) radiant damage.

Sacred Flame. Ranged Spell Attack: +29 to hit, range 1,000 ft., one target. *Hit:* 66 (12d10) fire and 66 (12d10) radiant damage.

Super Nova (Recharge 6). Pelor release a burst of brilliant fire in a 200 foot radius emanating from him. Each creature of Pelor's choice within the burst area must make a DC 31 Constitution saving throw taking 168 (16d20) fire and 168 (16d20) radiant damage and being pushed 60 feet on a failure, or half as much damage and distance on a success.

Lay on Hands. Pelor has a pool of healing power that replenishes when he takes a short rest. With that pool, he can restore a total number of 1000 hit points. As an action, he can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in his pool.

Reaction

Solar Flare. When Pelor is missed by an attack he can use his reaction to make the following attack on the creature that targeted him. The creature must make a DC 35 Dexterity saving throw or take 66 (12d10) radiant damage and be blinded for 1d4 rounds.

LEGENDARY ACTIONS

Pelor can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Pelor has unspent legendary actions at the end of the round, he may spend and immediately use his remaining legendary actions. Pelor regains spent legendary actions at the start of his turn.

Flare. Pelor makes a *solar flare* attack.

Move. Pelor can move up to half his speed.

Turn/Destroy Undead. Pelor use his turn/destroy undead ability.

Lay on Hands. Pelor uses one legendary action for every 50 hit points he heals with Lay on hands.

Attack (Costs 2 Actions). Pelor makes a *morningstar*, or *sacred flame* attack.

Innate Spellcasting (Costs 2 Actions). Pelor casts a spell.

Teleport (Costs 2 Actions). Pelor, and up to 12 allies within 40 feet of him, magically teleport, along with any equipment carried, up to 240 feet to unoccupied spaces he can see.

Empowered Smite (Costs 3 Actions). The next time Pelor hits with a melee weapon attack his divine smite is increased to 210 (20d20) radiant damage.

ERATHIS

Large humanoid (greater god), lawful neutral

Armor Class 35 (epic armor)

Hit Points 1,188 (54d10 + 648)

Speed 60 ft., burrow 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
34 (+16)	30 (+15)	35 (+16)	32 (+21)	36 (+17)	30 (+16)

Savings Throws Str +25, Dex +25, Con +27, Int +31, Wis +27, Cha +26

Skills Arcana +41, History +41, Investigation +41, Insight +31, Nature +41 Perception +27, Religion +41

Damage Resistances cold, fire, force, lightning, necrotic, thunder; refer to Greater God traits

Damage Immunities psychic, radiant; refer to Greater God traits

Condition Immunities blinded, paralyzed, stunned; refer to Greater God traits

Senses truesight 1,000 ft., passive Perception 37

Languages All, telepathy 1,200 ft.

Challenge 36 (290,000 XP)

Aura of Law. All creatures of chaotic alignment within 120 feet of Erathis must make a DC 27 Wisdom saving throw. On a failed save, the creature is dominated by Erathis as in the spell dominate monster. While a creature is dominated in this way, its alignment becomes lawful. If Erathis maintains the effect for one day the creature's alignment is permanently changed to Lawful. Additionally, all Lawful creatures within the aura gain advantage on their saving throws.

Discorporation. Refer to Greater God traits

Divine Might. Refer to Greater God traits

Divine Reflexes. Refer to Greater God traits. Additionally, Erathis can take two reactions per round, but only one per turn.

Innate Spellcasting. Refer to Greater God traits. In addition, Erathis casts all spells at the maximum level and her spellcasting ability is Wisdom (spell save DC 35, +27 to hit with spell attacks). Erathis can innately cast the following spells, requiring no material components:

At will: *banishing smite*, *bless*, *counterspell*, *divine word*, *move earth*, *protection from evil and good*, *staggering smite*, *wall of stone*

3/day each: *banishment*, *dispel evil and good*, *imprisonment*, *mighty fortress*

Legendary Resistance (5/Day). Refer to Greater God traits

Limited Magic Immunity. Refer to Greater God traits

Magic Weapons. Refer to Greater God Traits. Additionally, Erathis's wields the +5 epic halberd, Silitane.

Polearm Master. Erathis can use a reaction to make a Silitane attack when a creature enters her reach while she is wielding Silitane. The attack deals piercing damage when used this way. Additionally, she can use a bonus action to make a pummel attack.

Regenerate. Refer to Greater God traits.

ACTIONS

Multiattack. Erathis makes two Silitane and one pummel attacks.

Silitane. *Melee Weapon Attack:* +26 to hit, reach 20 ft., one target. *Hit:* 108 (16d10 + 20) slashing damage.

Pummel. *Melee Weapon Attack:* +26 to hit, reach 10 ft., one target. *Hit:* 60 (16d4 + 20) bludgeoning damage.

Sweep (Recharge 4-6). Erathis sweeps Silitane in 20-foot radius around herself, making Silitane attack on each creature in the area. On a hit, the creature is also knocked prone.

Light of Justice (Recharge 4-6). Erathis calls down her divine wrath on the unjust. Erathis selects a point she can see within 480 feet of her. Each creature of Erathis' choice within a 40-foot radius of the point must make a DC 35 Charisma saving throw, taking 130 (20d12) radiant damage on a failed save, or half as much damage on a success.

LEGENDARY ACTIONS

Erathis can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Erathis has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. Erathis regains spent legendary actions at the start of her turn.

Move. Erathis moves up to half her speed.

Regenerate. Erathis regenerates 50 hit points.

Silitane (Costs 2 Actions). Erathis makes a Silitane or pummel attack.

Quick Casting (Costs 2 Actions). Erathis casts an at-will spell.

Spell Casting (Costs 3 Actions). Erathis casts a spell.

Punish the Uncivilized (Cost 3 Actions). All creatures that Erathis chooses with a chaotic alignment and within 240 feet of her must make a DC 35 Wisdom saving throw, taking 71 (11d12) radiant damage and stunned until the end of Erathis' next turn on a failed save, or half as much damage on a successful one.

Full Attack (Cost 4 Actions). Erathis makes two Silitane and one pummel attack.

GARL GLITTERGOLD

Small humanoid (greater god), neutral good

Armor Class 33 (Armor of Glittergold)

Hit Points 900 (50d6 + 600)

Speed 60 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
31 (+14)	38 (+18)	34 (+16)	39 (+18)	34 (+16)	37 (+17)

Savings Throws Str +24, Dex +28, Con +26, Int +29, Wis +26, Cha +27

Skills Arcana +29, History +29, Insight +26, Deception +27, Medicine +26, Perception +26, Religion +29, Stealth +28

Damage Resistances lightning, psychic, thunder; refer to Greater God traits

Damage Immunities cold, necrotic, poison; refer to Greater God traits

Condition Immunities Refer to Greater God traits

Senses truesight 300 ft., passive Perception 37

Languages All, telepathy 800 ft.

Challenge 36 (290,000 XP)

Artificer's Lore. When Garl makes an Intelligence (History) check related to magic items, alchemical objects, or technological devices, he can add twice his proficiency bonus (+20) to the check.

Discorporation. Refer to Greater God traits

Divine Might. Refer to Greater God traits

Divine Reflexes. Refer to Greater God traits.

Evasion. When Garl is subject to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Cunning. Garl has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Innate Spellcasting. Refer to Greater God traits. In addition, Garl's spellcasting ability is Intelligence (spell save DC 36, +28 to hit with spell attacks). Garl can innately cast the following spells, requiring no material components:

At will: *aid, confusion, counterspell, dancing lights, mirror image, mislead, prestidigitation, protection from energy, protection from evil and good, sanctuary, tasha's hideous laughter*
3/day each: *blade barrier, greater invisibility, mind blank, plane shift*
1/day each: *antimagic field, prismatic wall, timestop*

Legendary Resistance (5/Day). Refer to Greater God traits

Limited Magic Immunity. Refer to Greater God traits

Magic Weapons. Refer to Greater God Traits. Additionally, Garl's weapon attacks deal an extra 36 (8d8) radiant damage on a hit (included in the attack). Garl wields the +5 epic battleaxe Arumdina that will return instantly to his hand if he wishes. He also wears the Tinker's Goggles, Time Trickster's Watch, and the Armor of Glittergold. Refer to the Equipemnt of Garl Glittergold for more information.

Master Tinker. Gael has expertise with artisan's tools (tinkers tools). Additionally he can use those tools to make clockwork devices as in the gnome Tinker ability. However, Garl's make the clockworks as an action, they can have up to AC 10, 10 hp and they last for 1 year.

Reactive. Garl can take two reactions per round, but only one per turn. Refer to Armor of Glittergold.

Regenerate. Refer to Greater God traits.

Speak with Animals. Garl can communicate with beasts as if he had cast the spell *speak with animals*.

Uncanny Dodge. When an attacker that Garl can see hits him with an Attack, he can use his reaction to halve the attack's damage.

ACTIONS

Multiattack. Garl makes four melee arumdina attacks or casts 2 spells.

Arumdina. Melee Weapon Attack: +25 to hit, reach 5 ft., one target. *Hit:* 51 (7d8 + 20) slashing damage plus 36 (8d8) radiant damage, or 58 (7d10 +20) slashing damage plus 36 (8d8) radiant damage when wielded with two hands. Additionally, the target must make a DC 24 Strength saving throw or suffer on of the following effects (Garl's choice):

- It is knocked prone
- It is pushed 15 feet
- It's speed is reduced by 10 feet (cumulative)
- It can't use reactions until the end of Garl's next turn.

Flying Axe. Garl releases Arumdina to hover magically in an unoccupied space within 5 ft. of it. If Garl can see the axe, he can mentally command it as a bonus action to fly up to 120 ft. and either make two attacks against a target or return to his hands. If the hovering axe is targeted by any effect, Garl is considered to be holding it.

Use Trinket. Garl can withdraw up to two trinkets from is Jacket of Holding and use them. Refer to Trinkets of Glittergold.

Holy Smite (Recharge 4-6). Garl chooses a point that he can see within 400-feet of him and calls forth his divine wrath. All creatures of Garl's choice within a 30-foot radius of the point must make a DC 36 Wisdom saving throw or take 90 (20d8) radiant damage and be blinded for 2 (1d4) rounds on a failed save, or half as much damage on a successful one.

REACTIONS

Dodge. Garl adds 5 to his AC against one ranged attack that would hit him. To do so, he must be able to see the attacker. Refer to Armor of Glittergold.

LEGENDARY ACTIONS

Garl can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Garl has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. Garl regains spent legendary actions at the start of her turn.

Attack. Garl makes an arumdina attack.

Move. Garl moves up to half his speed.

Regenerate. Garl regenerates 50 hit points.

Spell Casting (Costs 2 Actions). Garl casts a spell.

Use Trinket (Costs 2 Actions). Garl withdraws up to two trinkets from is Jacket of Holding and use them. Refer to Trinkets of Glittergold.

Equipment of Garl Glittergold

Arumdina.

Epic Weapon (battleaxe) artifact (requires attunement)

You must have a strength of at least 30 to wield this weapon.

You gain a +5 bonus to attack and a +10 bonus to damage rolls made with this weapon and it inflicts 6d8 slashing damage or 6d10 slashing damage when wielded with two hands.

Once per day while wielding this weapon you can cast the spell Mass Heal.

You can use a bonus action to transform the battleaxe into a walking stick or back into a battleaxe.

Tinker's Goggles

Wondrous Item, artifact (requires attunement by an artificer)

While wearing these goggles, you gain a +3 bonus to Intelligence (Investigation) checks to determine information (origin, material, function, etc.) about a mechanical device. Additionally, you can see into and through solid matter. This vision has a range of 120 feet. To you, solid objects within that range appear transparent and don't prevent light from passing through them. The vision can penetrate 10 feet of stone, 10 inches of common metal, or up to 30 feet of wood or dirt. Thicker substances block the vision.

Time Trickster's Watch

Wondrous Item, artifact (requires attunement)

Three times per day you can use an action to turn the dials on this gold pocket watch, casting the spell Time Stop in the process.

Note: Garl can use a bonus action to activate his watch.

Armor of Glittergold

Garl Glittergold wears a set of magical armor that normally appears as a finely tailored suit. As a bonus action, Garl can transform the appearance of the armor to appear as exquisitely crafted silver and gold plate armor. The set of armor includes: the Cap of Keen Intellect, the Waistcoat of Wonder, the Jacket of Holding, the Trousers of Escape, and the Blink Shoes.

Waistcoat of Wonder

Wondrous Item, artifact (requires attunement by a gnome)

While wearing this waistcoat you are treated as if you are wearing +3 studded leather armor for determine AC and encumbrance, you can't be Frightened, and you have resistance to cold, necrotic, and thunder damage.

Jacket of Holding

Wondrous Item, artifact (requires attunement)

This russet coat is finely tailored with burgundy trim and fine brass buttons. While wearing the jacket you gain a +3 bonus to your AC and have advantage on saving throws against spells and magical effects.

In addition, the jacket has four pockets, two on the outside and two in the interior lining. As a bonus action you can activate any pocket. When a pocket is activate it acts as a bag of holding.

Cap of Keen Mind

Wondrous Item, artifact (requires attunement by a gnome)

While wearing this cap your Intelligence and Wisdom score change to 24. If your Intelligence and Wisdom scores are already equal to or greater than the cap's score, this trait has no effect on you.

Additionally, while wearing this cap you gain a +2 bonus to your AC and you are immune to any effect that would sense your emotions or read your thoughts, as well as any divination spell that you refuse. Wisdom (Insight) checks made to ascertain your intentions automatically fail.

Trousers of Escape

Wondrous Item, artifact (requires attunement by a gnome)

While wearing these trousers you gain a +2 bonus to your AC and can use two reactions per turn. Additionally, while wearing these trousers you can use a reaction to add 5 to your AC against one ranged attack that would hit you. To do so, you must be able to see the attacker.

Blink Shoes

Wondrous Item, artifact (requires attunement by a gnome)

While you wear these shoes, your Dexterity score changes to 24. If your Dexterity score is already equal to or greater than the shoe's score, this trait has no effect on you. Additionally, when you take the Dash action you can move at 4x your normal speed.

While wearing these shoes, you can click the heels together as a bonus action and teleport, including any equipment you are wearing or carrying, to an unoccupied space you can see within 120 feet of you.

Trinkets of Glittergold

Garl Glittergold possess a variety of traps, trinkets, and wondrous items he keeps in his Jacket of Holding. He typically has 10 of the following items in his pockets at any time:

1. *Universal Solvent*. He has 4 tubes of the solvent. Refer to page 209 of the DMG
2. *Sovereign Glue*. He has 4 jars of the glue. Refer to page 200 of the DMG.
3. *Quaal's Feather Token*. He has one of each type of token. Refer to page 188 of the DMG.
4. *Oil of Slipperiness*. He has 4 containers of the oil. Refer to page 184 of the DMG. Garl only needs to use a single action to apply the oil.
5. *Nolzur's Marvelous Pigments*. He has 4 pots of the pigments. Refer to page 183 of the DMG.
6. *Figurines of Wondrous Power*. He has one of each of the figurines. Refer to page 169 of the DMG.
7. *Dust of Sneezing and Choking*. He has four containers of the dust. Refer to page 166 of the DMG.
8. *Dust of Disappearance*. He has 4 packets of the dust. Refer to page 166 of the DMG.
9. *Dimensional Shackles*. He has 2 sets of shackles. Refer to page 165 of the DMG.
10. *Chime of Opening*. He has two chimes. Refer to page 158 of the DMG.
11. *Beads of Force*. He has 12 beads at any given time. Refer to page 153 of the DMG. Garl can throw 4 beads with one action.
12. *Bag of Beans*. He has 4 bags. Refer to page 152 of the DMG.

YONDALLA

Small humanoid (greater god), neutral good

Armor Class 34 (+3 epic leather armor, +3 epic shield)

Hit Points 912 (48d6 + 624)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+14)	40 (+19)	37 (+17)	34 (+16)	37 (+17)	35 (+16)

Savings Throws Str +24, Dex +29, Con +27, Int +26, Wis +27, Cha +26

Skills Acrobatics +29, Arcana +29, Investigation +26, Medicine +27, Nature +26, Perception +27, Persuasion +26, Religion +26, Sleight of Hand, Stealth +29

Damage Resistances acid, lightning, psychic; refer to Greater God traits

Damage Immunities poison; refer to Greater God traits

Condition Immunities blinded, paralyzed, poisoned; refer to Greater God traits

Senses blindsense 120 ft., truesight 300 ft., passive *Perception* 37

Languages All, telepathy 800 ft.

Challenge 36 (290,000 XP)

Cunning Action. Yondalla can take a bonus action to take the Dash, Disengage, or Hide action.

Discorporation. Refer to Greater God traits

Divine Might. Refer to Greater God traits

Divine Reflexes. Refer to Greater God traits. Additionally, in the first round of combat, Yondalla can take an additional turn on her initiative count minus 10.

Elusive. Unless Yondalla is incapacitated, attack rolls against him cannot have advantage.

Evasion. When Yondalla is subject to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Halfling Traits. When Yondalla rolls a 1 or 2 on the d20 for an Attack roll, ability check, or saving throw, she can reroll the die and must use the new roll. Yondalla can move through the space of any creature that is of Medium or larger size.

Innate Spellcasting. Refer to Greater God traits. Additionally, her spellcasting ability is Wisdom (spell save DC 35, +27 to hit with spell attacks). Yondalla knows all spells available to druids and all Illusion spells and can innately cast each once per day requiring no material components, in addition to the following spells:

At will: *aid, animal messenger, banishing smite, druid grove, counterspell, mirror image, pass without a trace (120 ft.), plant growth, protection from energy, protection from evil and good, protection from poison, remove curse, sanctuary*

3/day each: *hallucinatory terrain, holy aura (60 ft.), mislead, prismatic wall*

1/day each: *animal shapes, antimagic field, shapechange*

Legendary Resistance (5/Day). Refer to Greater God traits

Limited Magic Immunity. Refer to Greater God traits

Magic Weapons. Refer to Greater God Traits. Yondalla wields the +5 epic shortswords the Homblades and the +3 epic shield Venras. Refer to the Equipment of Yondalla for more information.

Protection. When a creature Yondalla can see attacks a target other than Yondalla that is within 5 feet of her, Yondalla can use her reaction to impose disadvantage on the attack roll. Yondalla must be wielding a shield.

Reliable Talent. When the Yondalla makes an ability check that allows her to use her proficiency bonus, she can treat a roll of 9 or lower as a 10.

Regenerate. Refer to Greater God traits.

Sneak Attack (1/turn). Yondalla deals extra 63 (18d6) damage to one creature she hits while she has advantage on her attack roll against that target or an ally within 5 feet of the target, with a finesse or ranged weapon.

Stealthy. Yondalla has advantage on Dexterity (Stealth) checks.

Stroke of Luck (Recharge 5-6). If Yondalla's attack misses a target in range, she can turn the miss into a hit. Alternatively, if she fails an ability check, she can treat the d20 roll as a 20.

Two Weapon Fighter. Yondalla can use a bonus action to make an arumdina attack with her off hand.

Uncanny Dodge. When an attacker that Yondalla can see hits him with an Attack, he can use his reaction to halve the attack's damage.

ACTIONS

Multiaction. Yondalla makes two arumdina attacks or four arumdina attacks if she is using Venras' flying trait.

Arumdina. Melee Weapon Attack: +25 to hit, reach 5 ft., one target. *Hit:* 41 (6d6 + 20) slashing damage. Additionally, the target must make a DC 31 saving throw (see below for type) or suffer on of the following effects (Yondalla's choice):

- Strength: The target drops one item of Yondalla's choice.
- Strength: The target is knocked prone.
- Constitution: The target can't take reactions until after the end of Yondalla's next turn.
- Constitution: The target has disadvantage on its attack rolls until after the end of Yondalla's next turn.
- Dexterity: The attack causes an additional 14 (4d6) slashing damage.

Withering Blight. Yondalla picks a point she can see within 240 feet of her and magically drains the moisture and vitality from the surrounding area. Nonmagical plants wither and die, and creatures within 20 feet of the point must make a DC 35 Constitution saving throw, taking 90 (20d8) necrotic damage and gaining one level of exhaustion on failed save, or half as much damage on a successful one. If a target is a plant creature of magical plant it makes the saving throw with disadvantage and suffers maximum damage.

REACTIONS

Parry. Yondalla adds 5 to her AC against one attack that would hit her. To do so, she must be able to see the attacker and wielding a shield.

LEGENDARY ACTIONS

Yondalla can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Yondalla has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. Yondalla regains spent legendary actions at the start of her turn.

Attack. Yondalla makes an arumdina attack.

Move. Yondalla moves up to half her speed.

Regenerate. Yondalla regenerates 50 hit points.

Spell Casting (Costs 2 Actions). Yondalla casts a spell.

Sneaky Step (Costs 2 Actions). Yondalla and any equipment she is wearing or wielding teleports to an unoccupied space she can see within 120 feet of her. She then makes an arumdina attack with advantage.

Withering (Costs 3 Actions). Yondalla casts *withering blight*.

Equipment of Yondalla

Arumdina.

Epic Weapon (shortsword) artifact (requires attunement)

You must have a strength of at least 30 to wield this pair of shortswords.

You gain a +5 bonus to attack and a +10 bonus to damage rolls made with these weapons and they inflict 6d6 slashing damage on a hit. Additionally, they ignore resistance to slashing damage.

When you attack a creature that has at least one head with this weapon and roll a 20 on the attack roll, you cut off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a head, or the GM decides that the creature is too big for its head to be cut off with this weapon. Such a creature instead takes an extra 12d6 slashing damage from the hit.

Venras

Armor (shield), artifact (requires attunement)

While holding this Shield, you have a +3 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

While wielding this shield you have advantage on saving throws against spells and magical effects. Additionally, if you are targeted by a magic missile spell, line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1-3, you are unaffected. On a 4-6, you are unaffected, and the effect is reflected back at the caster as though it originated from you, turning the caster into the target.

As an Action you can release Arumdina and it will hover magically in an unoccupied space within 5 ft. of you. While the shield is hovering you can use both of your hands normally and also gain the benefit of wielding the shield. Additionally, if you can see the shield, you can mentally command it as a bonus action to fly up to 120 ft. and defend a creature of your choice, or return to a hovering position adjacent to you. If the shield is defending another creature, that creature gains the AC bonus and magical protections of the shield. If the hovering shield is targeted by any effect, you are considered to be holding it

ZEHIR

Huge fiend (greater god), chaotic evil

Armor Class 32 (natural armor)

Hit Points 1,080 (45d12+540)

Speed 80 ft., climb 80 ft., swim 80 ft (see *speed of night*)

STR	DEX	CON	INT	WIS	CHA
30 (+14)	34 (+16)	34 (+16)	28(+13)	28 (+13)	34 (+16)

Savings Throws Str +24, Dex +26, Con +26, Wis +23

Skills Athletics +24, Intimidation +23, Perception +23, +26

Damage Resistances acid, fire

Damage Immunities poison

Condition Immunities paralyzed, prone, stunned

Damage Vulnerabilities radiant

Senses darkvision, truesight 240 ft., passive Perception 33

Languages All, telepathy 500 ft.

Challenge 36 (290,000 XP)

Aura of Zehir. Zehir may choose which of his two auras, *divine venom* or *god of darkness*, is active. Changing between them is a free action that can be taken with a standard or legendary action.

Divine Venom. Any enemy within 50 feet of Zehir has its poison resistance lowered by 1 step while within that radius. An immune creature becomes resistant, a resistant creature loses its resistance, and a creature without resistance gains vulnerability to poison damage.

God of Darkness. Any enemy within 50 feet of Zehir has its resistance to necrotic damage lowered by 1 step while within that radius. An immune creature becomes resistant, a resistant creature loses its resistance, and a creature without resistance gains vulnerability to necrotic damage. This power does not function while Zehir is in direct sunlight or a spell/ability that simulates sunlight.

Innate Spellcasting. Zehirs spell casting ability is Charisma (spell save DC 34, +26 to hit with attack spells). Zehir can innately cast the following spells, requiring no material components:

At will: *darkness* (9th level, 50 ft radius, no concentration), *evard's black tentacles* (tentacles appear as snakes, no concentration, ends at start of Zehir's next turn), *hex*
3/day each: *animal shapes* (no concentration), *arms of hadar* (9th level, 20 ft range, tentacles appear as snakes), *hunger of hadar* (50 ft radius, no concentration)
1/day each: *Abi-Dalzim's horrid wilting*, *power word kill*, *time stop*

Shapechanger. Zehir can use his action to polymorph into a form that resembles any medium humanoid he is familiar with (or a generic one) or back to his own form (a giant snake). Zehir can also assume the form of a constrictor snake or poisonous snake. Aside from his size and his attacks, his statistics remain the same regardless of form. Zehir is able to use *spit venom* or cast spells in any form.

Master Assassin. Zehir deals an extra 35 (10d6) damage once per turn to an enemy he has advantage against or when one of his allies is within 5 feet of the enemy and is not incapacitated.

Actions

Multiattack. Zehir makes two attacks and may choose any combination of the following attacks: *fangs of zehir*, *tail slap*, and *coils of zehir*.

Fangs of Zehir. *Melee Weapon Attack:* +24 to hit, reach 30 ft., one target. *Hit:* 84 (12d10 + 18) piercing damage plus 36 (8d8) poison damage.

Tail Slap. *Melee Weapon Attack:* +24 to hit, reach 50 ft., one target. *Hit:* 73 (10d10 + 18) piercing damage and or take an additional 44 (8d10) poison damage on a failed DC 33 Constitution saving throw or half damage on a successful save.

Coils of Zehir. *Melee Weapon Attack:* +24 to hit, reach 20 ft., one target. *Hit:* 63 (7d12 + 18) bludgeoning damage and the target is grappled (escape DC 32). Grappled creatures are under the effect of both *Divine Venom* and *God of Darkness* until the grapple ends.

Spit Venom (recharge 5-6). Zehir spits forth a spray of poison in a 120-foot Sline that is 5 feet wide. The first creatures in the line must make a DC 33 Dexterity saving throw taking 176 (24d12+20) poison damage and being blinded for 1 minute on a failed save, and half as much damage on a successful one.

Great Serpent's Gullet. When Zehir hits a creature with *fangs of zehir* or has a creature grappled, and that creature is at least one size category smaller than his current form, he may use his reaction or a bonus action to make the following attack. The creature must make a DC 32 Dexterity saving throw or be swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside of Zehir, and it takes 65 (10d12) necrotic damage at the start of each of the Zehir's turns. In addition, this damage ignores immunity to necrotic damage and all creatures who are not immune to necrotic damage take maximum damage.

Zehir will regurgitate the contents of his gullet if he sustains 300 hit points of damage from within his gullet. A regurgitated creature falls prone within 10 feet of Zehir.

A swallowed creature may attempt to teleport out of Zehir's gullet; however, there is a 50% chance that the attempt fails and all creatures in the gullet are subject to the effects of the spell *hungar of hadar* (doesn't count against Zehir's spell usage) for the duration they are in the gullet.

If a creature dies in Zehir's gullet, it rises as a wraith. The next time Zehir uses *spit venom*, the wraith is released instead of the attack. The wraith is friendly to Zehir and his allies.

At his huge size, Zehir can have 1 large, 2 medium, 4 small, or 100 tiny sized creatures in his gullet at a time. Wraiths do not count against this limit.

Shadow Serpent (3/day). Zehir creates a shadow serpent similar to a shadow sorcerer's *hound of ill omen* ability, except that it creates a giant poisonous snake. The shadow serpent(s) follow Zehir on the initiative count. The serpents resemble Zehir and speak with his voice—a DC 20 Wisdom check is needed to determine if an enlarged shadow serpent is not Zehir unless more than one (or Zehir himself) is present. The serpents last 24 hours.

Summoning (1/day). Zehir magically summons (100% chance of success) 1d6 *mariliths*.

Legendary Actions

Zehir can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Zehir has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. Zehir regains spent legendary actions at the start of its turn.

Attack. Zehir makes a *fangs of zehir*, *tail slap*, *coils of zehir*, or *spit venom* attack.

Swarm of Snakes. Zehir casts *Evard's Black Tentacles*.

Speed of Night (2 actions). Zehir casts *darkness*, teleports to an area within 1,000 feet, and casts *darkness* again.

Note: If this action comes right before Zehir's turn, Zehir often casts hunger of hadar in the same area that the darkness is on his turn in order to catch any reckless enemies charging him in the darkness.

Serpent's Tongue (2 actions). Zehir charms a creature as in the spell *Dominant Monster*, except Zehir can use a bonus action to exert precise control of the target.

INTERMEDIATE GODS

Intermediate Gods generally all have the abilities and traits in the list below. These abilities and traits are assumed to be a part of the following stat blocks. Specific modifications to these traits and/or additional traits are listed in the individual stat blocks.

Damage Resistances bludgeoning, piercing, and slashing from a +4 or lesser magical weapons

Damage Immunities bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities charmed, frightened, petrified, exhaustion

Discorporation. When an intermediate god drops to 0 hit points, its body is destroyed but its essence travels back to its domain, and is unable to take physical form for a time.

Divine Might. An intermediate god's attacks and effects ignore the resistances and immunities of creatures CR 20 and below. An intermediate god's attacks and effects targeting creatures of CR 21-30 ignore resistances and treat immunities as resistance (condition immunities provide advantage in lieu of immunity).

Innate Spellcasting. Refer to individual entries for a intermediate god's spell casting ability, their save DC, and attack bonus. Intermediate gods can innately cast the following spells at 7th level or higher, requiring no material components:

At will: *comprehend languages, contact outer plane, detect magic, detect thoughts, dispel magic, enlarge/reduce, polymorph, remove curse, scrying, sending, shield, shield of faith, telekinesis, teleport*

3/day each: *arcane gate, creation, divine word, etherealness, foriddance, (un)holy aura, mordenkainen's private sanctum, resurrection, symbol, telepathy*

1/day each: *astral projection, gate, true resurrection, wish*

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

Limited Magic Immunity. Unless an intermediate god wishes to be affected, it is immune to spells of 6th level or lower, and it is resistant to and has advantage on all other spells and magical effects.

Magic Weapons. An Intermediate god's weapon attacks are treated as +4 magical weapons.

Regeneration. Intermediate gods regain 40 hit points at the start of their turn.

ALDUIN

Gargantuan Dragon (intermediate god), neutral evil

Armor Class 29 (natural armor, see elder scales)

Hit Points 1,240 (40d20+440)

Speed 80 ft., climb 80 ft., fly 250 ft.

STR	DEX	CON	INT	WIS	CHA
35 (+16)	17 (+7)	33 (+15)	28 (+13)	28 (+13)	32 (+15)

Savings Throws Str +26, Dex +17, Con +25 Int +23, Wis +23, Cha +25

Skills Athletics +28, History +23 Intimidation +25, Perception +23

Damage Resistances refer to Intermediate God traits.

Damage Immunities cold, fire; refer to Intermediate God traits

Condition Immunities poisoned; refer to Intermediate God traits

Senses darkvision 240 ft., truesight 120 ft., passive Perception 33

Languages Common, Draconic, telepathy 500 ft.

Challenge 36 (290,000 XP)

Elemental Aura. Alduin can use a bonus action to release or contain an aura of intense cold or heat, Alduin's choice. The aura extends 60 feet from Alduin. Each creature in the aura that Alduin chooses must make a DC 25 Constitution saving throw, taking 45 (10d8) cold or fire damage, Alduin's choice, on a failed save, or half as much damage on a success.

Colossal. Alduin's space is 50 ft. by 50 ft.

Discorporation. Refer to Intermediate God traits. In addition, Alduin is flung forward in time 2d100 years.

Divine Might. Refer to Intermediate God traits.

Elder Scales. When Alduin is targeted by a Magic Missile spell, a line spell, or a spell that requires a ranged Attack roll, roll a d6. On a roll of 1-2, the spell functions normally, on a roll of 3 to 5, the spell is deflected and Alduin is unaffected. On a roll of 6, Alduin is unaffected, and the effect is reflected back at the caster as though it originated from Alduin, turning the caster into the target.

Innate Spellcasting. Refer to Intermediate God traits. In addition, Alduin's spell casting ability is Charisma (spell save DC 33, +25 to hit with attack spells). Alduin can innately cast the following spells, requiring no components:

At will: *call lightning, cone of cold (240 ft. cone / 32d8 cold damage), fireball (300 ft. range / 30 ft. radius / 42d6 fire damage), fog cloud, ice storm*

3/day each: *dominate monster, etherealness*

1/day each: *delayed meteor swarm, storm of vengeance, time stop*

Legendary Resistance (4/Day). Refer to Intermediate God traits.

Limited Magic Immunity. Refer to Intermediate God traits.

Magic Weapons. Refer to Intermediate God traits.

Regeneration. Refer to Intermediate God traits.

Siege Monster. Alduin deals double damage to objects and structures.

ACTIONS

Multiattack. Alduin uses Frightful Presence then he makes four melee attacks: any combination of bite and tail attacks. Alduin cannot target the same creature with a bite and tail attack.

Bite. *Melee Weapon Attack:* +26 to hit, reach 30 ft., one target. Hit: 135 (21d10 + 20) piercing damage plus 54 (12d8) fire or cold damage, Alduin's choice.

Tail. *Melee Weapon Attack:* +21 to hit, reach 80ft., one target. Hit: 60 (21d8 + 20) bludgeoning damage. If the target is a creature, it must succeed on a DC 29 Constitution saving throw or be knocked prone or pushed 50 feet, the Alduin's choice, and stunned until the end of the Alduin's next turn.

Unrelenting Force. Alduin exhales repulsion energy in a 90 ft cone. Each creature in that area must make DC 33 Strength saving throw or be pushed to the edge of the cone and then an additional 30 feet and knocked prone on a failed save, or half the distance on a successful one. In addition, if the creature strikes a solid object while being pushed by this effect, it takes 4 (1d8) bludgeoning damage for each 10 feet it was pushed.

Fire Breath (Recharge 5-6). Alduin exhales fire in a 240-foot cone. Each creature in that area must make a DC 33 Dexterity saving throw, taking 441 (42d20) fire damage on a failed save, or half as much damage on a successful one. In addition, creatures that take fire damage or flammable object starts to burn. Burning creatures take 45 (8d10) fire damage at the start of their turn, cannot take reactions or bonus actions, suffer the effects, but not damage, of the spell *heat metal*, and has disadvantage on all of its attacks, saving throws, and checks until it takes an action and succeeds on a DC 25 Dexterity check to extinguish the flames.

In addition, the area torched by the Alduin's breath weapon becomes engulfed in flames for 14 (4d6) rounds. The flames are 20 feet high, opaque, and each creature that ends its turn adjacent to or in an engulfed area takes 45 (8d10) fire damage.

Frightful Presence. Each creature of Alduin's choice within 500 feet of him and aware of him must succeed on a DC 33 Wisdom saving throw or become frightened for 5 minutes. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if Alduin is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Alduin's Frightful Presence for the next 8 hours.

LEGENDARY ACTIONS

Alduin can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Alduin has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. Alduin regains spent legendary actions at the start of its turn.

Detect. Alduin can make a Wisdom (Perception) check.

Move. Alduin can move half its speed.

Ice Cage. Alduin conjures a 10-foot cube-shaped prison composed of ice 1 foot thick in area he can see within 120 feet of him. Any creature completely within the cage's area is trapped. Creatures only partially in the area, or too large to fit inside, are pushed away until they are completely outside the area. Each panel of the cage has an AC of 15 and 40 hit points. In addition, if a creature starts its turn in the cage it takes 28 (8d6) cold damage.

Volcanic Gas. Alduin creates a 60-foot radius sphere of volcanic gas centered on a point it can see within 1000 feet of it. The sphere spreads around corners, is lightly obscured, and last 7 (2d6) rounds. Each creature that starts its turn in the cloud must succeed on a DC 25 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, a creature is incapacitated.

Attack (Costs 2 Actions). Alduin makes a bite or tail Attack.

Repulsive Blast (Costs 2 Actions). Alduin uses Unrelenting Force.

Innate Casting (Costs 3 Actions). Alduin cast an at-will spell.

Wing Attack (Costs 3 Actions). Alduin beats its wings. Each creature within 50 ft. of him must succeed on a DC 29 Dexterity saving throw or take 93 (21d6 + 20) bludgeoning damage and be knocked prone. Alduin can then fly up to half its flying speed.

AVANDRA

Medium humanoid (intermediate god), chaotic good

Armor Class 31 (natural armor)

Hit Points 810 (45d8+450)

Speed 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+14)	30(+14)	30(+14)	27(+12)	36(+17)	32(+15)

Savings Throws Dex +24, Con +24, Wis +27, Cha +25

Skills , History +29, Insight +24, Perception +27

Damage Resistances Refer to *Intermediate Gods* entry.

Damage Immunities Refer to *Intermediate Gods* entry.

Condition Immunities paralyzed, poisoned; refer to *Intermediate Gods* entry.

Senses truesight 240 ft., passive Perception 37

Languages common, elvish, sylvan, telepathy to 200 ft.

Challenge 35 (265,000)

Discorporation. Refer to *Intermediate Gods* entry.

Divine Might. Refer to *Intermediate Gods* entry.

Innate Spellcasting. Refer to *Intermediate Gods* entry. In addition, Avandra's spellcasting ability is Wisdom (spell save DC 28, +22 to hit with attack spells). Avandra can innately cast the following spells, requiring no material components:

At will: *bane*, *chain lightning*, *clairvoyance*, *conjure animals* (9th level), *heroes' feast*, *levitate*, *mirror image*, *teleport*, *wall of force*
3/day each: *dominate monster*, *greater restoration*, *true resurrection*
1/day each: *control weather*

Legendary Resistance. Refer to *Intermediate Gods* entry.

Limited Magic Immunity. Refer to *Intermediate Gods* entry

Magic Weapons. Refer to *Intermediate Gods* entry.

Regeneration. Refer to *Intermediate Gods* entry.

Goddess of Freedom. Avandra cannot be incapacitated, restrained, or stunned by a spell or magical effect.

Goddess of Luck. Avandra has advantage on all of her attack rolls and saving throws, and targets have disadvantage on saving throws against her spells and attacks. Avandra rolls a critical hit on a roll of 18-20 and she rolls the damage dice three times instead of twice.

Mistress of Fortune. Avandra has 10 luck points she can use at any time (*Lucky* feat, PHB p. 167). She regains these points at dawn.

Staff of Fortune. The staff is a +5 artifact (included in the attack) that has 10 charges, and any of its properties that require a saving throw have a save DC of 28. While holding the staff Avandra can use an action to cast *dominate person*, or *greater invisibility*, or she can spend 1 or more charges to cast the following spells from it: *mass heal* (2 charges) *power word heal* (2 charges), *storm of vengeance* (2 charges), *time stop* (3 charges). The staff regains 1d6 + 4 charges at dawn. While Avandra is holding the staff she gains an extra 5 luck points to her current pool of luck points that she regains every dawn.

Actions

Multiattack. Avandra makes four *staff of fortune* attacks.

Staff of Fortune. Melee Weapon Attack: +25 to hit, reach 10 ft., one target. *Hit:* 39 (6d8 + 15) bludgeoning damage and 44 (8d10) thunder damage.

Perfect Mimic. Avandra creates 4 perfect illusions of herself in unoccupied spaces she can see that last for 1 hour. She may use a bonus action to exert precise control over the illusions, otherwise they imitate her movements perfectly. She can cast spells as though she were in the illusions place.

Familiar Summons (3/day). Avandra summons Aire, her large celestial owl companion and steed. Aire appears in an unoccupied space of Avandra's choice within 120 feet of her. Aire remains until it's hit points drop to 0, or Avandra chooses to dismiss it.

Reactions

Timestop (Recharge 6). When Avandra is hit with an attack, prior to being hit she can use her reaction to cast *timestop* with her *Staff of Fortune*, if it has sufficient charges to cast the spell.

Legendary Actions

Avandra can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Avandra has unspent legendary actions at the end of the round, she may spend and immediately use her remaining legendary actions. Avandra regains spent legendary actions at the start of her turn.

Attack. Avandra makes a *staff of fortune* attack.

Move. Avandra can move up to half her speed.

Innate Spellcasting. Avandra casts a spell.

Regenerate. Avandra regenerates 50 hit points

Unlucky. (Costs 2 Actions) Avandra curses one creature she can see. The creature must make a DC 35 Wisdom saving throw, suffering one of the following random effects on a failure (roll 1d10): 1) blinded, 2) charmed, 3) deafened, 4) frightened, 5) invisible, 6) paralyzed, 7) petrified, 8) poisoned, 9) stunned, 10) unconscious. This effect last until the end of creature's next turn.

Rewrite (Costs 4 Actions). Avandra forces one creature she can see to reroll one roll (attack, save, damage, etc.) with disadvantage or advantage, Avandra's choice. The new roll replaces the previous roll, reshaping reality to accommodate the change.

KORD

Huge humanoid (intermediate god), chaotic good

Armor Class 28 (natural armor)

Hit Points 1,140 (46d12+552)

Speed 100 ft.

STR	DEX	CON	INT	WIS	CHA
42 (+20)	30(+14)	35(+16)	24(+11)	26(+12)	26(+12)

Savings Throws Str +30, Dex +24, Con +26, Cha +22

Skills Acrobatics +24, Athletics +30, Intimidate +30, Perception +22

Damage Resistances cold, thunder, poison; refer to *Intermediate Gods* entry

Damage Immunities lightning, Refer to *Intermediate Gods* entry

Condition Immunities poisoned; refer to *Intermediate Gods* entry

Senses truesight 200 ft. passive Perception 32

Languages common, dwarfish, giant, draconic, telepathy to 80 ft.

Challenge 35 (265,000)

Discorporation. Refer to *Intermediate Gods* entry.

Divine Might. Refer to *Intermediate Gods* entry.

Kelmar. Kelmar is Kord's +4 greatsword of dragon slaying. The sword deals extra 63 (18d6) slashing damage versus dragons and instantly returns to his hand when called (free action). In addition, the artifact has 10 charges, and any of its properties that require a saving throw have a save DC of 30. While holding the sword, Kord can use an action to cast *protection from energy* (no concentration), or he can spend 1 or more charges to cast the following spells from it: *lightning bolt* (9th level, 2 charges) *thunderwave* (9th level, 2 charges), *storm of vengeance* (2 charges). The sword regains 1d6 + 4 charges at dawn.

Innate Spellcasting. Refer to *Intermediate Gods* entry. Kord's spellcasting ability is Charisma (spell save DC 30, +22 to hit with attack spells). Kord can innately cast the following spells, requiring no material components:

At will: *clairvoyance*, *control weather*, *chain lightning*, *compelled duel*, *ice storm*, *hold creature*

3/day each: *blade barrier*, *dominate monster*, *heroes' feast*,

1/day each: *foresight*

Legendary Resistance. Refer to *Intermediate Gods* entry.

Limited Magic Immunity. Refer to *Intermediate Gods* entry

Magic Weapons. Refer to *Intermediate Gods* entry.

Regeneration. Refer to *Intermediate Gods* entry.

God of Strength. Kord has advantage on Strength (Athletics) checks and saving throws. Targets he has grappled are restrained until they escape the grapple and suffer one level of exhaustion for each round they remain in his grasp. In addition he suffers a –5 penalty to attack rolls and gains +30 bonus to damage rolls, including in his attacks.

Ferocious Attack. If Kord chooses, he can make his first attack of each round with advantage. If he hits his target the creature must make a DC 30 Wisdom saving throw or be frightened of Kord until the end of its next turn. If the creature succeeds on the saving throw they have advantage on strikes against Kord until the beginning of his next turn.

Champion's Aura. All allies within a 120 foot radius of Kord have immunity to being frightened, and, if Kord wishes, the first time they enter the aura each day they gain 40 temporary hit points. The temporary hit points remain for up to 1 hr.

Actions

Multiattack. Kord makes two attacks, any combination of *Kelmar* and *Slam* attacks.

Kelmar. Melee Weapon Attack: +25 to hit, reach 15 ft., one target. *Hit:* 172 (36d6 + 46) slashing damage and 44 (8d10) lightning damage.

Kelmar. Ranged weapon attack: +24 to hit, range 400 ft., one target. *Hit:* 145 (18d10+46) piercing damage and each creature within 60 feet of the target, including the target, must make a DC 30 Constitution saving throw, taking 45 (10d8) thunder damage on a failed save and half as much damage on a successful one.

Slam. Melee Weapon Attack: +25 to hit, reach 10 ft., one target. *Hit:* 91 (18d4 + 46) bludgeoning damage and 44 (8d10) lightning damage.

Shot-put. Kord throws one object or creature he is holding or grappling in a direction of his choosing. He can throw a gargantuan object 400 ft, a huge object 600 feet, a large object 1200 feet, and a medium or smaller object 2,400 feet. A creature can avoid being thrown by succeed on a DC 40 Strength (Athletics) check, escaping the grapple on a success. A thrown target is knocked prone when it lands and if it strikes a solid surface the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 32 Dexterity saving throw or take the same damage and be knocked prone.

Summon Allies (1/day). Kord magically summons one of the following groups of allies: 1d8 + 10 *berserkers*, 2d4+2 *hill giants*, 2d4 *frost giants*, 1d8 *fire giants*, 1d6 *cloud giants*, or 1d4 *storm giants*.

Bonus Actions

Grappler. Kord can use his bonus action to grapple a target he has hit with a *slam* attack.

Legendary Actions

Kord can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Kord has unspent legendary actions at the end of the round, he may spend and immediately use his remaining legendary actions. Kord regains spent legendary actions at the start of his turn.

Move. Kord can move up to half his speed.

Regenerate. Kord regenerates 40 hit points

Attack (2/round). Kord makes a *Kelmar* attack.

Innate Spellcasting (1/round). Kord casts a spell.

Throw (Costs 2 Actions). Kord makes a *shot-put* attack.

Sleeper Hold (Costs 4 Actions). One creature that Kord has grappled must make a DC 40 strength saving throw. On a failure the target is unconscious for 1 minute, on a success the target escapes the grapple. If Kord releases the target it can make an additional DC 34 Constitution saving throws at the end of its turns, ending the effect on a success.

MELORA

Gargantuan humanoid (intermediate god), neutral good

Armor Class 32 (natural armor)

Hit Points 1,160 (40d20+360)

Speed 80 ft., climb 80 ft, fly 80 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
32(+15)	30(+14)	29(+13)	26(+12)	36(+17)	30(+14)

Savings Throws Str +25, Dex +24, Con +23, Wis +27, Cha +24

Skills Athletics +25, Animal Handling +27, Nature +27, Perception +27, Survival +27

Damage Resistances cold, thunder, lightning, radiant; refer to *Intermediate Gods* entry

Damage Immunities poison, refer to *Intermediate Gods* entry

Condition Immunities poisoned, refer to *Intermediate Gods* entry

Senses truesight 240 ft. passive Perception 37

Languages common, elvish, sylvan, primordial, telepathy 120 ft.

Challenge 35 (265,000)

Discorporation. Refer to *Intermediate Gods* entry.

Divine Might. Refer to *Intermediate Gods* entry.

Innate Spellcasting. Refer to *Intermediate Gods* entry. In addition, Melora's spellcasting ability is Wisdom (spell save DC 35, +27 to hit with attack spells). Melora can innately cast the following spells, requiring no components:

At will: *alter self*, *call lightning*, *clairvoyance*, *commune with nature*, *control weather*, *dominate monster*, *levitate*, *locate creature*, *meld into stone*, *move earth*, *plant growth*, *speak with plants*, *spike growth*, *stone shape*, *water walk*

3/day each: *conjure elemental*, *cloudkill*, *earthquake*, *greater invisibility*, *heroes' feast*, *insect plague*, *wall of thorns*, *wall of water*, *wall of stone*, *wall of ice*, *storm of vengeance*, *tsunami*

1/day each: *storm of vengeance (12th level)*, *true polymorph*, *tsunami (12th level)*

Legendary Resistance. Refer to *Intermediate Gods* entry.

Limited Magic Immunity. Refer to *Intermediate Gods* entry

Magic Weapons. Refer to *Intermediate Gods* entry.

Nature's Sovereign. Melora is never hindered by non-magical difficult terrain. Any beast hostile to Melora that she can see must make a DC 35 Wisdom save or be charmed by Melora as in the *dominate beast* spell.

Regeneration. Refer to *Intermediate Gods* entry.

Shape of the Wild. Melora can assume the shape of any beast, plant, or fey at will. She can do this as an action, a bonus action, or a legendary action. She reverts to her true form when she drops to 0 hit points and any equipment she is wearing or carrying is absorbed or borne by her new form (Melora's choice).

Melora retains her hit points, statistics and traits, and gains the traits, statistics (if higher than hers), and actions, including legendary actions, of her new form. She also retains all of her skill and saving throw proficiencies, in addition to gaining those of the new form, gaining the higher of the two if they share proficiencies. She can cast any of her spells regardless of what form she is in.

Spear of the Wilds. Melora's spear, Custos, is +4 spear of aberration slaying. The spear deals extra 36 (8d8) piercing damage versus aberrations and instantly returns to her hand when called (free action). In addition, the artifact has 10 charges, and any of its properties that require a saving throw have a save DC of 32. While holding the sword, Melora can use a bonus action to cast *flesh to stone (no concentration)* on any creature she hits with the spear, or she can use an action and spend 1 or more charges to cast the following spells from it: *banishment* (1 charge), *lightning bolt* (9th level, 2 charges) *tsunami* (2 charges), *storm of vengeance* (2 charges). The spear regains 1d6 + 4 charges at dawn.

Actions

Multiattack. Melora makes two *Custus* attacks.

Custus. Melee Weapon Attack: +25 to hit, reach 15 ft., one target. *Hit:* 51 (8d8 + 15) piercing damage plus 36 (8d8) damage of one of the following types (Melora's choice): cold, thunder, lightning, radiant.

Custus. Ranged Weapon Attack: +25 to hit, range 240 ft., one target. *Hit:* 51 (8d8 + 15) piercing damage plus 36 (8d8) damage of one of the following types (Melora's choice): cold, thunder, lightning, radiant.

Call of the Wild (1/day). Melora summons any number of beast, plant, or fey creatures native to her surroundings with a total HP of 1000.

Legendary Actions

Melora can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Melora has unspent legendary actions at the end of the round, she may spend and immediately use her remaining legendary actions. Melora regains spent legendary actions at the start of her turn.

Attack. Melora makes a *cestus* attack.

Innate Spellcasting. Melora casts a spell.

Move. Melora moves up to half her speed.

Regenerate. Melora regenerates 40 hit points

Transformation. Melora uses her *Shape of the Wild* ability.

Earthen Mistress (Costs 4 Actions, 1/day). Melora becomes part of her surroundings, dissolving her physical form and taking control of plants and terrain within a 120 ft radius of her previous location. She can control the plants and terrain as she wishes for 1 hour. During this transformation she can use any of her spells, and she cannot take damage. Her abilities while transformed vary by the type of environment as determined by the DM.

If the entire area controlled by Melora is effectively destroyed she is ejected from the terrain and takes 55 (10d10) force damage. She can also be expelled by a 12th level *wish* spell taking the same damage.

VECNA

Medium undead (intermediate god), neutral evil

Armor Class 28 (natural armor), 30 (eye & hand)

Hit Points 840 (42d8+504)

Speed 60 ft. fly (hover) 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+12)	30(+14)	35(+16)	38(+18)	30(+14)	31(+14)

Savings Throws Dex +24, Con +26, Int +28, Wis +24

Skills Arcana +28, History +28, Insight +24, Perception +24

Damage Resistances lightning; refer to *Intermediate Gods* entry.

Damage Immunities cold, necrotic, poison; refer to *Intermediate Gods* entry.

Condition Immunities paralyzed, poisoned; refer to *Intermediate Gods* entry.

Senses truesight 240 ft., x-ray vision 60ft. passive Perception 34

Languages all, telepathy to 240 ft.

Challenge 34 (240,000 XP) *with hand and eye* - 35 (265,000)

Discorporation. Refer to *Intermediate Gods* entry.

Divine Might. Refer to *Intermediate Gods* entry.

Innate Spellcasting. Refer to *Intermediate Gods* entry.

Vecna's spellcasting ability is Intelligence (spell save DC 36, +28 to hit with attack spells). Vecna can innately cast the following spells, requiring no material components:

At will: *All cantrips, divination, illusion, and necromancy spells of 7th level or lower, bane, counterspell, cone of cold, delayed-blast fireball, fireball, hellish rebuke, hex, lightning bolt, magic missile, sleep, spare the dying, thunderwave*

3/day each: *All divination, illusion, and necromancy spells of 8th level, banishment, cloudkill, dimension door, disintegrate, dominate person, globe of invulnerability, greater restoration, magic jar, remove curse, slow, wall of force*

1/day each: *All divination, illusion, and necromancy spells of 9th to 12th level, control weather, dominate person, imprisonment, meteor swarm, plane shift, power word stun, power word kill*

Legendary Resistance. Refer to *Intermediate Gods* entry.

Magic Weapons. Refer to *Intermediate Gods* entry.

Regeneration. Refer to *Intermediate Gods* entry.

Magic Resistance. Refer to *Intermediate Gods* entry. In addition, if Vecna fails a saving throw for a spell of magical effect, he only takes half of the damage.

Undead Caster. Whenever Vecna casts a spell that inflicts damage, it deals an extra 27(6d8) cold damage on a successful hit, or a failed save, included in the attack.

Lord of the Dead. Whenever Vecna kills a creature, that creature becomes a zombie under Vecna's command. The dead humanoid retains its place in the initiative order and animates at the start of its next turn, provided that its body hasn't been completely destroyed. Constructs and undead are not affected by this power.

The Eye and Hand of Vecna. Vecna normally appears without a hand or eye, both artifacts he controls. Instead he has a spectral hand in place of his own, and a glowing red orb in his right socket.

If the eye and hand have been returned to Vecna he can reattach them to his body. Once the eye and hand have been reattached they act as a single +5 artifact with 10 charges. He can spend 1 or more charges to cast one of the following spells with a DC 36: *circle of death* (1 charge), *meteor swarm* (3 Charges), *prismatic wall* (2 charges), *true polymorph* (2 Charges)

Multiattack. Vecna makes two attacks, any combination of: casting a spell, *banishing touch*, *finger of death*, or *hand of death*.

Banishing Touch. *Melee Spell Attack:* +22 to hit, reach 5 ft., one target. *Hit:* 36 (8d8) necrotic damage and 27 (6d8) cold damage and the target must make DC 36 Charisma saving throw or be banished, as in the *banishment* spell, on a failure, or pushed 60 feet on a success.

Hand of Death. *Melee Weapon Attack:* +22 to hit, reach 5 ft., one target. *Hit:* 36 (8d8) necrotic damage and 27 (6d8) cold damage. A creature hit by this attack must make a DC 36 Intelligence saving throw or be blinded and deafened 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.

Finger of Death. Vecna casts a spell and sends negative energy coursing through one creature he can see within 120 feet of him. The target must make a DC 36 Constitution saving throw, taking 75 (10d8 + 30) necrotic and 27 (6d8) cold damage on a failed save, or half as much on a successful one.

Corpus Liquifacere (recharge 6). If a creature has a skeleton, Vecna attempts to turn its bones to jelly. *Melee Weapon Attack:* +22 to hit, reach 5 ft., one target. *Hit:* the target must make a DC 28 Constitution saving throw, on a failure it drops to 0 hit point.

Bonus Actions

Innate Casting (recharge 4-6). Vecna can use his bonus action to innately cast a spell.

Meta-magic. Vecna can use a bonus action to double the range of the next spell he casts.

Legendary Actions

Vecna can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Vecna has unspent legendary actions at the end of the round, he may spend and immediately use his remaining legendary actions. Vecna regains spent legendary actions at the start of his turn.

Attack. Vecna makes a *banishing touch* or *hand of death* or *finger of death* attack.

Innate Spellcasting. Vecna casts a spell

Move. Vecna moves up to half his speed.

Regenerate. Vecna regenerates 20 hit points

Spell Recall (Costs 2 Actions, Recharge 5-6). Vecna regains the use of daily spell (1/day or 3/day) that he had previously exhausted.

Soul Rend (Costs 4 Actions, 2/day). Vecna chooses one creature he knows or can see, and is on the same plane as him, and attempts to tear its soul from its body. The creature must make a DC 32 Wisdom save. On a failed save the creature drops to 0 hit points. If the creature is still at 0 hit points at the start of its next turn it must make an additional saving throw. On a failure it dies instantly and its soul is ripped from its body and devoured by Vecna. Vecna gains 10 hit points per CR or level of the creature whose soul was devoured. On a successful save the target is immune to the effects of this attack permanently.

Actions

LOLTH

Huge monstrosity (intermediate god), chaotic evil

Armor Class 32 (natural armor)

Hit Points 900 (45d12+360)

Speed 40/60/80 ft. climb 40/60/80 ft. (drow/drider/spider form)

STR	DEX	CON	INT	WIS	CHA
26 (+12)	28 (+13)	26 (+12)	34 (+16)	33 (+15)	32 (+15)

Savings Throws Str +22, Dex +23, Con +22, Int +26, Wis +25, Cha +25

Skills Arcana +26, Insight +26, Perception +25, Religion +25, Stealth +23

Damage Resistances cold, lightning; refer to *Intermediate Gods* entry

Damage Immunities poison; refer to *Intermediate Gods* entry

Condition Immunities paralyzed, poisoned; refer to *Intermediate Gods* entry

Senses darkvision, truesight 240 ft., passive Perception 35

Languages elvish, common, uncommon, telepathy to 120 ft.

Challenge 34 (240,000 XP)

Discorporation. Refer to *Intermediate Gods* entry.

Divine Might. Refer to *Intermediate Gods* entry.

Innate Spellcasting. Refer to *Intermediate Gods* entry. In addition, Lolth's spellcasting ability is Intelligence (spell save DC 34, +26 to hit with attack spells). Lolth can innately cast the following spells, requiring no material components:

At will: *darkness, fear, freedom of movement, levitate, mage hand, minor illusion, ray of sickness (9th level, 120 ft.), thaumaturgy, web*

3/day each: *bane, conjure animal (9th level, spiders only), cloudkill, fly, hold person, hypnotic pattern, insect plague, lightning bolt, mass heal, project image*

1/day each: *disintegrate, greater invisibility, power word kill,*

Legendary Resistance. Refer to *Intermediate Gods* entry.

Limited Magic Immunity. Refer to *Intermediate Gods* entry

Magic Weapons. Refer to *Intermediate Gods* entry.

Regeneration. Refer to *Intermediate Gods* entry

Shapechanger. Lolth can use a bonus action to polymorph into a female drow, or a large female drider, or into her true form, a huge monstrous spider. Her statistics are the same in each form and she reverts to her true form if she falls unconscious. Any equipment she is wearing or carrying is absorbed or borne by her new form (Lolth's choice).

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

Spider Queen's Poison. If Lolth wishes, when she reduces a target to 0 hit points or below with an attack that deals poison damage, she can choose for the target to be paralyzed for 8 hours instead of being dead, dying, or unconscious.

Web Walker. Lolth ignores movement restrictions caused by webbing.

Actions

Multiattack. In her spider form, Lolth makes four *impaling leg* attacks. In her drider form, she makes a *scourge*, a *venomous dagger* and two *impaling leg* attacks. In her drow form, she makes two *scourge* and two *venomous dagger* attacks.

Bite (Spider Form Only). *Melee Weapon Attack:* +22 to hit, reach 5 ft., one target. *Hit:* 30 (4d8 + 12) piercing damage and 66 (12d10) poison damage and the target must make a DC 30 Constitution saving throw, suffering 2 levels of exhaustion and be paralyzed for 1 hour on a failure. This effect stacks with cumulative hits. A creature can repeat the saving throw at the end of each of its turns, ending the paralyzed condition on itself on a success.

Impaling Leg (Spider or Drider Form Only). *Melee Weapon Attack:* +23 to hit, reach 10 ft. (drider) or 15 ft. (spider), one target. *Hit:* 34 (4d10 + 12) piercing and 33 (6d10) poison damage and the target is restrained (DC 32 escape). If a creature starts its turn restrained by one of Lolth's legs it take 20 (4d10) piercing and 16 (3d10) poison damage.

If Lolth moves while she has a creature is restrained, it takes 20 (4d10) piercing damage and is no longer restrained.

Venomous Dagger (Drow or Drider Form Only). *Melee Weapon Attack:* +23 to hit, reach 5 ft., one target. *Hit:* 22 (4d4 + 12) slashing damage and 22 (4d10) poison damage and the target must make a DC 30 Constitution saving throw or be poisoned for 1 minute.

Scourge (Drow or Drider Form Only). *Melee Weapon Attack:* +23 to hit, reach 10 ft., one target. *Hit:* 22 (4d4 + 12) slashing damage and 22 (4d10) poison damage and the target must make a DC 30 Strength saving throw or be pulled to an unoccupied space adjacent to Lolth.

Unyielding Web. (Spider or Drider Form Only) Lolth shoots a length of webbing at a creature within 120 ft. of her. The creature must make a DC 27 Dexterity saving throw or be restrained by the webbing. A creature restrained by Lolth's webbing at the beginning of its turn takes 35 (5d8+10) poison damage.

As an action, a restrained target can make a DC 30 Strength check, freeing itself from the webbing on a success. The webbing can also be attacked and destroyed (AC 20; hp 50; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Summon Servant. (2/day) Lolth magically summons 2d4 driders, or 1d6 yochlols.

Bonus Actions

Bite (Spider Form Only). Lolth can use her bonus action to make a *bite* attack on a creature she has restrained.

Summon Swarm (recharge 5-6). Lolth can use her bonus action to cast *conjure animal (9th level, spiders only)*

Reactions

Poison Servant. Whenever a creature poisoned by Lolth attacks her, Lolth can use her reaction to cause the creature to attack with disadvantage.

Quick Strike. Whenever a creature first enters a space adjacent to Lolth she can use her reaction to make a *venomous dagger* or *impaling legs* attack.

Legendary Actions

Lolth can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Lolth has unspent legendary actions at the end of the round, she may spend and immediately use her remaining legendary actions. Lolth regains spent legendary actions at the start of her turn.

Attack. Lolth makes an *impaling legs* a *scourge* or a *venomous dagger* attack.

Move. Lolth can move up to half her speed.

Bite (1/round). Lolth makes a *bite* attack.

Innate Spellcasting (2/round). Lolth casts a spell

Web (Costs 2 Actions). Lolth makes an *unyielding web* attack.

Pure Darkness (Costs 3 Actions, 3/day). Magical darkness spreads from a point Lolth can see within 240 feet of her; filling a 30-foot radius sphere for 1 minute. The darkness spreads around corners. A creature with darkvision can't see through the darkness, and nonmagical light can't illuminate it. If any of the effect's area overlaps with an area of light created by a spell of 6th level or lower, the spell that created the light is dispelled.

RAVEN QUEEN

Large humanoid (intermediate god), neutral

Armor Class 32 (natural armor)

Hit Points 882 (42d10+462)

Speed 80 ft., fly 200 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+12)	28 (+13)	32 (+15)	30 (+14)	34 (+16)	28 (+13)

Savings Throws Str +22, Dex +23, Wis +26, Cha +23

Skills Acrobatics +23, History +24, Perception +26, Religion +24

Damage Resistances psychic; refer to Intermediate God traits

Damage Immunities cold, necrotic, poison; refer to Intermediate God traits

Condition Immunities refer to Intermediate God traits

Senses truesight 1000 ft., passive Perception 36

Languages all, telepathy 500 ft.

Challenge 34 (240,000 XP)

Bane of Undeath. Undead creatures or creatures that participate in the foul act of undeath have disadvantage on saving throws, attack rolls and ability checks within 1000 ft. of the Raven Queen.

Chains of Fate. As a bonus action the Raven Queen marks a creature and that creature is unable to use magical teleportation or other forms of teleportation while within 1000 ft. of the Raven Queen. In addition, the Raven Queen has advantage to all her attack rolls and spell attack rolls against that creature. The Raven Queen can only have one creature marked in this manner at a time.

Chilling Aura. At the start of each of the Raven Queen's turns, each creature within 60 feet of her takes 33 (6d10) cold damage. In addition, creatures that hit the Raven Queen with a melee attack within 10 feet of her takes 33 (6d10) cold damage.

Discorporation. Refer to Intermediate God traits.

Divine Might. Refer to Intermediate God traits.

Innate Spellcasting. Refer to Intermediate God traits. In addition, the Raven Queen's spell casting ability is Wisdom (spell save DC 34, +26 to hit with attack spells). The Raven Queen can innately cast the following spells, requiring no material components:

At will: *cone of cold*, *ice storm*, *raise dead*, *ray of frost* (17th level), *vampiric touch*

3/day each: *wall of ice* (8th level), *power word kill*, *reincarnate*

1/day each: *foresight*, *time stop*, *true resurrection*

Legendary Resistance (4/Day). Refer to Intermediate God traits.

Limited Magic Immunity. Refer to Intermediate God traits.

Master of Fate. Roll a d20 4 times, The Raven Queen may replace up to 4 rolls (hers, an allies, or an enemies) with the pre-rolled numbers (no action). Once all of the rolls have been used, the Raven Queen must take a short rest before we can use this trait again.

In addition, when the Raven Queen makes a saving throw, attack roll, or ability check and she rolls below 10, ignore the roll and instead consider the roll a 10.

Magic Weapons. Refer to Intermediate God traits.

Regeneration. Refer to Intermediate God traits.

Spell Recall (1/day). The Raven Queen casts a spell that she already expended its daily usage amount.

Will of Death. Creatures killed by the Raven Queen cannot be resurrected, unless a *true resurrection* is used.

ACTIONS

Multiattack. The Raven Queen makes four *scythe* attacks or two *feather dart* attacks.

Scythe. *Melee Weapon Attack:* +22 to hit, reach 10 ft., one target. *Hit:* 38 (4d10 + 16) slashing damage plus 22 (4d10) necrotic and 22 (4d10) cold damage plus one level of exhaustion. This effect stacks with multiple hits.

Feather Darts. *Ranged Weapon Attack:* +23 to hit, range 500 ft., one target and each creature the Raven Queen chooses adjacent to the primary target. *Hit:* 35 (4d8 + 17) piercing damage plus 18 (4d8) poison and 18 (4d8) cold damage, and the creature must succeed a DC 31 Constitution saving throw or be poisoned.

Necrotic Burst (Recharge 5-6). The Raven Queen creates a wave of necrotic energy. Each creature of the Raven Queen's choice within 200 feet of her must make a DC 31 Constitution saving throw or take 210 (20d20) Necrotic damage on a failed save, or half as much damage on a successful save.

Death Sentence (Recharge 6). The Raven Queen chooses one creature that she can see. The creature must make a DC 31 Constitution saving throw or be knocked unconscious. The creature must make another saving throw at the end of its next turn or die. If the creature succeeds on the initial saving throw, it suffers 2 levels of exhaustion. If the creature succeeds on the second saving throw it remains unconscious.

Reaction

Twist of Fate. When the Raven Queen is the target of a ranged attack, the attacker has disadvantage on the attack roll.

LEGENDARY ACTIONS

Raven Queen can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Raven Queen has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. Raven Queen regains spent legendary actions at the start of its turn.

Quick Casting. The Raven Queen casts an at-will spell.

Icy Embrace. The Raven Queen entombs one creature she can see within 240 feet of her in a casket of ice. The creature must make a DC 31 Constitution saving throw or take 44 (8d10) cold damage and be restrained. The target takes an additional 44 (8d10) cold damage at the start of each of its turns.

The target can escape by attempting a DC 30 Strength saving throw at the end of each of its turns, ending the effect on itself on a success.

Innate Casting (Costs 2 Actions). The Raven Queen casts a spell.

Attack (Costs 2 Actions). The Raven Queen makes two *scythe* attacks or a *feather darts* attack.

Teleport (Costs 2 Actions). Raven Queen magically teleports, along with any equipment she is carrying, up to 240 feet to an unoccupied space she can see.

Necrotic Burst (Costs 3 Actions). The Raven Queen uses *Necrotic Burst* if it is available.

Recharged Death (Costs 3 Actions, 1/day). *Death Sentence* recharges.

SEHANINE / Selûne

Medium humanoid (intermediate god), chaotic good

Armor Class 30 (+4 epic scale mail)

Hit Points 960 (48d8 + 576)

Speed 80 ft., fly 160 ft.

S TR	DEX	CON	INT	WIS	CHA
28 (+13)	28 (+13)	34 (+16)	29 (+13)	34 (+16)	34 (+16)

Savings Throws Str +23, Dex +23, Con + 26, Wis +26, Cha +26

Skills Acrobatics +23, Arcana +23, Deception + 26, Insight +26, Nature +23, Perception +26, Persuasion + 26, Sleight of Hand +23, Stealth +33

Damage Resistances necrotic; refer to Intermediate God traits

Damage Immunities cold, poison, radiant; refer to Intermediate God traits

Condition Immunities paralyzed; refer to Intermediate God traits
Senses darkvision 50 miles, truesight 800 ft., passive Perception 36

Languages All, telepathy 500 ft.

Challenge 34 (240,000 XP)

Discorporation. Refer to Intermediate God traits.

Divine Might. Refer to Intermediate God traits.

Innate Spellcasting. Refer to Intermediate God traits. In addition, Sehanine's spell casting ability is Charisma (spell save DC 34, +26 to hit with attack spells). Sehanine can innately cast the following spells, requiring no material components:

At will: *dimension door, faerie fire, fly, hypnotic pattern, locate object, major image, moonbeam, protection from good and evil, sanctuary, silence, tasha's hideous laughter,*

3/day each: *aid (symbol (insanity)), animate objects, blade barrier, counterspell, dispel evil and good, find the path, protection from energy*

1/day each: *animal shapes (no concentration), antimagic field, mind blank, prismatic wall*

Legendary Resistance (4/Day). Refer to Intermediate God traits.

Limited Magic Immunity. Refer to Intermediate God traits.

Lycanthrope Mastery. No lycanthrope can harm Sehanine. If a lycanthrope attempts to make an attack with Sehanine as the target or within the area of effect it must make a DC 34 Wisdom saving throw, with disadvantage, or be stunned for 2 (1d4) rounds.

Magic Weapons. Refer to Intermediate God traits. In addition, Sehanine possess the Rod of Four Moons and the Moonblade.

Moon Glow Aura. Sehanine casts dim light in a 120-foot radius. In addition, creatures of Sehanine's choice, who start their turn in the aura suffer disadvantage on any attack, save, or check that is a bonus action. Similarly, a creature who ends its turn in the aura suffers disadvantage on any attack, save, or check that is a reaction.

Regeneration. Refer to Intermediate God traits.

ACTIONS

Multiattack. Sehanine can take three actions: any combination of melee or ranged attacks and at-will spells.

Rod of the Four Moons. *Melee Weapon Attack:* +23 to hit, reach 5 ft., one target. *Hit:* 39 (4d10 + 17) bludgeoning damage plus 22 (4d10) radiant and 22 (4d10) cold damage.

Moonblade. *Melee Weapon Attack:* +23 to hit, reach 5 ft., one target. *Hit:* 35 (4d8 + 17) slashing damage, or 70 (8d8 + 34) slashing damage to undead. In addition, the creature must make a DC 34 Constitution saving throw or suffer an antimagic bane until the end of Sehanine's next turn. While suffering the bane, the creature cannot cast any spells or create magical effects, and any existing spells active upon them are suspended, and any magic items they wield do not function.

Moonbow. *Ranged Weapon Attack:* +23 to hit, range 600/1200 ft., one target. *Hit:* 35 (4d8 + 17) piercing damage plus 22 (4d10) radiant damage.

Lunar Radiance (Recharge 5-6). All creatures of Sehanine's choice within her Moon Glow Aura must make a DC 34 Constitution saving throw, taking 260 (40d12) radiant damage and has disadvantage on all of its actions until the end of Sehanine's next turn on a failed save, or half as much damage on a successful one.

Touch of Lycanthrope. *Melee Weapon Attack:* +23 to hit, reach 5 ft., one target. *Hit:* The creature must make a DC 34 Constitution saving throw or be afflicted with a type of lycanthrope, Sehanine's choice.

Turn / Destroy Undead. Any undead within Sehanine's Moon Glow Aura must make a DC 34 Wisdom saving throw or be Turned as in the cleric channel divinity feature. A turned creature cannot enter the aura. In addition, undead of CR 10 or below are destroyed on a failure.

Summon Phantasm (Recharge 6). Sehanine teleports to an unoccupied space within 120 feet of her. In addition, she conjures two Moonshadow Phantasms, which appear within 120 feet of her original position, appearing when she reappears from her teleportation.

Reaction

Full Moon Glare. When Sehanine is the target of a ranged attack she can see, she can create a brilliant flash and her attacker, before it makes its attack, must make a DC 34 Dexterity saving throw or be blinded for 2 (1d4) rounds.

LEGENDARY ACTIONS

Sehanine can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Sehanine has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. Sehanine regains spent legendary actions at the start of its turn.

Attack. Sehanine makes a melee or ranged weapon attack.

Quick Casting. Sehanine casts an at-will spell.

Move. Sehanine moves up to half her speed.

Innate Casting (Costs 2 Actions). The Sehanine casts a spell.

Darkside Strike (Costs 2 Actions). Sehanine teleports up to 120 feet to an unoccupied space adjacent to a target and makes a melee attack with advantage.

Moon Tide (Cost 3 Actions). All creatures of Sehanine's choice within her Moon Glow Aura must make a DC 34 Constitution saving throw or be charmed by Sehanine. While charmed in this way, a creature cannot take any actions or reactions and must use its turn to move, at half speed, closer to Sehanine. When the creature is within 10 feet of Sehanine it is dominated by Sehanine as in the spell Dominate Monster. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Sehanine's Moon Tide for the next 12 hours.

TOROG

Huge humanoid (intermediate god), neutral evil

Armor Class 24 (natural armor)

Hit Points 1,300 (50d12+700)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
32 (+15)	20 (+9)	38 (+18)	32 (+15)	30 (+14)	24 (+11)

Savings Throws Str +25, Dex +19, Con +28, Wis +24, Cha +21

Skills Athletics +25, Insight +24, Intimidation +31, Perception +24

Damage Resistances acid, fire, lightning; refer to Intermediate God traits

Damage Immunities poison, psychic; refer to Intermediate God traits

Condition Immunities poisoned, prone; refer to Intermediate God traits

Senses tremorsense 960 ft., truesight 480 ft., passive Perception 34

Languages all, telepathy 500 ft.

Challenge 33 (215,000 XP)

Crawling Blood. When Torog is reduced to 650 hit points and below, and he moves his speed, a crawling blood swarm appears in the space he left.

Discorporation. Refer to Intermediate God traits.

Divine Might. Refer to Intermediate God traits.

Innate Spellcasting. Refer to Intermediate God traits. In addition, Torog's spell casting ability is Wisdom (spell save DC 32, +24 to hit with attack spells). Torog can innately cast the following spells, requiring no components:

At will: *crown of madness, healing word, inflict wounds, mind spike, major image, melf's acid arrow, ray of sickness, scorching ray, shocking grasp*

3/day each: *blade barrier, blight, contagion, harm, power word pain*

1/day each: *imprisonment, maze, psychic scream*

Legendary Resistance (4/Day). Refer to Intermediate God traits.

Limited Magic Immunity. Refer to Intermediate God traits.

Magic Weapons. Refer to Intermediate God traits.

Regeneration. Refer to Intermediate God traits.

Shared Torture. When a creature within 500 feet of Torog makes a death saving throw, all creatures, except Torog, within the area take 44 (8d10) psychic damage and Torog regains 44 hit points.

Two Weapon Fighting. Torog can use a bonus action to make a Sickles of Agony attack.

ACTIONS

Multiattack. Torog makes three attacks: any combination of *serrated longsword, sickle of agony* or *imprisoning chains* attacks.

Serrated Longsword. *Melee Weapon Attack:* +25 to hit, reach 15 ft., one target. *Hit:* 59 (9d8 + 19) slashing damage and the target is wounded. While wounded in this way a creature takes 22 (9d4) damage at the start of each of its turns. The creature continues to take this damage until a wound is healed. One wound is healed for every 22 hit points of healing magic a creature receives; or a creature can take an action and make a DC 24 Wisdom (Survival) check to close the wound.

Sickle of Agony. *Melee Weapon Attack:* +25 to hit, reach 10 ft., one target. *Hit:* 50 (9d6 + 19) slashing damage and the target cannot take bonus actions, reactions, and has disadvantage on its attacks until after the end of Torog's next turn.

Imprisoning Chains. *Ranged Weapon Attack:* +25 to hit, range 120 ft., one target. *Hit:* 41 (9d4 + 19) piercing damage and the target is restrained (escape DC 25), and, if Torog wishes, must make a DC 33 Strength saving throw or be pulled up to 60 ft. towards Torog. In addition, a target restrained by these chains takes 22 (9d4) damage at the start of each of its turns. Torog can have up to 8 creatures restrained at a time and cannot use this attack if it has that many creatures restrained.

Torturous Prison (Recharge 6). Torog chooses a point he can see within 300 feet of him. He magically creates a prison cell, centered on that point, made of heated iron floor, ceiling, and walls. The cell the shape of a box can be up to 40 feet on a side, creating a solid barrier that prevents any matter from passing through it and blocking any spells cast into or out of the area. Any creatures that is completely inside the cell's area when it appears is trapped. Creatures only partially within the area, or those too large to fit inside, are pushed away from the center of the area until they are completely outside the area. Creatures that start their turn in the cell, adjacent to the cell, touch the cell, or attack the cell while within 5 feet of it, take 40 fire damage.

The cell has AC 25, resistance to all damage, and immunity to psychic damage. In addition, each 10-foot by 10-foot area of the cell has 200 hit points. If a creature tries to use teleportation or interplanar travel to leave the cage, it must first make a DC 32 Charisma saving throw. On a success, the creature can use that magic to exit the cage. On a failure, the creature can't exit the cage and wastes the use of the spell or effect. The cage also extends into the Ethereal Plane, blocking ethereal travel.

This spell can't be dispelled by dispel magic

Reaction

Chain Shield. Torog adds 5 to his AC against one ranged attack that would hit him. If the hit becomes a miss, the missile takes 41 (9d4 + 19) damage. To use this reaction, Torog must see the attacker and have at least one chain available.

LEGENDARY ACTIONS

Torog can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Torog has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. Torog regains spent legendary actions at the start of its turn.

Attack. Torog makes a Sickles of Agony attack or Imprisoning Chains attack.

Bond of Torture. Torog chooses one creature he can see within 480 feet of him. That creature must make a DC 32 Wisdom saving throw or be bonded to Torog. Each time Torog takes damage a bonded creature takes psychic damage equal to one-half the damage that Torog sustained. A creature can make additional saving throws at the end of each of its turns, ending the effect on itself on a success; or, it can end the effect by inflicting 30 hit points of damage on itself in one turn.

Move. Torog moves half his speed.

Quick Casting. Torog casts an at-will spell.

Painful Prison (Costs 2 Actions). All creatures trapped in Torog's Torturous Prison must make a DC 32 Dexterity saving throw or take 40 fire or piercing damage (Torog's choice).

Teleport (Costs 2 Actions). Torog magically teleports, along with any equipment he is carrying, up to 240 feet to an unoccupied space he can see.

Innate Casting (Costs 3 Actions). Torog casts a spell.

Multiattack (Costs 3 Actions). Torog makes three Serrated Longsword attacks.

MOONSHADOW PHANTASM

Medium humanoid, chaotic good

Armor Class 23

Hit Points 38 (4d8 + 20)

Speed 80 ft., fly 160 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+8)	28 (+13)	20 (+9)	19 (+8)	24 (+11)	24 (+16)

Damage Resistances necrotic

Damage Immunities cold, poison, radiant

Condition Immunities paralyzed

Senses darkvision 120 ft., passive Perception 21

Languages All, telepathy 120 ft.

Challenge 34 (240,000 XP)

Innate Spellcasting. The phantasm's spell casting ability is Charisma (spell save DC 34, +26 to hit with attack spells). Phantasm can innately cast the following spells, requiring no material components:

1/day each: *dimension door, faerie fire, fly, moonbeam*

Limited Magic Immunity. Refer to Intermediate God traits.

Magic Weapons. The phantasms attacks are considered magical for overcoming resistances.

Moon Glow Aura. The phantasm casts dim light in a 120-foot radius.

ACTIONS

Multiattack. Phantasm can take two actions: any combination of melee or ranged attacks.

Rod. *Melee Weapon Attack:* +23 to hit, reach 5 ft., one target. *Hit:* 23 (1d10 + 17) bludgeoning damage plus 5 (1d10) radiant and 5 (1d10) cold damage.

Longbow. *Ranged Weapon Attack:* +23 to hit, range 150/600 ft., one target. *Hit:* 21 (1d8 + 17) piercing damage plus 5 (1d10) radiant damage.

LEGENDARY ACTIONS

The phantasm can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the phantasm has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. Phantasm regains spent legendary actions at the start of its turn.

Attack. Phantasm makes a melee or ranged weapon attack.

Quick Casting. Phantasm casts an at-will spell.

Move. Phantasm moves up to half her speed.

Lunar Eclipse (Costs 2 Actions). If a phantasm is within 120 feet of Sehanine, and Sehanine wishes it, it can in perceptibly switch places with Sehanine.

LESSER GODS

Lesser Gods generally all have the abilities and traits in the list below. These abilities and traits are assumed to be a part of the following stat blocks. Specific modifications to these traits and/or additional traits are listed in the individual stat blocks.

Damage Resistances bludgeoning, piercing, and slashing from a +3 or lesser magical weapons

Damage Immunities bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities charmed, petrified, exhaustion

Discorporation. When an intermediate god drops to 0 hit points, its body is destroyed but its essence travels back to its domain, and is unable to take physical form for a time.

Divine Might. A lesser god's attacks and effects ignore the resistances and immunities of creatures CR 15 and below. A lesser god's attacks and effects targeting creatures of CR 16-25 ignore resistances and treat immunities as resistance (condition immunities provide advantage in lieu of immunity),

Innate Spellcasting. Refer to individual entries for a lesser god's spell casting ability, their save DC, and attack bonus. Lesser gods can innately cast the following spells at 6th level or higher, requiring no material components:

At will: *comprehend languages, detect magic, detect thoughts, dispel magic, enlarge/reduce, polymorph, remove curse, scrying, sending, shield, telekinesis*

3/day each: *arcane gate, creation, divine word, etherealness, foriddance, (un)holy aura, symbol, telepathy, teleport*

1/day each: *astral projection, gate, wish*

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

Limited Magic Immunity. Unless an lesser god wishes to be affected, it is immune to spells of 5th level or lower, and it is resistant to and has advantage on all other spells and magical effects.

Magic Weapons. A lesser god's weapon attacks are treated as +3 magical weapons.

Regeneration. lesser gods regain 30 hit points at the start of their turn.

TIAMAT (AVATAR)

Gargantuan Tiamat (Lesser god), lawful evil

Armor Class 25 (natural armor)

Hit Points 820 (40d20 + 400)

Speed 60 ft., climb 60 ft., fly 200 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
32 (+14)	10 (+3)	30 (+13)	26 (+11)	26 (+11)	28 (+12)

Savings Throws Str +23, Dex +12, Con +23, Wis +20, Cha +21

Skills Arcana +20, Athletics +23, Intimidation +23, History +20, Insight +20, Perception +29, Religion +20

Damage Resistances force, necrotic, psychic, radiant, thunder; refer to Lesser God traits

Damage Immunities acid, cold, fire, lightning, poison; refer to Lesser God traits

Condition Immunities blinded, charmed, deafened, frightened, poisoned, stunned

Senses dark vision 240 ft., truesight 120 ft., passive Perception 39

Languages Common, Draconic, Infernal, telepathy 120 ft.

Challenge 31 (175,000 XP)

Colossal. Tiamat's space is 40'x40' and she has advantage on saving throws against being knocked prone or pushed.

Discorporation. Refer to Lesser God Traits

Divine Might. Refer to Lesser God Traits

Innate Spellcasting. Refer to Lesser God Traits; Tiamat's spell casting ability is Charisma (spell save DC 29, +21 to hit with attack spells). Refer to each head for the spells it can cast.

- The black head can cast the following spells:
At will: *acid splash*, *melf's acid arrow*, *vampiric touch* (5th level)
1/day each: *create undead*, *gaseous form*, *finger of death*
- The blue head can cast the following spells:
At will: *blur*, *lightning bolt*, *call lightning*
1/day each: *chain lightning*, *shield*, *storm of vengeance*
- The green head can cast the following spells:
At will: *entangle*, *poison spray* (17th level), *plant growth*, *dream*
1/day each: *cloud kill*, *mass suggestion*, *mirage arcane*
- The red head can cast the following spells:
At will: *aganazzar's scorcher* (5th level), *fireball*, *wall of fire*
1/day each: *divine word*, *incendiary cloud*, *wish*
- The white head can cast the following spells:
At will: *armor of agathys*, *ice storm*, *sleet storm*, *wall of ice*
1/day each: *bless*, *hold monster*, *investiture of ice*, *whirlwind*

Legendary Resistance (5/Day). Refer to Lesser God traits

Limited Magic Immunity. Unless Tiamat wishes to be affected, she is immune to spells of 6th level or lower and has advantage on saving throws of all spells and magical effects.

Magic Weapons. Refer to Lesser God Traits.

Multiple Heads. Each of Tiamat's heads can take one reaction per round. In addition, if she suffers an effect that would render her unconscious, she instead uses the use of one head for the duration of the effect instead. Tiamat chooses the head.

Regeneration. Refer to Lesser God Traits.

Siege Monster. The Avatar of Tiamat deals double damage to objects and structures.

ACTIONS

Multiattack. Tiamat can use her Frightful Presence. She then takes 2 actions: any combination of bite attacks or spellcasting. Once a head has taken an action, it cannot take another action until the start of Tiamat's next turn.

Bite. *Melee Weapon Attack:* +23 to hit, reach 25ft., one target. *Hit:* 55 (7d10 + 17) piercing damage plus 21 (6d6) cold, fire, lightning, or poison damage.

Claw. *Melee Weapon Attack:* +23 to hit, reach 20ft., one target. *Hit:* 52 (9d6 + 17) bludgeoning damage.

Tail. Tiamat makes one of the following attacks:

Sting. *Melee Weapon Attack:* +23 to hit, reach 60 ft., one target.

Hit: 57 (9d8 + 17) piercing damage. If the target is a creature, it must succeed on a DC 24 Constitution saving throw or take 55 (10d10) poison damage and be poisoned for 1 hour.

Sweep. Tiamat swings her tail in a 60-foot cone. Each creature in the area must make a DC 24 Dexterity saving throw at take 57 (9d8 +17) bludgeoning damage and be knocked prone or pushed 20 feet (Tiamat's choice) on a failure, or half as much damage on a successful save.

Frightful Presence. Each creature of Tiamat's choice within 360 feet of Tiamat and aware of her must succeed on a DC 29 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Breath Weapons. Tiamat uses one of the following breath weapons:

Acid Breath (Recharge 5-6). Tiamat's black head exhales acid in a 180-foot line that is 10 feet wide. Each creature in that line must make a DC 30 Dexterity saving throw, taking 169 (26d12) acid damage on a failed save, or half as much damage on a successful one. In addition, on a failed save the target takes 14 (4d6) acid damage at the start of each of its turns, it cannot take reactions or bonus actions, and has disadvantage on all of its attacks, saving throws, and checks until it takes an action and succeeds on a DC 23 Dexterity check to neutralize the acid.

Lightning Breath (Recharge 5-6). The Tiamat exhales lightning in a 180-foot cone. Each creature in the line must make a DC 30 Dexterity saving throw, taking 195 (30d12) lightning damage on a failed save, or half as much damage on a successful one. In addition, on a failed save the target takes 14 (4d6) lightning damage at the start of each of its turn and it has disadvantage on all of its attacks, saving throws, and checks until it takes an action and succeeds on a DC 23 Dexterity check to shake the static off.

Poison Breath (Recharge 5-6). Tiamat's green head exhales poison in a 120-foot cone. Each creature in the cone must make a DC 30 Constitution saving throw, taking 178 (17d20) poison damage and is poisoned on a failed save, or half as much damage on a successful one. In addition, the area of attack becomes filled with poisonous gas for 3 (1d6) rounds, unless it is dispersed by a strong wind (35+ mph). The gas obscures the area up to 15 feet high and a creature that ends or starts its turn in the area takes 14 (4d6) poison damage.

Fire Breath (Recharge 5-6). Tiamat's red head exhales fire in a 120-foot cone. Each creature in that area must make a DC 30 Dexterity saving throw, taking 188 (29d12) fire damage on a failed save, or half as much damage on a successful one. In addition, on a failed save the target takes 14 (4d6) fire damage at the start of each of its turns, cannot take reactions or bonus actions, suffers the effects, but not damage, of the spell *heat metal*, and has disadvantage on all of its attacks, saving throws, and checks until it takes an action and succeeds on a DC 23 Dexterity check to extinguish the flames.

Cold Breath (Recharge 5-6). Tiamat's white head exhales cold in a 120-foot cone. Each creature in the cone must succeed on a DC 30 Constitution saving throw, taking 130 (20d12) cold damage on a failed save and half as much damage on a successful one. In addition, on a failed save the target takes 14 (4d6) cold damage at the start of each of its turn, cannot take bonus actions, and its speed is reduced in half until it takes an action and succeeds on a DC 23 Constitution saving throw to warm itself.

LEGENDARY ACTIONS

Tiamat can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Tiamat has unspent legendary actions at the end of the round, she may spend and immediately use her remaining legendary actions. Tiamat regains spent legendary actions at the start of her turn.

Darkness. Magical darkness spreads from a point the Tiamat can see within 120 feet of her; filling a 20-foot radius sphere for 3 (1d6) rounds. The darkness spreads around corners. A creature with darkvision can't see through the darkness, and nonmagical light can't illuminate it, but the Tiamat can see through it. If any of the effect's area overlaps with an area of light created by a spell of 6th level or lower, the spell that created the light is dispelled **Detect.** The Tiamat can make a Wisdom (Perception) check.

Move. Tiamat can move up to 15 feet.

Bite. Tiamat makes a bite attack with a head she has not used this round.

Ice Sheet. The Tiamat creates an opaque wall of ice on a solid surface it can see within 120 feet of it. The wall can be up to 50 feet long, 50 feet high, and 1 foot thick. When the wall appears, each creature within its area is pushed 5 feet out of the wall's space, appearing on whichever side of the wall it wants. Each 10-foot section of the wall has AC 10, 75 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage.

Innate Casting. Tiamat casts a spell with a head she has not used this round.

Luring Glare. The Tiamat chooses one creature it can see within 120 feet of it. That creature must make a DC 29 Wisdom saving throw. On a failure, the target takes 11 (2d10) psychic damage and must use its reaction to move up to 20 feet in a direction the Tiamat chooses and is then stunned until the end of the Tiamat's next turn. The target takes half as much damage on a successful save.

Sand Cloud. The Tiamat creates a 20-foot radius sphere of sand swirls centered on a point it can see within 240 feet of it. The sphere spreads around corners and lasts 1d4 rounds. Each creature that starts its turn in the cloud must succeed on a DC 29 Constitution saving throw or be blinded 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.

Volcanic Gas. The Tiamat creates a 20-foot radius sphere of volcanic gas centered on a point it can see within 240 feet of it. The sphere spreads around corners, is lightly obscured, and lasts 1d4 rounds. Each creature that starts its turn in the cloud must succeed on a DC 29 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, a creature is incapacitated.

Acidic Mucus. (Costs 2 Actions). Tiamat's black head spits a ball of acidic mucus. *Ranged Weapon Attack:* +22 to hit, range 120 / 240 ft., one target. *Hit:* 12 (1d8 + 8) bludgeoning damage plus 18 (4d8) acid damage and the target must make a DC 23 Constitution saving throw. On a failure the target loses any resistance to acid damage for 1 hour.

Arc Lightning (Costs 2 Actions). *Ranged Spell Attack:* +21 to hit, range 240 ft., one target. *Hit:* 28 (8d6) lightning damage and the target must make a DC 23 Constitution saving throw, losing all resistance to lightning damage for 1 hour on a failure.

Dread Whispers (Costs 2 Actions). Tiamat chooses one creature it can see within 180 feet of it and that creature must make a DC 29 Wisdom saving throw. On a failure, the creature takes 28 (8d6) psychic damage, loses all resistance to poison damage for 1 hour, and can't take bonus actions and has disadvantage on all of its attacks, checks, and saves until the end of Tiamat's next turn. The target takes half damage on a successful save.

Icy Tomb (Costs 2 Actions). *Ranged Spell Attack:* +21 to hit, range 120 ft., one target. *Hit:* the target is encased in ice; 14 (4d6) cold damage and the target is restrained and loses any resistance to cold damage for 1 hour. In addition, the target takes 14 (4d6) cold damage at the start of its turn, until it takes an action to break the ice and succeeds on a DC 23 Strength check, ending the effects on itself on a success.

Immolate Foe (Costs 2 Actions). *Ranged Spell Attack:* +21 to hit, range 480 ft., one target. *Hit:* 28 (8d6) fire damage and the target must make a DC 23 Constitution saving throw, losing all resistance to fire damage for 1 hour on a failure.

Tail Attack (Costs 2 Actions). Tiamat makes a tail attack.

Teleport (Costs 2 Actions). Tiamat can teleport 240 feet to an unoccupied space she can see.

Wing Attack (Costs 2 Actions). Tiamat beats her wings. Each creature within 65 ft. of her must succeed on a DC 31 Dexterity saving throw or take 52 (9d6 + 17) bludgeoning damage and be knocked prone. Tiamat can then fly up to half her flying speed.

Breath Weapon (Costs 3 Actions). Tiamat uses a breath weapon, if it is available, from a head she has not used this round.

Trample (Costs 3 Actions). Tiamat can move her speed and enter the space of Large or smaller creatures. Tiamat can make a claw attack on a creature's when she first enters its space. If she hits, it is also knocked prone.

WAUKEEN

Medium humanoid (lesser god), unaligned

Armor Class 23 (natural armor) or 26 (+3 robes)

Hit Points 600 (40d8+280)

Speed 40 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+10)	26 (+11)	24 (+10)	34 (+15)	29 (+12)	32 (+14)

Savings Throws Dex +20, Con +19, Int +24, Wis +20, Cha +23

Skills Acrobatics +20, Arcana +24, Insight +21, Perception +21, Persuasion +23, Religion +21, Sleight of Hand +20, Stealth +20

Damage Resistances acid, fire, necrotic, poison, radiant

Damage Immunities cold, poison

Condition Immunities poisoned

Senses truesight 180 ft., passive Perception 31

Languages All, telepathy 120 ft.

Challenge 30 (155,000 XP)

Innate Spellcasting. Waukeen's spell casting ability is Intelligence (spell save DC 32, +24 to hit with attack spells. Refer to each head's actions for the spells it can cast. She can innately cast the following spells, requiring no material components:

At will: *conjure barrage (coins, 4d8 damage), invisibility, protection from good and evil*

3/day: *counterspell, mordenkainen's sword*

1/day: *anti-magic field, prismatic wall*

Limited Magic Immunity. Unless Waukeen wishes to be affected, she is immune to spells of 6th level or lower and has advantage on savings throws of all spells and magical effects.

Garment of Good Fortune. Waukeen gains a +3 bonus to AC and Wisdom and Charisma saving throws and checks while she wears the garment. In addition, the garment acts as a bag of holding that can hold 2000 pounds and 248 cubic feet.

Spellcasting. Waukeen is a 18th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 32, +24 to hit with spell attacks). Waukeen has the following Wizard spells prepared:

Cantrips (at will): guidance, mending, mage hand, spare the dying, thaumaturgy

1st level (4 slots): *bleed, cure wounds, command, fog cloud, thunderwave*

2nd level (3 slots): *call emotions, heat metal, mist step, shatter, zone of truth*

3rd level (3 slots): *haste, lightning bolt, mass healing word, sending,*

4th level (3 slots): *banishment, dimension door, fabricate, staggering smite*

5th level (3 slots): *dispel good and evil, flame strike, hold monster, legend lore,*

6th level (1 slot): *disintegrate, heal, find the path*

7th level (1 slot): *mordenkainen's mansion, plane shift*

8th level (1 slot): *mind blank, power word stun*

9th level (1 slot): *foresight*

Actions

Multiattack. Waukeen makes four *slam* or two *cone of coins* attacks.

Slam. *Melee Weapon Attack:* +20 to hit, reach 5ft., one target. *Hit:* 23 (4d4 + 13) bludgeoning damage.

Cone of Coins. Gold coins blast forth from Waukeen's hands in a 60-foot cone. Each creature in the cone must make a DC 32 dexterity saving throw, taking 55 (10d10) bludgeoning damage on a failed save and half as much damage on a successful one.

Molten Coin Strike. Waukeen calls down a pillar of molten coins on one target she can see within 200 feet of her. The target must make a DC 32 dexterity saving throw, taking 91 (14d12) bludgeoning damage and 91 (14d12) fire damage on a failed save and half as much damage on a successful one.

Legendary Actions

Waukeen can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Waukeen has unspent legendary actions at the end of the round, she may spend and immediately use her remaining legendary actions. Waukeen regains spent legendary actions at the start of her turn.

Move. Waukeen can move half her speed.

Cast Spell (1/round). Waukeen can cast a spell innately or use one of her spell slots.

Multiattack (Costs 2 Actions). Waukeen makes four *slam* or two *cone of coins* attacks.

Coin Barrier (Costs 2 Actions). Waukeen conjures a whirling storm of gold coins that fill the area 5 feet of around her. She gains a +5 bonus to her AC and advantage on saving throws against attacks that target her from outside the cloud. The cloud last until the start of her next turn. Any creature hostile to Waukeen that enters or starts its turn takes 4d8 bludgeoning damage.

Strike (Costs 3 Actions, 1/day). Waukeen uses *molten coin strike*, even if it has not recharged.

BANE (AVATAR)

Large humanoid (Lesser god), lawful evil

Armor Class 26 / 28 (natural armor / shield)

Hit Points 798 (38d10 + 418)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
31 (+12)	30 (+12)	33 (+13)	23 (+8)	27 (+10)	29 (+11)

Savings Throws Str +21, Dex +21, Con +22, Wis +19, Cha +20

Skills Acrobatics +21, Athletics +21, Insight +17, Perception +17

Damage Resistances acid, cold, necrotic; refer to Lesser God traits

Damage Immunities poison; refer to Lesser God traits

Condition Immunities Refer to Lesser God traits

Senses truesight 120 ft., passive Perception 27

Languages All, telepathy 120 ft.

Challenge 29 (135,000 XP)

Black Iron Shield. If Bane is wielding his shield and is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he can use a reaction to no damage on a successful save or half damage on a failed save.

Discorporation. Refer to Lesser God traits.

Divine Might. Refer to Lesser God traits.

Boon of War. Allies who start their turn within 120 feet of Bane gain a +2 bonus to attack rolls (this does not stack with epic bonus), a +10 bonus to damage rolls, and gain 30 temporary hit points (once per short rest).

Innate Spellcasting. Refer to Lesser God traits. In addition, Bane's spell casting ability is Charisma (spell save DC 28, +20 to hit with attack spells). Bane can innately cast the following spells, requiring no components:

At will: *calm emotions, command, enthrall, fear, protection from good and evil, inflict wounds*

3/day each: *blight, disintegrate, hold monster*

1/day each: *contagion, dominate monster, earthquake, geas,*

Legendary Resistance. Refer to Lesser God traits.

Limited Magic Immunity. Refer to Lesser God traits.

Magic Weapons. Refer to Lesser God traits. In addition, Bane wears a pair of +3 epic cesti and a +2 epic breastplate. He also carries a +3 epic gladius, an epic shield and a +3 epic spear. If he wills it, the spear will return to his hand instantly (free action).

Regeneration. Refer to Lesser God traits.

Weapon Master. Bane deals critical hits on a roll of 19-20 with his weapon attacks.

ACTIONS

Multiattack. Bane makes three weapon attacks.

Cetus. Melee Weapon Attack: +22 to hit, reach 5 ft., one target.

Hit: 33 (7d4 + 16) bludgeoning damage. In addition, the target must make a DC 22 Strength saving throw or be stunned until the end of Bane's next turn.

Gladius. Melee Weapon Attack: +21 to hit, reach 10 ft., one target.

Hit: 40 (7d6 + 14) slashing damage.

Spear. Bane makes one of the following attacks:

- **Thrust. Melee Weapon Attack:** +22 to hit, reach 15 ft., one target. *Hit:* 40 (7d6 + 16) piercing damage, or 47 (7d8 + 16) piercing damage when wielded two-handed.
- **Sweep. Melee Weapon Attack:** +22 to hit, reach 15 ft., one target. *Hit:* 40 (7d6 + 16) bludgeoning or slashing damage (Bane's choice) and the target is knocked prone.
- **Throw. Ranged Weapon Attack:** +22 to hit, range 120/360., one target. *Hit:* 40 (7d6 + 16) piercing damage and the target must make a DC 29 Strength saving throw or be restrained. The spear can be removed, and the target no longer restrained, with a DC 20 Strength check or if Bane wills it. When the spear is removed the target suffers an additional 7 (2d6) piercing damage.

Tyrants Gaze (Recharge 5-6). Bane chooses on creature he can see within 120 feet of him. That creature must make a DC 28 Wisdom saving throw or be dominated by Bane as in the spell *Dominate Monster*.

REACTIONS

Parry. If Bane adds 2 to his AC against one attack that would hit him, or 4 to his AC if he is wielding a shield. To do so, he must see the attacker and be wielding a weapon or shield.

Shield Bash. If Bane is missed by a melee attack he can the following attack targeting the attacker. *Melee Weapon Attack:* +22 to hit, reach 5 ft., one target. *Hit:* 24 (4d4 + 14) bludgeoning and the target must make a DC 36 Strength saving throw or be knocked prone.

LEGENDARY ACTIONS

Bane can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Bane has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. Bane regains spent legendary actions at the start of her turn.

Attack. Bane makes a weapon attack.

Move. Bane can move up to half his speed.

Regenerate. Bane regains 20 hit points.

Spell Casting (Costs 2 Actions). Bane, casts an at-will spell.

Teleport (Costs 2 Actions). Bane teleports to an unoccupied space it can see within 120 feet of him.

Black Hand (Costs 3 Actions). *Melee Weapon Attack:* +22 to hit, reach 10 ft., one target. *Hit:* 105 (10d20) necrotic damage and the targets speed is reduced in half and they cannot regain hit points for 1 day. The target can make a DC 36 Constitution saving throw at the end of its turn, ending the effects on itself on a success, or taking an 55 (10d10) damage on a failed save.

SEMUANYA

Large humanoid (lesser god), neutral

Armor Class 25 (natural armor)

Hit Points 800 (40d10 + 400)

Speed 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+12)	22 (+8)	30 (+12)	18 (+6)	24 (+9)	20 (+7)

Savings Throws Str +21, Dex +17, Con +21, Wis +18, Cha +16

Skills Athletics +20, Intimidation +15, Nature +14, Perception +17, Stealth +16, Survival +17

Damage Resistances acid, bludgeoning, necrotic, poison; refer to Lesser God traits

Damage Immunities Refer to Lesser God traits

Condition Immunities Refer to Lesser God traits

Senses truesight 240 ft., passive Perception 27

Languages All, telepathy 240 ft.

Challenge 29 (135,000 XP)

Discorporation. Refer to Lesser God traits.

Divine Might. Refer to Lesser God traits.

Innate Spellcasting. Refer to Lesser God traits. In addition, Semuanya's spell casting ability is Charisma (spell save DC 25, +17 to hit with attack spells). Semuanya can innately cast the following spells, requiring no material components:

At will: *druid craft*, *entangle*, *fog cloud*, *produce flame*, *thorn whip*

3/day each: *conjure animals (reptiles only)*, *heat metal*, *plant growth*, *spike growth*, *wall of thorns*

1/day each: *animal shapes*, *foresight*, *reverse gravity*

Inscrutable Mind. Semuanya is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location. In addition, Semuanya has advantage on saving throws and checks against charms and illusions.

Legendary Resistance. Refer to Lesser God traits.

Limited Magic Immunity. Refer to Lesser God traits.

Lizard King. Semuanya can use a bonus action to command any and all lizards within 120 feet of him as if Semuanya had cast the spell *dominate beast*.

Magic Weapons. Refer to Lesser God traits. In addition, Semuanya has an enormous shell encrusted +3 epic greatclub (strikes as an epic maul when he wields it two-handed) which he can wield one-handed.

Reflective Scales. Semuanya has resistance to damage from ranged weapon and spell attacks.

Regeneration. Refer to Lesser God traits.

Speak with Reptiles. Semuanya can speak with reptiles and dragon-kin as if they shared a language.

ACTIONS

Multiattack. Semuanya makes three melee attacks, only one of which can be a tail or bite attack.

Greatclub. *Melee Weapon Attack:* +22 to hit, reach 10 ft., one target. *Hit:* 49 (6d10 + 16) bludgeoning damage, or 58 (12d6 + 16) bludgeoning damage when wielded two-handed. In addition, the target must make a DC 28 Strength saving throw or suffer one of the following effects (Semuanya's choice):

- The target is stunned until the end of Semuanya's next turn (must be wielded two-handed to cause this effect).
- The target is knocked prone.
- The target is pushed 5 feet for each point it fails the save by.
- The target drops a weapon it is holding.
- He target takes an additional 7 (2d8) slashing damage.

Claw. *Melee Weapon Attack:* +21 to hit, reach 10 ft., one target. *Hit:* 29 (6d4 + 14) slashing damage and if Semuanya hits a target with at least two claw attacks on the same turn the target is also grappled.

Bite. *Melee Weapon Attack:* +21 to hit, reach 5 ft., one target. *Hit:* 35 (6d6 + 14) piercing damage plus 14 (4d6) poison damage.

Tail. *Melee Weapon Attack:* +21 to hit, reach 10 ft., one target. *Hit:* 41 (6d8 + 14) bludgeoning damage.

Summons (1/short rest). Semuanya magically summons one of the following types of creatures: 4d10 lizardfolk or 2d4 minotaur lizards.

BONUS ACTIONS

Bite. Semuanya makes a bite attack on a creature it has grappled.

REACTIONS

Tail. Semuanya makes a tail attack against a creature that moves within its reach, interrupting the move and costing the target 20 feet of movement on a hit.

LEGENDARY ACTIONS

Semuanya can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Semuanya has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. Semuanya regains spent legendary actions at the start of her turn.

Attack. Semuanya makes a Greatclub attack.

Detect. Semuanya makes a Wisdom (Perception) check.

Move. Semuanya can move up to half its speed.

Regenerate. Semuanya regains 30 hit points or reattaches a severed body part.

Spell Casting (2 Actions). Semuanya, casts an at-will spell.

Teleport (2 Actions). Semuanya teleports to an unoccupied space it can see within 120 feet of it.

MINOTAUR LIZARD

Huge beast, neutral

Armor Class 16 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 50 ft., climb 50 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)	3 (-4)	10 (+0)	8 (-1)

Savings Throws Str +9, Dex +3, Wis +3

Skills Athletics +9, Perception +6, Stealth +6

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 16

Languages understands Draconic but can't speak.

Challenge 6 (2,300 XP)

Ambusher. The minotaur lizard can Dash as a bonus action.

ACTIONS

Multiattack. The minotaur lizard makes two claw attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage and if the target is Medium or smaller it is grappled (DC 16 escape). A grappled creature is also restrained. If the minotaur lizard has a creature grappled in this way, it cannot bite another creature.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage and the target must make a DC 17 Strength saving throw or be knocked prone.

BONUS ACTIONS

Bite. The minotaur lizard makes a bite attack on a target it has grappled.

SEKOLAH

Gargantuan beast (lesser god), lawful evil

Armor Class 20 (natural armor)

Hit Points 870 (29d20+290)

Speed 30 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+12)	24 (+9)	30 (+12)	24 (+9)	22 (+8)	21 (+7)

Savings Throws Str +20, Dex +17, Con +20, Wis +16

Skills Athletics +20, Intimidation +22, Perception +24

Damage Resistances acid, lightning; refer to Lesser God traits

Damage Immunities poison; refer to Lesser God traits

Condition Immunities Refer to Lesser God traits

Senses darkvision 1000 ft., passive Perception 34

Languages Draconic, Infernal, Sahuagin, telepathy 150 ft.

Challenge 28 (120,000 XP)

Aquatic. Sekolah can breathe underwater. In aquatic combat Sekolah has advantage on attacks against creatures with no swim speed and they have disadvantage on their attacks to hit Sekolah. In addition Sekolah has blindsight 300 ft. while submerged in water.

Blood Frenzy. Sekolah can use a bonus action to dash toward, and has advantage on melee attack rolls against, any creature that doesn't have all its hit points.

Carcharodon. Sekolah's bite attacks deal an extra six dice of damage on a hit, included in the attack.

Charge. If Sekolah moves at least 20 feet straight toward a target and then hits with a bite attack on the same turn, the target takes an extra 52 (8d12) piercing and slashing damage.

Colossal. Sekolah's space is 40' x 40'.

Danger Sense. Sekolah's has advantage on Dexterity checks and saving throws against threats in the water within 300 ft. of it.

Discorporation. Refer to Lesser God traits.

Divine Might. Refer to Lesser God traits.

Innate Spellcasting. Refer to Lesser God traits; Sekolah's spell casting ability is Constitution (spell save DC 28 +20 to hit with attack spells). Sekolah can innately cast the following spells, requiring no components:

At will: *fear, hunter's mark, resistance*

3/day each: *bless, blur*

1/day each: *dominate beast, mirage arcane*

Legendary Resistance (3/Day). Refer to Lesser God traits.

Limited Magic Immunity. Refer to Lesser God traits.

Magic Weapons. Refer to Lesser God traits.

Shark Lord. Sekolah can command all sharks within 5 miles of it to do its bidding. All sharks within 500 ft. of Sekolah, and under its command, gain an advantage to attack rolls and a +5 bonus to damage rolls.

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

Regeneration. Refer to Lesser God traits.

Siege Monster. Sekolah deals double damage to objects and structures.

ACTIONS

Multiattack. Sekolah makes two bite attacks.

Bite. Melee Weapon Attack: +20 to hit, reach 15 ft., one target. *Hit:* 92 (12d12 + 14) piercing and if the target is large size or smaller it must make a DC 28 Strength saving throw or be grappled. Grappled targets are also restrained.

Summoning (3/day). Sekolah magically summons (100% chance of success) 1d6 *giant sharks*.

Feeding Frenzy (recharge 4-6). Sekolah makes a *bite* attack on all targets within 20 feet of him.

Bonus Action

Chomp. Sekolah can make a *bite* attack against a creature it has grappled.

LEGENDARY ACTIONS

Sekolah can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Sekolah has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. Sekolah regains spent legendary actions at the start of its turn.

Move. Sekolah moves up to half his movement.

Quick Casting. Sekolah casts an at-will spell.

Regenerate. Sekolah regains 15 hit points.

Swallow (Costs 2 Actions). Sekolah makes a bite attack and, if Sekolah chooses to, and the target is Large or smaller it must make a DC 28 Strength saving throw or be swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the Sekolah, and it takes 45 (10d8) acid damage at the start of each of Sekolah's turns. If Sekolah takes 80 damage or more on a single turn from a creature inside it, Sekolah must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10' of Sekolah. If a swallowed creature is reduced to 0 hit points it dies and Sekolah gains 5 hit points per hit dice of the swallowed creature, but cannot exceed his maximum hit points.

Tail Slap (Costs 2 Actions). Sekolah slaps its tail. Each creature within a 20-foot cone of it must succeed on a DC 28 Dexterity saving throw or take 41 (6d8 + 14) bludgeoning damage. Sekolah can then swim up to half its speed without provoking opportunity attacks.

Charge (3 actions). Sekolah moves up to its full speed then makes a *bite* attack.

KURTULMAK

Medium humanoid (lesser god), lawful evil

Armor Class 26 (natural armor)

Hit Points 510 (30d8 + 270)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+10)	24 (+9)	28 (+11)	20 (+7)	19 (+6)	22 (+8)

Savings Throws Str +18, Dex +17, Con +21, Wis +18, Cha +16

Skills Acrobatics +17, Deception +16, Insight +14, Investigation +15, Perception +22, Stealth +25, Survival +14

Damage Resistances acid, cold, fire, lightning; refer to Lesser God traits

Damage Immunities poison; refer to Lesser God traits

Condition Immunities Refer to Lesser God traits

Senses darkvision 800 ft., truesight 120 ft., passive Perception 32

Languages Common, Draconic, Gnomish, Infernal, Undercommon, telepathy 80 ft.

Challenge 27 (105,000 XP)

Adamantine Scales. When Kurtulmak is hit by a nonmagical weapon it is destroyed. If he is hit by a magical weapon, his attacker must make a DC 21 Dexterity saving throw or the weapon suffers a permanent -1 penalty to its damage rolls. If the weapon damage is reduced to 0 by this effect, the weapon is destroyed.

Ambusher. If Kurtulmak attacks a surprised target, his attacks deal an extra 4 dice of weapon damage on a hit, and he makes a critical hit on a roll of 15-20.

Discorporation. Refer to Lesser God traits.

Divine Might. Refer to Lesser God traits.

Evasion. Kurtulmak has advantage on Dexterity saving throws. If Kurtulmak is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Kurtulmak instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

God of Kobolds. Kurtulmak can use a bonus action to see and hear through the eyes and ears of any kobold.

Innate Spellcasting. Refer to Lesser God traits. In addition, Kurtulmak's spell casting ability is Charisma (spell save DC 24, +16 to hit with attack spells). Kurtulmak can innately cast the following spells, requiring no material components:

At will: *fire bolt, mage hand, mending, poison spray, charm person, chromatic orb, expeditious retreat, scorching ray*

3/day each: *magic circle, counterspell, cloud kill, wall of stone, reverse gravity*

1/day each: *timestop, power word kill*

Keen Senses. Kurtulmak has advantage on Wisdom (Perception) and Initiative checks and automatically detects traps within 60 feet of him.

Legendary Resistance. Refer to Lesser God traits.

Limited Magic Immunity. Refer to Lesser God traits.

Magic Weapons. Refer to Lesser God traits. In addition, Kurtulmak has a +4 epic spear and 20 magic darts. The spear has 20 charges. Each time Kurtulmak hits with the spear he can spend a charge to inflict an additional 28 (8d6) acid, cold, fire, poison, or lightning damage, Kurtulmak's choice. The spear regains 2d8 + 4 charges each day. The darts instantly return to Kurtulmak's pouch after they have finished their flight or hit their target.

Pack Tactics. Kurtulmak has advantage on an attack roll against a creature if at least one of his allies is within 5 feet of the creature and the ally is not incapacitated.

Regeneration. Refer to Lesser God traits.

Tunnel. Kurtulmak cast the spell *Move Earth* as an action, except the effects are permanent, the transformation takes 1 minute, after which he can choose a new area to effect, and he can manipulate stone and stone construction.

ACTIONS

Multiattack. Kurtulmak makes two spear melee attacks and one tail attack.

Spear. *Melee Weapon Attack:* +20 to hit, reach 10 ft., one target. *Hit:* 30 (4d6 + 16) piercing damage, or 34 (4d8 + 16) piercing damage when wielded two-handed.

Tail. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 22 (4d4 + 12) piercing damage plus 28 (8d6) poison damage and the target must make a DC 27 Constitution saving throw or be poisoned.

Darts. Kurtulmak throws up to 20 darts at targets within 120 feet of him. A dart automatically hits a creature of his choice within 60 feet of him and deals 1d4 piercing damage and 1d4 poison damage. Creatures over 60 feet away must make a DC 25 Dexterity saving throw or take the same damage. Kurtulmak can direct the darts to hit one creature or several.

Summons (1/short rest). Kurtulmak magically summons kobolds, abishai devils, or a combination of the two whose total average hit points do not exceed 500.

REACTIONS

Parry. Kurtulmak adds 6 to its AC against one ranged attack that would hit him. To do so Kurtulmak must see the attacker and be wielding a melee weapon.

Tail. If Kurtulmak is missed by a melee attack, he can make a tail attack targeting the creature that missed him

LEGENDARY ACTIONS

Kurtulmak can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Kurtulmak has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. Kurtulmak regains spent legendary actions at the start of her turn.

Attack. Kurtulmak makes a *Spear* attack.

Detect. Kurtulmak makes a Wisdom (Perception) check.

Move. Kurtulmak can move up to half its speed.

Regenerate. Kurtulmak regains 30 hit points.

Darts (2 Actions). Kurtulmak makes a *Darts* attack.

Spell Casting (2 Actions). Kurtulmak, casts an at-will spell.

Tail (2 Actions). Kurtulmak makes a *Tail* attack.

Teleport (2 Actions). Kurtulmak teleports to an unoccupied space it can see within 120 feet of it.

HRUGGEK

Large humanoid (lesser god), chaotic evil

Armor Class 23 (natural armor)

Hit Points 700 (35d10 + 350)

Speed 60 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
31 (+12)	22 (+8)	30 (+12)	19 (+6)	18 (+6)	20 (+7)

Savings Throws Str +20, Dex +16, Con +20, Wis +14

Skills Athletics +20, Perception +14, Stealth +24

Damage Resistances cold, fire, poison; refer to Lesser God traits

Damage Immunities lightning; refer to Lesser God traits

Condition Immunities frightened; refer to Lesser God traits

Senses darkvision 800 ft., truesight 120 ft., passive Perception 24

Languages Abyssal, Common, Goblin, telepathy 120 ft.

Challenge 27 (105,000 XP)

Brute. Hruggek's melee weapon attacks deal an extra 2 dice of weapon damage when he hits with it (included in the attack).

Grappler. When Hruggek has a target grappled, he can use a bonus action to make a bite attack against it.

Discorporation. Refer to Lesser God traits.

Divine Might. Refer to Lesser God traits.

Innate Spellcasting. Refer to Lesser God traits. In addition, Hruggek's spell casting ability is Charisma (spell save DC 23, +15 to hit with attack spells). Hruggek can innately cast the following spells, requiring no material components:

At will: *call lightning*, *command*, *lightning bolt*, *thunderous smite*

3/day each: *chain lightning*, *counterspell*, *power word stun*

1/day each: *forcecage*, *symbol*, *weird*

Keen Senses. Hruggek has advantage on Wisdom (Perception) checks.

Legendary Resistance. Refer to Lesser God traits.

Limited Magic Immunity. Refer to Lesser God traits.

Magic Weapons. Refer to Lesser God traits. In addition, Hruggek has a +4 epic Morningstar, *Silentstroke*, and typical carries 2 (1d4) epic *javelins of lightning* that inflicts an additional 27 (6d8) lightning and 21 (6d6) thunder damage on a hit (included in the attack) when used as a ranged weapon.

Regeneration. Refer to Lesser God traits.

Shadow Step. Hruggek can use a bonus action or legendary action to teleport himself, anything he is wearing or carrying, and any creature he is grappling, from one area of dim light, to another area of dim light within 120 feet of him.

Surprise Attack. If Hruggek surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 28 (8d6) damage from the attack.

Undaunted. Hruggek has advantage on saving throws against being paralyzed, poisoned, stunned, or put to sleep.

ACTIONS

Multiattack. Hruggek makes two *Siletstroke* or claw attacks.

Silentstroke. *Melee Weapon Attack:* +22 to hit, reach 10 ft., one target. *Hit:* 58 (9d8 + 18) piercing damage plus 22 (9d4) bludgeoning damage and the target must make a DC 28 Strength saving throw or be disarmed of an item it is wielding, knocked prone, or pushed 10 feet, Hruggek's choice.

Bite. *Melee Weapon Attack:* +20 to hit, reach 5 ft., one target. *Hit:* 45 (9d6 + 14) piercing damage.

Claw. *Melee Weapon Attack:* +20 to hit, reach 5 ft., one target. *Hit:* 36 (9d4 + 14) slashing damage and the target must make a DC 28 Strength saving throw or be knocked prone or grappled, Hruggek's choice.

Javelin. *Melee or Ranged Weapon Attack:* +20 to hit, reach 10 ft., or range 100/400 ft., one target. *Hit:* 45 (9d6 + 14) piercing damage or 38 (7d6 + 14) piercing damage plus 27 (6d8) lightning and 21 (6d6) thunder damage at range.

Lightning Grasp. Hruggek chooses on creature he can see within 120 feet of him. Hruggek clenches his fist and that creature takes 36 (8d8) lightning damage.

Summons (1/short rest). Hruggek magically summons bugbears, demons of CR 15 or below, or a combination of the two whose total average hit points do not exceed 500.

LEGENDARY ACTIONS

Hruggek can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Hruggek has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. Hruggek regains spent legendary actions at the start of her turn.

Bite. Hruggek makes a bite attack against a creature he has grappled.

Move. Hruggek can move up to half his speed.

Regenerate. Hruggek regains 10 hit points.

Attack (Costs 2 Actions). Hruggek makes two *Siletstroke* or claw attacks.

Lightning Grasp (Costs 2 Actions). Hruggek makes a *Lightning Grasp* attack.

Spell Casting (Costs 3 Actions). Hruggek, casts a spell.

DIBELLA

Medium humanoid (lesser god), lawful good

Armor Class 29 (natural armor)

Hit Points 630 (42d8 + 294)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+8)	26 (+10)	25 (+9)	28 (+11)	28 (+11)	30 (+12)

Savings Throws Dex +18, Con +17, Int +19, Wis +19, Cha +20,

Skills History +19, Perception +19, Insight +19, Persuasion +20,

Damage Resistances Refer to Lesser God traits,

Damage Immunities Refer to Lesser God traits,

Condition Immunities stunned; refer to Lesser God traits

Senses truesight 120ft, passive Perception 29

Languages All, telepathy 1 mile.

Challenge 26 (90,000 XP)

Adoration. The first time each round a creature attempts to attack Dibella, that creature must make a DC 22 Wisdom (Insight) check or hesitate and lose the action. If a creature succeeds on the check, or the effect ends for it, it is immune to Dibella's Adoration for 24 hours. A creature can gain advantage on the check by forcing itself suffer 36 (8d8) psychic damage.

Goddess of Love. Each creature within 120 feet of Dibella that can see her must succeed on a DC 28 Wisdom saving throw or be magically charmed for 1 day. The Charmed target obeys Dibella's commands as in the spell Dominate Monster, and she can issue commands as a bonus action. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this Charm for the next 24 hours. A creature can gain advantage on the saving throw by forcing itself to suffer 36 (8d8) psychic damage. This charm ignores the condition immunities of creatures of CR 15 and below.

Goddess of Beauty. When a creature looks at Dibella it sees their most ideal version of a beautiful member of their own race. A creature can make a DC 28 Wisdom (Perception) check with disadvantage to see through this illusion and see Dibella in her true form. A creature with truesight makes the check with advantage, instead of automatically seeing through the illusion. If a creature successful sees through Diabella's illusion, they gain advantage on her Adoration and Goddess of Love traits.

Discorporation. Refer to Lesser God traits.

Divine Might. Refer to Lesser God traits.

Innate Spellcasting. Refer to Lesser God traits. In addition, Dibella's spell casting ability is Charisma (spell save DC 28, +20 to hit with attack spells). Dibella can innately cast the following spells, requiring no material components:

At will: *bless*, *calm emotions*, *compulsion* (90 ft), *enthrall* (180 ft), *charm monster* (90 ft)

3/day each: *divine favor* (4d4), *greater invisibility* (bonus action), *hold monster*,

1/day each: *antipathy/sympathy*, *power word stun*

Magic Weapons. Refer to Lesser God traits. In addition, when Dibella hits with any weapon attack, the weapon deals an extra 36 (8d8) radiant damage (included in the attack).

Legendary Resistance (3/Day). Refer to Lesser God traits.

Limited Magic Immunity. Refer to Lesser God traits.

Regeneration. Refer to Lesser God traits

ACTIONS

Dibella's Blessing. Dibella blesses a creature charmed by her, a willing creature within 250 ft of her, or a willing creature at a shrine of Dibella. The target regains 57 (10d8 + 12) hit points, is cured of all diseases, and regains 10 hit points at the start of its turns (100 hit points each minute) for 24 hours.

Love's Loss: Dibella chooses a creature charmed by her or creature she can see within 250 ft. of her. The target must make a DC 28 Constitution saving throw against this magic, taking 57 (10d8 + 12) psychic damage on a failed save, or half as much damage on a successful one, and the creature is no longer charmed by Dibella.

Summons (1/day). Dibella magically summons 1d6+1 devas, 1d4+1 planetars, or 1 solar.

LEGENDARY ACTIONS

Dibella can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Dibella has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. Dibella regains spent legendary actions at the start of her turn.

Move. Dibella can move half his speed.

Regenerate. Dibella regenerates 30 hit points

Command (Costs 2 Actions). Dibella issue a command to a creature she has charmed. It uses its reaction to move up to its speed and take an Action of Dibella's choice.

Dibella's Kiss (Costs 2 Actions). Dibella uses Dibella's Blessing or Love's Loss.

Teleport (Costs 2 Actions). Dibella teleports, including all equipment worn or carried, to an unoccupied space that she can see within 120 ft. of her.

Stunning Beauty (Costs 3 Actions). All creatures within 120 ft. of Dibella, and who can see her, must make a DC 28 Wisdom saving throw or be magically stunned until the end of her next turn.

THASMUDYAN

Medium undead (lesser god), lawful evil

Armor Class 22 (natural armor)

Hit Points 578 (34d8 + 306)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+9)	20 (+7)	28 (+11)	30 (+12)	26 (+10)	24 (+9)

Savings Throws Dex +15, Con +19, Int + 20, Wis +18, Cha +17

Skills Arcana +18, History +20, Insight +18, investigation +20, Perception +18, Religion +20

Damage Resistances cold, lightning; refer to Lesser God traits

Damage Immunities necrotic, poison; refer to Lesser God traits

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, stunned

Senses truesight 180 ft., passive Perception 28

Languages All, telepathy 240 ft.

Challenge 26 (90,000 XP)

Discorporation. Refer to Lesser God traits

Divine Might. Refer to Lesser God traits

Innate Spellcasting. Refer to Lesser God traits. In addition, Thasmudyan's spellcasting ability is Intelligence (spell save DC 28, +20 to hit with spell attacks). Thasmudyan can innately cast the following spells, requiring no material components.

At will: *animate dead*

3/day each: *create undead*

Legendary Resistance (3/Day). Refer to Lesser God traits

Limited Magic Immunity. Refer to Lesser God traits

Lord of Undeath. When Thasmudyan casts *animate dead* or *create undead*, he chooses the level at which the spell is cast, and the creatures created by the spells remain under his control indefinitely. Additionally, he can cast *create undead* even when it isn't night.

Magic Weapons. Refer to Lesser God Traits.

Regeneration. Refer to Lesser God Traits.

Spellcasting. Thasmudyan is a 22nd-level spellcaster. His spellcasting ability is Intelligence (spell save DC 28, +20 to hit with spell attacks). Thasmudyan has the following wizard spells prepared:

Cantrips (at will): *mage hand, prestidigitation, ray of frost, shocking grasp, true strike*

1st level (at-will): *bane, inflict wounds, magic missile, sleep, ray of sickness*

2nd level (at-will): *blindness/deafness, crown of madness, knock, Melf's acid arrow, mirror image, ray of enfeeblement*

3rd level (at-will): *bestow curse, clairvoyance, counterspell, fireball, lightning bolt, speak with dead, vampiric touch*

4th level (at-will): *banishment, blight, dimension door, greater invisibility, phantasmal killer*

5th level (3 slots): *cloudkill, cone of cold, contagion, hold monster, wall of force*

6th level (3 slots): *chain lightning, circle of death, disintegrate, harm*

7th level (3 slots): *finger of death, forcecage, plane shift, symbol*

8th level (2 slots): *abi-dalzim's horrid wilting, dominate monster, power word stun*

9th level (2 slots): *power word kill, weird, wish*

10th level (1 slot): *animus burst*

ACTIONS

Multiattack. The Thasmudyan makes two *Paralyzing Touch* attacks or cast two at-will spells.

Paralyzing Touch. *Melee Spell Attack:* +20 to hit, reach 5 ft., one target. *Hit:* 26 (4d6 + 12) cold damage plus 14 (4d6) necrotic damage. The target must succeed on a DC 28 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Life Drain (Recharge 5-6). Thasmudyan targets up to four creatures that he can see within 60 feet of him. Each target must make a DC 28 Constitution saving throw or take 21 (6d6) necrotic damage, and Thasmudyan regains hit points equal to the total damage dealt to all targets.

Conjure Undead (1/day). Thasmudyan can spend an action to conjure undead creatures whose combined hit points don't exceed 500. These undead magically rise up from the ground or otherwise form in unoccupied spaces within 300 feet of Thasmudyan and obey his commands until they are destroyed, Thasmudyan dismisses them as a bonus action, or Thasmudyan is reduced to 0 hit points.

BONUS ACTIONS

Quick Casting. Thasmudyan can use a bonus action to cast cantrip.

Teleport. Thasmudyan, and any equipment he is wearing or carrying, teleports to an unoccupied space he can see within 60 feet of him.

LEGENDARY ACTIONS

The Thasmudyan can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If The Thasmudyan has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. The Thasmudyan regains spent legendary actions at the start of her turn.

At-Will Spell. Thasmudyan casts an at-will spell.

Melee Attack. Thasmudyan makes a *Paralyzing Touch* attack.

Move. Thasmudyan moves up to half his speed.

Necrotic Tether. A crackling cord of negative energy tethers Thasmudyan to a target he can see within 60 feet of him. Whenever Thasmudyan takes damage, the target must make a DC 28 Constitution saving throw. On a failed save, Thasmudyan takes half damage (round down) and the target takes the remaining damage. The tether lasts for one minute or until Thasmudyan uses a bonus action to end the effect and Thasmudyan can have only one target tethered at a time.

Regenerate. Thasmudyan regenerates 30 hit points

Frightening Gaze (Costs 2 Actions). Thasmudyan fixes his gaze on one creature he can see within 30 feet of it. The target must succeed on a DC 28 Wisdom saving throw, taking 22 (4d10) psychic damage and become frightened for 1 minute on a failure, or half as much damage on a success. The frightened target can repeat the saving throw at the end of each of its turns, 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 Thasmudyan's gaze for the next 12 hours.

Spell Recall (Costs 2 Actions). Roll a d6 and add 4 to the result, Thasmudyan regains a spell slot of that level or lower. If it has no spent spell slots of that level or lower, nothing happens.

Disrupt Life (Costs 3 Actions). Each living creature within 60 feet of Thasmudyan must make a DC 28 Constitution saving throw, taking 91 (14d12) necrotic damage on a failed save, or half as much damage on a success. Any undead in the area instead gain hit points equal to the amount of necrotic damage.

Spell Casting (Costs 3 Actions). Thasmudyan casts a spell.

ZENITHAR

Medium humanoid (lesser god), lawful good

Armor Class 25 (+1 templars armor)

Hit Points 608 (38d8 + 304)

Speed 40 ft., climb 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+9)	30 (+12)	26 (+10)	26 (+10)	30 (+12)	26 (+10)

Savings Throws Dex +20, Con +18, Int +18, Wis +20, Cha +18

Skills Acrobatics +20, History +18, Insight +20, Perception +20, Persuasion +18

Damage Resistances cold, necrotic; refer to Lesser God traits,

Damage Immunities radiant; refer to Lesser God traits,

Condition Immunities frightened; refer to Lesser God traits

Senses Truesight 120ft, passive Perception 30

Languages All, telepathy 480 ft.

Challenge 26 (90,000 XP)

Conjurer of wealth. Zenithar can instantly summon any type of currency (Gold, Silver, etc...), up to 10,000 GP in value, in his hand or around him on the floor.

Discorporation. Refer to Lesser God traits.

Divine Might. Refer to Lesser God traits.

Innate Spellcasting. Refer to Lesser God traits. In addition, Zenithar's spell casting ability is Wisdom (spell save DC 27, +19 to hit with attack spells). Zenithar can innately cast the following spells, requiring no material components:

At will: *calm emotions, enthrall, hunter mark, knock, suggestion*
3/day each: *animate objects, counterspell, leomund's secrete chest, zone of truth, wall of force*

1/day each: *banishment, divine word, prismatic spray*

Magic Weapons. Refer to Lesser God traits. In addition, when Zenithar hits with any weapon attack, the weapon deals an extra 36 (8d8) radiant damage (included in the attack).

Legendary Resistance (3/Day). Refer to Lesser God traits.

Limited Magic Immunity. Refer to Lesser God traits.

Tongue Twister. Zenithar has advantage on persuasion checks.

Regeneration. Refer to Lesser God traits

ACTIONS

Multiattack. Zenithar can make two Sword of Wealth attacks.

Sword of Wealth. Melee Weapon Attack: +20 to hit, reach 5 ft. one target. Hit: the target takes 41 (6d8 +14) bludgeoning damage plus 36 (8d8) radiant damage. In addition, if a creature is reduced to 0 hit points with this attack it becomes a golden statue.

Cone of Gold. Ranged Weapon Attack: +20 to hit. A blast of gold coin erupts from Zenithar hands. Each creature in a 60-foot cone must make a Dexterity saving throw, taking 65 (10d12) bludgeoning damage on a failed save, or half as much damage on a successful one. In addition, if a creature is reduced to 0 hit points with this attack it becomes a golden statue.

Turn to Gold (recharge 6). If a creature is Huge or smaller Zenithar attempts to turn it into a statue of pure gold. Melee Weapon Attack: +20 to hit, reach 5 ft., one target. Hit: 36 (8d8) radiant damage and the target must make a DC 27 Constitution saving throw or be stunned until the end of Zenithar's next turn. Additionally, the creature must make a saving throw at the start of its next turn. On a failed saving throw it becomes a statue of solid gold.

Summons (1/day). Zenithar magically summons 1d6 devas or 1d4 planetars.

LEGENDARY ACTIONS

Zenithar can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Zenithar has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. Zenithar regains spent legendary actions at the start of her turn.

Attack. Zenithar makes a Sword of Wealth attack.

Move. Zenithar can move up to half his speed.

Regenerate. Zenithar regenerates 30 hit points

Cone of Gold. (Costs 2 Actions). Zenithar makes a cone of gold attack.

Spell Casting. (Costs 2 Actions). Zenithar casts a spell.

Teleport (Costs 2 Actions). Zenithar teleports, including all equipment worn or carried, to an unoccupied space he can see within 60 feet of him.

Recharge. (Costs 3 Actions, 1/Day). Zenithar recharges his Turn to Gold attack.

DEMIGODS



IUZ THE OLD

Medium, Large, Huge (demigod), chaotic evil

Armor Class 17 (+3 cloak) or 21 (+3 plate)

Hit Points 510 (30d12+150)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+7)	18 (+5)	20 (+6)	18(+5)	20 (+6)	18 (+5)

Savings Throws Strength +15, Dex +13, Con +14, Int +13, Wis +13, Cha +13

Skills Arcana +13, Athletics +15, Deception +13, Insight +13, Intimidation +13, Perception +14, Religion +13, Stealth +13

Damage Resistances acid, cold, fire, lightning, necrotic

Damage Immunities poison; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities blinded, charmed, deafened, frightened, poisoned

Senses truesight 120 ft., passive Perception 24

Languages Abyssal, Common, Orc

Challenge 25 (75,000 XP)

Cloak of Protection. Iuz gains a +3 bonus to AC and saving throws while he wears this cloak.

Discorporation. When Iuz drops to 0 hit points, or dies his essence travels to his soul gem in layer 222 of the Abyss and can't take physical form for a time. If the gem has been destroyed, his essence goes to his domain on Oerth on the material plane instead unless he was slain there in which case he truly dies.

Innate Spellcasting. Iuz's innate spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *finger of death, invisibility, phantasmal force, protection from good and evil, teleport, wall of force.*

2/day: *dispel evil and good, dispel magic, raise dead*

1/day: *anti-magic field, gate, harm, wish, symbol.*

Magic Weapons. Iuz's attacks count as magical weapons.

Legendary Resistance (3/day). If Iuz fails a saving throw he can choose to succeed instead.

Limited Magic Immunity. Iuz is immune to spells of 6th level or lower unless he wishes to be affected. He has advantage on saving throws against all other spells and magical effects.

Shapechanger. Iuz can appear as a medium sized old man or as a large or huge demonic cambion in golden and black plate armor. In his old man form, Iuz can use his spittle and claws. In his cambion form he can use his +3 huge greatsword and plate armor. Other statistics other than size remain the same no matter his form.

Spellcasting. Iuz is a 16th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 22, +14 to hit with spell attacks). Iuz has the following Cleric spells prepared: Cantrips (at will): guidance, mending, resistance, spare the dying, thaumaturgy
1st level (4 slots): *bane, cure wounds, false life, ray of sickness*
2nd level (3 slots): *augury, blindness/deafness, lesser restoration, ray of enfeeblement,*
3rd level (3 slots): *animate dead, bestow curse, dispel magic, sending, tongues, vampiric touch*
4th level (3 slots): *banishment, blight, death ward, freedom of movement*
5th level (2 slots): *antilife shell, cloudkill, contagion, insect plague, mass cure wounds, planer binding, scrying*
6th level (1 slot): *create undead, heal, planer ally*
7th level (1 slot): *resurrection, plane shift*
8th level (1 slot): *control weather .*

Actions

Multiattack. Iuz attacks twice with his claws and once with his spittle in old man form or twice with his greatsword in cambion form.

Claw. Melee Weapon Attack: +15 to hit, reach 5 ft., one target. Hit: 13 (2d4+8) slashing damage. If Iuz hits with both claws and his target is a medium sized creature with a neck, he grapples and restrains his target and starts to strangle them. (Escape DC 23) A creature being strangled counts as being suffocated and can survive for a number of rounds equal to its Constitution modifier (minimum 1 round). At the start of its next turn, it drops to 0 hit points and is dying. Iuz can't use his claws again until the grapple ends.

Spittle (1/round). Ranged Weapon Attack: +13 to hit, range 10 ft., one creature. Hit: The target takes 22 (4d10) necrotic damage and is aged 1d6 years. Furthermore, the body part struck becomes numb and is useless for 1d4+1 rounds (roll 1d12: 1=head, 2/3=right arm, 4/5=left arm, 6/7=right leg, 8/9=left leg, 10/12=torso.) A torso hit makes a character collapse prone in pain, remaining conscious but unable to perform actions. A hit to the head brings unconsciousness. Has no effect on constructs, elementals, oozes and undead.

+3 Greatsword (Cambion form only). Melee Weapon Attack: +18 to hit, reach 10 ft., one target: Hit: 44 [6d10+11] slashing damage.

Legendary Actions

Iuz can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Iuz has unspent legendary actions at the end of the round, he may spend and immediately use his remaining legendary actions. Iuz regains spent legendary actions at the start of his turn.

Multiattack. Iuz makes a *multiattack*. If he has already used *spittle*, he can make 2 additional claw attacks instead.

Move. Iuz moves up to half his speed.

Spellcasting. Iuz uses one of his spells taking up a slot or use as normal

VAPRAK (THE DESTROYER)

Huge humanoid (demigod), chaotic evil

Armor Class 22 (natural armor)

Hit Points 570 (30d12+210)

Speed 60 ft., climb 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+11)	18 (+5)	24 (+8)	18(+5)	12 (+2)	14 (+3)

Savings Throws Strength +19, Dex +13, Con +16, Wis +10,

Skills Athletics +19, Intimidation +19, Perception +10, Stealth +13

Damage Resistances lightning, necrotic, thunder

Damage Immunities poison; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities charmed, frightened, poisoned, stunned

Senses darkvision 480 ft., passive Perception 21

Languages Abyssal, Common, Giant

Challenge 25 (75,000 XP)

Aura of Destruction. If Vaprak wishes it, ogres and trolls within 120 ft. of him go into a berserker rage: they gain advantage and +10 damage on their attacks and grant advantage on attacks that target them while within the aura

Brute. Vaprak suffers a -2 penalty to his melee attack rolls and gains +20 damage, included in his attacks.

Discorporation. When Vaprak drops to 0 hit points and cannot regenerate, his body is destroyed and his essence travels to his domain on the 524th layer of the Abyss and he can't take physical form for a time.

Keen Smell. Vaprak automatically succeeds on a Wisdom (Perception) check that relies on smell.

Innate Spellcasting. Vaprak's innate spellcasting ability is Intelligence (spell save DC 21, +13 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *eldritch blast* (1st level), *mold earth*, *ray of sickness* (5th level)

3/day: *bane*, *dispel evil and good*, *dispel magic*, *teleport*

1/day: *cloudkill*, *disintegrate*, *harm*

Legendary Resistance (3/day). If Vaprak fails a saving throw he can choose to succeed instead.

Magic Resistance. Vaprak has advantage on saving throws against spells and magical effects.

Magic Weapons. Vaprak's attacks count as +2 magical weapons.

Regeneration. Vaprak regains 20 hit points at the start of his turn. If he takes acid or fire damage, this trait doesn't function at the start of his next turn.

Actions

Multiattack. Vaprak makes three *claw* attacks.

Bite. Melee Weapon Attack: +17 to hit, reach 5 ft., one target. Hit: 48 (4d6+34) piercing damage.

Claw. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. Hit: 51 (5d6+34) slashing damage. If Vaprak hits the same target with two claw attacks on the same turn, and his target is large size or smaller, he can choose to grapple and restrain his target. (Escape DC 30). If a creature escapes the grapple it is also no longer restrained.

Summon Destruction (1/day). Vaprak summons 1d6 trolls, or 2d4 ogres, or 1d4 trolls and 1d4 ogres to unoccupied spaces within 120 feet of him.

Bonus Actions

Bite. If Vaprak has a creature grappled he can make a bite attack against it with advantage.

Throw. If Vaprak has a creature grappled he can use his bonus action to throw it: up to 60 ft. if it is medium size or smaller or up to 30 ft. if it is large size, and it is knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown, plus 12 bludgeoning damage. If the target is thrown at another creature, that creature must succeed on a DC 21 Dexterity saving throw or take the same damage and be knocked prone.

Reactions

Throw. If Vaprak is hit with a ranged attack he can throw a grappled creature or held object at the attacker. Refer to his bonus action *throw* for details on throwing creatures.

Legendary Actions

Vaprak can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Vaprak has unspent legendary actions at the end of the round, he may spend and immediately use his remaining legendary actions. Vaprak regains spent legendary actions at the start of his turn.

Attack. Vaprak makes a *claw* or *bite* attack.

Move. Vaprak moves up to half his speed.

Regenerate. Vaprak gains 20 hit points.

Spellcasting (1/round). Vaprak can innately cast a spell.

LAOGZED

Huge monstrosity (demigod), chaotic evil

Armor Class 22 (natural armor)

Hit Points 532 (28d12+ 196)

Speed 50 ft., climb 50 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+9)	20 (+6)	24 (+8)	18 (+5)	18 (+5)	12 (+2)

Savings Throws Str +16, Dex +13, Con +15, Wis +12, Cha +9

Skills Athletics +20, Perception +12, Stealth +20

Damage Immunities acid, necrotic, poison; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 200 ft., truesight 60 ft., passive Perception 22

Languages Abyssal, Infernal, Troglodyte

Challenge 23 (50,000 XP)

Chameleon Skin. Laogzed has advantage on Dexterity (Stealth) checks made to hide.

Discorporation. If Laogzed drops to 0 hit points its body is destroyed and its essence travels to its domain on the 524th layer of the Abyss and it can't take physical form for a time.

Dark Nature. If Laogzed is not in bright sunlight, he gains a +2 bonus to attack rolls, saving throws and his spell DC.

Foul Skin. A creature that touches Laogzed or hits it with a melee attack within 10 feet of it takes 21 (6d6) acid damage and must make a DC 23 Constitution saving throw or be poisoned.

Leap (Recharge 5-6). Laogzed uses its move leap up to three times its move speed. It can land in spaces occupied by Large or smaller creatures. Creatures in the area of Laogzed's landing space must make a DC 24 Dexterity saving throw. On a failure the creatures take 52 (8d12) bludgeoning damage and are knocked prone and restrained (DC 24 escape). On a success the creature moves to unoccupied space adjacent to Laogzed. If a creature chooses not to move, it automatically fails its saving throw.

Innate Spellcasting. Laogzed's innate spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). It can innately cast the following spells at 4th level or higher, requiring no material components:

At will: *spider climb*

3/day: *blight*, *contagion*, *vitriolic sphere*

1/day: *cloudkill*, *harm*, *teleport*

Legendary Resistance (3/Day). If Laogzed fails a saving throw, he can choose to succeed instead.

Magic Resistance. Laogzed has advantage on saving throws against spells and magical effects.

Magic Weapons. Laogzed's weapon attacks count as +2 magical weapons.

Stench. Any creature other than a troglodyte that starts its turn within 30 feet of Laogzed must succeed on a DC 23 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench for 1 minute.

Vicious Bite. Laogzed inflicts an additional 2 dice of damage with its bite attack (included in the attack).

ACTIONS

Multiattack. Laogzed makes three melee attacks: one bite attack and two claw attacks; or a *sticky tongue* and a bite attack.

Bite. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. Hit: 49 (4d12+10) piercing damage plus 36 (8d8) acid damage. In addition, if Laogzed wishes, a Large or smaller creature, the creature must make a DC 24 Strength saving throw or be swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the Laogzed, and it takes 36 (8d8) acid damage at the start of each of Laogzed's turns.

If the Laogzed takes 50 damage or more on a single turn from a creature inside it, Laogzed must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of it. If Laogzed discorporates, a swallowed creature remains in the space formally occupied by Laogzed and is prone.

Laogzed gains 30 hit points for each creature that dies while swallowed.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. Hit: 28 (4d8+10) slashing damage.

Sticky Tongue. *Ranged Weapon Attack:* +13 to hit, reach 60 ft., one Medium or smaller target. Hit: 24 (4d6+10) bludgeoning damage and 28 (8d6) acid damage and the target must make a DC 24 Strength saving throw or be pulled to a space adjacent to Laogzed.

Spit Acid. *Ranged Weapon Attack:* +13 to hit, range 120/240 ft., one target. Hit: 45 (10d8) acid damage and the target must make a DC 23 Constitution saving throw or take 14 (4d6) acid damage at the start of their next turn.

Summon Servants (1/short rest). Laogzed summons 6d6 *troglodytes* or 1d4 *hezrou* demons to unoccupied spaces within 120 feet of him.

Reactions

Leap of Vengeance. If Laogzed is hit with a ranged attack, it immediately recharges its *Leap* ability and uses it to launch itself at the attacker. This movement does not provoke opportunity attacks.

LEGENDARY ACTIONS

Laogzed can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Laogzed has unspent legendary actions at the end of its round, it may spend and immediately use his remaining legendary actions. Laogzed regains spent legendary actions at the start of his turn.

Claw. Laogzed makes a *claw* attack.

Move. Laogzed moves up to 20 feet.

Tongue (Costs 2 Actions). Laogzed makes a *sticky tongue* attack.

Spit Acid (Costs 2 Actions). Laogzed makes a *spit acid* attack.

Spellcasting (Costs 2 Actions). Laogzed can innately cast a spell.

Bite (Costs 3 Actions). Laogzed makes a *bite* attack.

Summon Servants (Costs 3 Actions). Laogzed uses his *summon servants* action if available.

BLIBDOOLPOOLP

Huge humanoid (demigod), neutral evil

Armor Class 20 (natural armor)

Hit Points 520 (26d12+208)

Speed 50 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+9)	24 (+8)	27 (+9)	22 (+7)	20 (+6)	12 (+2)

Savings Throws Dex +14, Con +15, Wis +12, Cha +8

Skills Athletics +18, Intimidation +18, Perception +12, Stealth +14

Damage Resistances lightning, thunder

Damage Immunities poison; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities charmed, paralyzed, poisoned,

Senses darkvision 480 ft., passive Perception 21

Languages Abyssal, Aquan, Common, Undercommon, telepathy 120 ft.

Challenge 22 (41,000 XP)

Amphibious. Blibdoolpoolp can breathe air and water.

Otherworldly Perception. Blibdoolpoolp can sense the presence of any creature within 60 feet of her that is invisible or on the Ethereal Plane. She can pinpoint such a creature that is moving.

Discorporation. When Blibdoolpoolp drops to 0 hit points her body is destroyed and her essence travels to her domain on the elemental plane of water and she can't take physical form for a time.

Slippery. Blibdoolpoolp has advantage on ability checks and saving throws made to escape a grapple.

Innate Spellcasting. Blibdoolpoolp's innate spellcasting ability is Intelligence (spell save DC 21, +13 to hit with spell attacks). She can innately cast the following spells, requiring no components:

3/day: *blur, fear, hypnotic pattern, lightning bolt*

2/day: *bless, counterspell, greater invisibility*

1/day: *confusion (7th level), otto's irresistible dance, tsunami*

Legendary Resistance (3/day). If Blibdoolpoolp fails a saving throw she can choose to succeed instead.

Magic Resistance. Blibdoolpoolp has advantage on saving throws against spells and magical effects.

Magic Weapons. Blibdoolpoolp's weapon attacks are magical.

Actions

Multiattack. Blibdoolpoolp makes three *claw* attacks.

Claw. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. Hit: 23 (3d8+10) bludgeoning and 9 (2d8) slashing damage and, if Blibdoolpoolp wishes and the target is large size or smaller, the target is grappled (escape DC 23). Blibdoolpoolp can have a maximum of two creatures grappled at a time and if she has two creatures grappled she cannot make *claw* attacks against creatures that are not grappled.

Call Lightning. Blibdoolpoolp selects a point she can see within 240 feet of it. Each creature of Blibdoolpoolp's choice within 20 feet of the point must make a DC 21 Dexterity saving throw, taking 54 (12d8) lightning damage on a failure, or half as much damage on a success.

Gaze of the Deep. Blibdoolpoolp bends her will on all enemies within an 80-foot cone. Creatures in the cone must make a DC 21 Wisdom saving throw, taking 33 (6d10) psychic damage and be charmed on a failure, or half as much damage on a success. Blibdoolpoolp can use a bonus action to force a creature charmed by this effect to use its reaction to move 20 feet in a direction of her choice. A creature may attempt additional saving throws at the end of each of its turns, ending the condition on a success.

Bonus Actions

Crush. Blibdoolpoolp makes a *claw* attack, with advantage, against a grappled target.

Gaze of Insanity. Blibdoolpoolp gazes into the eyes of a creature she has grappled. The creature must make a DC 21 Wisdom saving throw, with disadvantage, or suffer the effects of the *contagion (mindfire)* spell.

Throw. Blibdoolpoolp throws a creature grappled she has grappled up to 60 ft. if it is medium size or smaller or up to 30 ft. if it is large size. The creature must make a DC 23 Strength or Dexterity saving throw, taking 27 (6d8) bludgeoning damage and knocked prone on a failure or half as much damage on a success. If the target is thrown at another creature, that creature must succeed on a DC 23 Dexterity saving throw or take the same damage and be knocked prone.

Legendary Actions

Blibdoolpoolp can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Blibdoolpoolp has unspent legendary actions at the end of the round, she may spend and immediately use his remaining legendary actions. Blibdoolpoolp regains spent legendary actions at the start of his turn.

Attack. Blibdoolpoolp makes a *claw* or *throw* attack.

Move. Blibdoolpoolp moves up to half his speed.

Regenerate. Blibdoolpoolp gains 20 hit points.

Spellcasting (1/round). Blibdoolpoolp innately cast a spell.

Teleport (Costs 2 Actions). Blibdoolpoolp teleports to an unoccupied space within 80 feet of it that it can see.

Summon Servants (Costs 2 Actions, 2/day). Blibdoolpoolp magically summons a *kuo-toa archpriest* and 7 (2d6) *kuo-toa whips* to unoccupied spaces it can see within 120 feet of it. While the summoned creatures are within 60 feet of Blibdoolpoolp that gain a +4 bonus to attack and damage rolls and their AC and saving throws.

Full Attack (Costs 3 Actions). Blibdoolpoolp makes a *gaze of the deep* or *call lightning* attack.

CELESTIALS



EMPYREAN

Huge celestial (titan), 75% any good, 25% any evil alignment

Armor Class 24 (natural armor)

Hit Points 495 (30d12 + 300)

Speed 60 ft., fly 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+11)	22 (+7)	30 (+11)	22 (+7)	23 (+7)	28 (+10)

Savings Throws Str +19, Dex +15, Con +19, Int + 15, Wis +15, Cha +18

Skills Athletics +19, Insight +15, Investigation +15, Perception +15
Persuasion +18

Damage Resistances fire; bludgeoning, piercing, and slashing that is +1 or less magical, see also *Divine Resistance*

Damage Immunities radiant; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities exhaustion, poisoned

Senses truesight 240 ft., passive Perception 16

Languages All, telepathy 240 ft.

Challenge 25 (75,000 XP)

Divine Resistance. The empyrean has resistance to one of the following types of damage: acid, cold, force, lightning, or thunder. The empyrean can change this resistance as a bonus action or a reaction.

Innate Spellcasting. The empyrean's spell casting ability is Charisma (spell save DC 26, +18 to hit with attack spells). The empyrean can innately cast the following spells, requiring no material components:

At will: *bless*, *greater restoration*, *pass without trace*, *water breathing*, *water walk*

3/day each: *chain lightning* (7th level), *commune*, *destructive wave* (radiant damage), *dispel evil and good*, *fire storm*, *hallow*

1/day each: *control weather*, *divine word*, *earthquake*, *flame strike* (9th level), *plane shift* (self only), *shapechange*

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

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

Magic Weapons. The empyrean's weapon attacks are considered +2 magical weapons.

Siege Monster. The empyrean double damage to structures and objects.

ACTIONS

Multiattack. The empyrean makes two attacks

Maul. Melee Weapon Attack: +19 to hit, reach 15 ft., one target. *Hit:* 54 (12d6 + 12) bludgeoning damage. If the target is a creature, it must succeed on a DC 27 Constitution saving throw or be stunned until the end of the empyrean's next turn, knocked prone, or pushed 15 feet, the empyrean's choice.

Bolt. Ranged Spell Attack: +18 to hit, range 600 ft., one target. *Hit:* 49 (14d6) fire or radiant damage (empyrean's choice) or the damage type that matches the empyrean's *divine resistance*.

BONUS ACTIONS

Quick Casting. The empyrean can use a bonus action to cast an at-will spell.

LEGENDARY ACTIONS

The empyrean can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the empyrean has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. The empyrean regains spent legendary actions at the start of its turn.

Attack. The empyrean makes an attack.

Bolster. The empyrean bolsters all non-hostile creatures within 240 feet of it until the end of its next turn. Bolstered creatures can't be charmed or frightened, and they gain advantage on ability checks and saving throws until the end of the empyrean's next turn.

Regenerate. The empyrean regenerates 30 hit points.

Shift. The empyrean moves up to half its speed and does not provoke opportunity attacks with this movement.

Spell (Costs 2 Actions). The empyrean casts a spell.

Teleport (Costs 2 Actions). The empyrean magically teleports, along with any equipment it is wearing or carrying, up to 240 feet to an unoccupied space it can see.

Trembling Strike (Costs 3 Actions/recharge 5-6). The empyrean strikes the ground, triggering a massive shock wave and earth tremor. All creature on the ground within 60 feet of the empyrean must succeed on a DC 27 Strength saving throw, taking 81 (18d8) thunder damage and be knocked prone, or half as much damage on a successful one.

SOLAR

Large celestial, lawful good

Armor Class 21 (natural armor)

Hit Points 324 (24d10+192)

Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	23(+6)	27(+8)	26(+8)	26(+8)	30(+10)

Savings Throws Str +15, Dex +13 Con +15, Int +14, Wis +14, Cha +17

Skills Perception +15

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing that is nonmagical

Damage Resistances radiant; bludgeoning, piercing, and slashing from +1 or less magical weapons

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 240 ft., passive Perception 25

Languages all, telepathy 240 ft.

Challenge 23 (50,000 XP)

Angelic Weapons. The solar's weapon attacks are treated as +3 magical weapons (included in the attack). When the solar hits with any weapon, the weapon deals an extra 6d10 radiant damage (included in the attack)

Divine Awareness. The solar knows if it hears a lie.

Divine Resistance. The solar can spend a legendary action to gain advantage on saving throws against spells and effect that cause the following conditions: restrained and stunned

Innate Spellcasting. The solar's spell casting ability is Wisdom (spell save DC 24, +16 to hit with attack spells). The solar can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *invisibility (self only)*

3/day each: *blade barrier*, *dispel evil and good*, *resurrection*

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

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

Actions

Multiattack. The solar makes two greatsword attacks

Greatsword. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 26 (4d6 + 12) slashing damage plus 27 (6d8) radiant damage.

Slaying Longbow. *Ranged Weapon Attack:* +16 to hit, range 240/1000 ft., one target. *Hit:* 18 (2d8 + 9) piercing damage plus 27 (6d8) radiant damage. If the target is a creature that has 110 hit points or fewer, it must succeed on a DC 17 Constitution saving throw or die.

Flying Sword. The solar releases its greatsword to hover magically in an unoccupied space within 10 feet of it. The solar can mentally command it as a bonus action to fly up to 100 feet and either make one attack against a target or return to the solar's hand. If the hovering sword is the targeted by any effect, the solar is considered to be holding it. The hovering sword falls if the solar is reduced to 0 hit points.

Healing Touch (4/day). The solar touches another creature. The target magically regains 50 (8d10+6) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the dragon has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. The dragon regains spent legendary actions at the start of its turn.

Regenerate. The solar regenerates 20 hit points.

Teleport. The solar magically teleports, along with any equipment it is wearing or carrying, up to 240 feet to an unoccupied space it can see.

Attack (Costs 2 Actions). The solar makes two greatsword or one slaying longbow attack.

Blinding Gaze (Costs 2 Actions). The solar targets one creature it can see within 50 feet of it. If the target can see it, the target must succeed on a DC 17 constitution saving throw or be blinded until magic such as the *lesser restoration* spell removes the blindness.

Searing Burst (Costs 3 Actions). The solar emits magical, divine energy. Each creature of its choice in a 20-foot radius must make a DC 23 Dexterity saving throw, taking 44 (8d10) fire damage plus 44 (8d10) radiant damage on a failed save, or half as much on a successful one.

AIRE

Huge celestial, chaotic good

Armor Class 20 (natural armor)

Hit Points 270 (20d12+140)

Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	24 (+7)	18 (+4)	19 (+4)	26 (+8)

Savings Throws Dex +11, Wis +10, Cha +14

Skills Acrobatics +11, Insight +10, Perception +10

Damage Resistances lightning, radiant; bludgeoning, piercing, and slashing that is nonmagical

Damage Immunities thunder; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities charmed, frightened, petrified

Languages All, telepathy 120 ft.

Challenge 20 (25,000 XP)

Banishment. When Aire drops to 0 hit points it is banished to Avandra's domain and cannot take form again until Avandra wishes it.

Celestial Weapons. Aire's weapon attacks are magical. When Aire hits with any weapon, the weapon deals an extra 6d6 radiant damage (included in the attack).

Dive. If Aire is flying and dives at least 30 feet straight towards a target and then hits it with a melee weapon attack, that attack deals an extra 24 (6d8) bludgeoning damage to the target.

Innate Spellcasting. The Aire's spell casting ability is Charisma (spell save DC 22, +14 to hit with attack spells). It can innately cast the following spells requiring no components:

At will: *detect evil and good, faerie fire, feather fall*

3/day: *invisibility, thunderous smite (4d6)*

1/day each: *lightning bolt, teleport.*

Actions

Multiattack. Aire makes two claw attacks and one bite attack.

Bite. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. *Hit:* 20 (3d8+7) piercing damage plus 21 (6d6) thunder and 21 (6d6) radiant damage and

Claw. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. *Hit:* 21 (4d6+7) slashing damage plus 21 (1d6) radiant damage.

Screech (Recharge 5-6). Aire releases a piercing screech in a 90-foot cone. Each creature in the cone must succeed on a DC 21 Constitution saving throw. On a failed save the creature takes 110 (20d10) thunder damage and is deafened for 1 minute. On a successful save the creature takes half damage from the screech. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

THE HEBDOMAD

(Celestials)

The Hebdomad generally all have the abilities and traits in the list below. These abilities and traits are assumed to be a part of the following stat blocks. Specific modifications to these traits and/or additional traits are listed in the individual stat blocks.

Damage Resistances bludgeoning, piercing, and slashing that is +2 or lesser magical

Damage Immunities lightning; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities petrified

Aura of Menace. The first time an enemy comes within 60 feet of a hebdomad or starts its turn in that radius, it must make a Wisdom check (see individual hebdomad for DC) or become frightened of the hebdomad for 1 minute. The enemy may make an additional saving throw whenever it takes damage, ending the effect on a success. Attack rolls against a frightened enemy have advantage.

Banishment. When a hebdomad drops to 0 hit points, its body is destroyed but its essence travels back to its domain, and is unable to take physical form for a time.

Celestial Weapons. A hebdomad's weapon attacks are treated as +2 magical weapons. In addition, when a hebdomad hits with any weapon attack, the weapon does an extra 21 (6d6) radiant damage, included in the attack.

Innate Spellcasting. Refer to individual entries for a hebdomad's spell casting ability, their save DC, and attack bonus. A hebdomad can innately cast the following spells at 5th level or higher, requiring no material components:

At will: *aid, banishment, continual flame, cure wounds, detect evil and good, dispel magic*

3/day each: *bless, greater restoration, protection from evil and good, teleport*

1/day each: *banishing smite, blade barrier, resurrection*

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

Limited Magic Immunity. Unless a lesser god wishes to be affected, it is immune to spells of 3rd level or lower, and it has advantage on all other spells and magical effects.

Turn Undead. A hebdomad can use its action to turn/destroy undead like the cleric class feature, affecting all undead within 120 feet of the hebdomad and destroying undead of CR 7 or lower. In addition, unless the undead is CR 21 or greater, the hebdomad has advantage on the attempt.

Actions

Celestial Lightning (recharge 5-6). The hebdomad casts a spell and lightning arcs from it to a target within 180 feet. The bolt continues to jump to additional targets within 80 feet of each previous target, making up to 4 jumps (a total of 5 targets) or until there is no target within range. Each target can only be struck once and must make a DC 20 Dexterity saving throw, taking 44 (8d10) lightning damage on a failure or half as much damage on a success; or, the hebdomad's choice, it regains 44 (8d10) hit points (no save required).

ZAPHKIEL

Large celestial (archon) lawful good

Armor Class 29

Hit Points 945 (45d10+495)

Speed 60 ft., fly 120

STR	DEX	CON	INT	WIS	CHA
32 (+14)	28 (+11)	32 (+14)	30 (+13)	30 (+13)	32 (+14)

Savings Throws Dex +18, Con +20, Wis +20

Skills Athletics +18, Intimidation +20, Perception +20

Damage Resistances acid, psychic; refer to Hebdomad entry

Damage Immunities cold, radiant; refer to Hebdomad entry

Conditional Immunities restrained; refer to Hebdomad entry

Senses truesight 240 ft., passive Perception 28

Languages All, telepathy 500 ft.

Challenge 31 (175,000 XP)

Aura of Menace Refer to *Hebdomad* entry, DC 30.

Banishment. Refer to *Hebdomad* entry.

Celestial Aura. An evil creature that touches Zaphkiel or hits him with a melee attack within 5 feet of him takes 28 (8d6) radiant damage.

Celestial Weapons. Zaphkiel's weapon attacks are treated as +3 magic weapons. In addition, when he hits with any weapon attack, the weapon does an extra 28 (8d6) radiant damage, included in the attack.

Innate Spellcasting. Refer to *Hebdomad* entry. In addition, Zaphkiel's spell casting ability is Charisma (spell save DC 30, +22 to hit with attack spells). Zaphkiel can innately cast the following spells, requiring no components:

At will: *spiritual weapon* (8th level), *tidal wave*

3/day each: *fog cloud* (9th level), *flame strike* (9th level)

1/day each: *control weather*, *storm of vengeance* (no concentration)

Legendary Resistance (3/day). Refer to *Hebdomad* entry.

Limited Magic Immunity. Refer to *Hebdomad* entry.

Sacrifice's Reward. If Zaphkiel sacrifices any of his hit points for *word of love* or *sacrificing smite*, his *summon* ability recharges.

Stigmata. If Zaphkiel takes slashing or piercing damage, he can make two *sunbeam* attacks as a single legendary action until the start of his next turn.

Turn Undead. Refer to *Hebdomad* entry.

Water and the Word. Treat any water (including fog, rain, and ice) used by Zaphkiel in a spell or ability as holy water. Fiends and undead take 14 (4d6) radiant damage every round they are in contact with the water.

Actions

Multiattack. Zaphkiel makes four *ray of suffering* or *holy touch* attacks.

Holy Touch. *Melee Weapon Attack:* +23 to hit, reach 5 ft., one target. *Hit:* 36 (8d8) psychic damage plus 28(8d6) radiant damage.

Ray of Suffering. Zaphkiel generates a ray of psychic torment. *Ranged Spell Attack:* +22 to hit, range 180 ft., one target. *Hit:* 66 (12d10) psychic damage.

Ray of Soothing. Zaphkiel chooses on creature he can see within 60 feet of him. The target magically regains 50 (8d8+14) hit points and is free from any curse, disease, poison, blindness, or deafness.

Summon (1/day, see sacrifice's reward). Zaphkiel magically summons (100% chance of success) 1d4 throne archons or a member of the Hebdomad.

Word of Love (1/day). Zaphkiel and each of his allies within 200 feet can sense the presence of a loved one somewhere on the same plane as Zaphkiel and establish a ward with them as in the spell *warding bond* (range extended to the plane Zaphkiel is on). In addition, Zaphkiel and any lawful good allies in the same range (200 ft.) can cast *message* (no components, range expanded to the plane Zaphkiel is on, and it cannot be blocked) to the loved one at the time the *Word of Love* is spoken.

Bonus Actions

Sacrificing Smite (1/day). Zaphkiel cast *spiritual weapon* if that spell is not already cast. Zaphkiel can chose to take necrotic damage up to his current hit point total -1. The next time an enemy is hit by *spiritual weapon*, the enemy takes an equal amount of force damage in addition to the damage caused by *spiritual weapon*. *Sacrificing smite* requires concentration, and can be used for 1 minute after being activated. If his concentration is broken before he can use *sacrificing smite*, Zaphkiel regains the lost hit points and this ability recharges on a roll of 5-6.

Legendary Actions

Zaphkiel can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Zaphkiel has unspent legendary actions at the end of the round, he may spend and immediately use his remaining legendary actions. Zaphkiel regains spent legendary actions at the start of its turn.

Cast a Spell. Zaphkiel casts a spell.

Stigmata. Zaphkiel makes a *ray of suffering* or *holy touch* attack.

Rapid Front (1/round). If Zaphkiel is using the *control weather* spell, he can use his legendary action to immediately change the precipitation, wind, or temperature by one stage.

Sudden Freeze. If Zaphkiel is using the *fog cloud* or *tidal wave* spells, he can freeze the water involved. This ends the spell, but leaves anyone who was effected by the spell takes 21 (6d6) cold damage and is restrained for 1 minute unless they make a DC 20 strength check (fiends and undead have disadvantage on this check); for every 15 points of fire or thunder damage inflicted on the ice, one restrained target is released (the ice is fragile compared to most magically created ice). Targets are subject to the *water and the word* effect for as long as they are restrained.

Ray of Soothing (Costs 2 Actions). Zaphkiel uses his *ray of soothing* action.

SEALTIEL

Large celestial (hebdomad) lawful good

Armor Class 27

Hit Points 840 (42d10+420)

Speed 60 ft, fly 120

STR	DEX	CON	INT	WIS	CHA
28 (+12)	24 (+10)	30 (+13)	28 (+12)	28 (+12)	29 (+12)

Savings Throws Dex +19, Con +22, Wis +21

Skills Athletics +21, Intimidation +21, Perception +21

Damage Resistances psychic; refer to *Hebdomad* entry

Damage Immunities radiant; refer to *Hebdomad* entry

Conditional Immunities charmed, frightened; refer to *Hebdomad* entry

Senses truesight 240 ft., passive Perception 28

Languages All, telepathy 500 ft.

Challenge 30 (155,000 XP)

Aura of Menace. Refer to *Hebdomad* entry, DC 29.

Banishment. Refer to *Hebdomad* entry.

Bastion of Faith. Unless he chooses to be effected, he is immune to any effect that would teleport/banish, push, or pull him.

Celestial Weapons. Refer to *Hebdomad* entry.

Innate Spellcasting. Refer to *Hebdomad* entry. In addition, Sealtiel's spell casting ability is charisma (spell save DC 29, +20 to hit with attack spells). Sealtiel can innately cast the following spells, requiring no material components:

At will: *spirit guardians* (9th level, no concentration), *thunderous smite* (no concentration, included in attack)

3/day each: *guardian of the faith*, *wall of stone*

1/day each: *prismatic wall*, *wall of ice* (9th level)

Legendary Resistance (3/day). Refer to *Hebdomad* entry.

Limited Magic Immunity. Refer to *Hebdomad* entry.

Vigilance's Reward. Vigilance's Reward is +4 maul artifact (included in the attack). A lawfully good creature attuned to it can use their bonus action to cast spell *devastating smite* once per long rest. After the spell is activated, the next time *vigilance's reward* strikes a creature, the creature takes an additional 100 points of force damage; a structure or construct takes an additional 50 points of force damage. *Devastating smite* lasts for 1 minute after casting and takes concentration.

Turn Undead. Refer to *Hebdomad* entry.

Actions

Multiattack. Sealtiel makes three *vigilance's reward* attacks.

Vigilance's Reward. *Melee Weapon Attack:* +22 to hit, reach 10 ft., one target. *Hit:* 48 (10d6 + 13) bludgeon damage plus 21 (6d6) thunder and 21 (6d6) radiant damage, and the target is pushed 10 feet away from Sealtiel.

Summoning (1/day). Sealtiel magically summons (100% chance of success) 1d8 warden archons or (50% chance of success) another member of the Hebdomad.

Buttress. If Sealtiel repairs a destroyed wall of stone or ice or restores one layer of the prismatic wall he created. He cannot reshape a repaired wall.

Legendary Actions

Sealtiel can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Sealtiel has unspent legendary actions at the end of the round, he may spend and immediately use his remaining legendary actions. Sealtiel regains spent legendary actions at the start of its turn.

Cast a Spell. Sealtiel casts a spell.

Sunbeam. Sealtiel generates a beam of energy in a 120 foot line that is 5 feet wide. Each creature that is in the line must make a DC 29 constitution saving throw, taking 54 (12d8) radiant damage on a failed save and half as much on a successful save. Undead and oozes have disadvantage on the saving throw.

Attack (2/round). Sealtiel makes a *vigilance's reward* attack.

Jewel Storm (1/round). Sealtiel causes a 60 foot cone of the jewels from Jovar to fly from him. Each creature in the cone must make a DC 29 saving throw or take 35 (10d6) piercing damage on a failure or half as much damage on a success. The jewels return to Jovar 1 round after the storm.

Word of Faith (Costs 2 Actions). Sealtiel and all his allies within 100 feet gain a +2 bonus to AC until the end of Sealtiel's next turn. Sealtiel and any lawfully good allies in this area also receives 20 temporary hit points that disappear at the end of Sealtiel's next turn.

RAZIEL

Large celestial (hebdomad), lawful good

Armor Class 28

Hit Points 760 (42d10+360)

Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+12)	26 (+10)	28 (+11)	25(+9)	25 (+9)	24 (+9)

Savings Throws Str +21, Dex +19, Con +20, Wis +18

Skills Athletics +21, Intimidation +21, Perception +18

Damage Resistances fire, psychic; refer to *Hebdomad* entry

Damage Immunities radiant; refer to *Hebdomad* entry

Condition Immunities charmed, exhaustion, frightened, poison; refer to *Hebdomad* entry

Senses truesight 240 ft., passive Perception 28

Languages All, telepathy 500 ft.

Challenge 29 (135,000 XP)

Aura of Menace. Refer to *Hebdomad* entry, DC 26.

Banishment. Refer to *Hebdomad* entry.

Celestial Weapons. Refer to *Hebdomad* entry.

Censure of Heaven. If a creature that is targeted by an attack from Raziel is vulnerable or less resistant to radiant damage than to fire damage, any attack or spell Raziel uses that would cause fire damage causes radiant damage instead.

Innate Spellcasting. Refer to *Hebdomad* entry. In addition, Raziel's spell casting ability is Charisma (spell save DC 26, +18 to hit with attack spells). Raziel can innately cast the following spells, requiring no material components:

At will: *calm emotion*, *searing smite* (no concentration, included in the attack)

3/day each: *scorching ray* (9th level), *wall of fire*

1/day each: *destructive wave*, *sunburst*

Legendary Resistance (3/day). Refer to *Hebdomad* entry.

Limited Magic Immunity. Refer to *Hebdomad* entry.

Second Mercy. Second Mercy is +4 broadsword artifact (included in the attack). A lawfully good creature attuned to it can use their bonus action to cast spell *imprisoning smite* once per long rest. After the spell is activated, the next time Second Mercy strikes an opponent it does an extra 55 (10d10) psychic damage and, if this damage reduces the creature's hit points to less than 50, the creature must make a DC 26 wisdom save or be teleported to Mertion and subject to the *imprisonment* spell (burial), although the spell is instantaneous and requires no verbal, material, or somatic component. *Imprisoning smite* requires concentration, and can be used for 1 minute after being activated.

Turn Undead. Refer to *Hebdomad* entry.

Actions

Multiattack. Raziel makes three *second mercy* attacks.

Second Mercy. *Melee Weapon Attack:* +23 to hit, reach 10 ft., one target. *Hit:* 47 (6d10 + 14) slashing damage plus 21(6d6) fire and 21 (6d6) radiant damage.

Penance Gaze. Raziel compels a creature within 120 feet of him to look into his eyes. The creature must make a DC 26 Wisdom saving throw taking 70 (20d6) psychic damage on failed save, and half as much damage on a successful one. Any creature that fails its saving throw has disadvantage if it makes a save against *imprisoning smite* before completing a long rest.

Cloud of Witnesses (1/day). Raziel magically summons (100% chance of success) 1d6 sword archons or (50% chance of success) a member of the Hebdomad.

Purifying Flame (4/day). Raziel causes one creature he can see to be engulfed in flames (no damage). This removes one condition and ends any curse affecting them (as though *remove curse* was cast on them). If the target has a lawful good alignment, the flame can remove two conditions.

Legendary Actions

Raziel can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Raziel has unspent legendary actions at the end of the round, he may spend and immediately use his remaining legendary actions. Raziel regains spent legendary actions at the start of its turn.

Sunbeam. Raziel generates a beam of energy in a 120-foot line that is 5 feet wide. Each creature in the beam must make a DC 26 Constitution saving throw, taking 54 (12d8) radiant damage on a failed save and half as much on a success. Undead and Oozes have disadvantage on the saving throw.

Attack (2/round). Raziel makes a *second mercy* attack.

Penance Gaze (2/round). Raziel uses *penance gaze*.

Innate Casting (1/round). Raziel casts a spell.

Word of Hope (Costs 2 Actions). Raziel and all of his allies within 200 feet have advantage on their next attack.

DOMIEL

Large celestial (hebdomad) lawful good

Armor Class 27

Hit Points 714 (42d10+294)

Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+10)	28 (+11)	24 (+9)	22 (+8)	24 (+9)	27 (+11)

Savings Throws Dex +19, Con +17, Wis +17

Skills Athletics +18, Perception +17, Stealth +19

Damage Resistances necrotic, refer to *Hebdomad* entry

Damage Immunities radiant, refer to *Hebdomad* entry

Conditional Immunities paralyzed, refer to *Hebdomad* entry

Senses truesight 240 ft., passive Perception 27

Languages All, telepathy 500 ft.

Challenge 28 (120,000 XP)

Aura of Menace Refer to *Hebdomad* entry, DC 27.

Avenger of Innocence. If Domiel has advantage against an enemy, his attacks ignore any resistances the target has.

Banishment. Refer to *Hebdomad* entry.

Celestial Weapons. Refer to *Hebdomad* entry.

Innate Spellcasting. Refer to *Hebdomad* entry. In addition, Domiel's spell casting ability is charisma (spell save DC 27, +19 to hit with attack spells). Domiel can innately cast the following spells, requiring no material components:

At will: *branding smite* (6th level, no concentration, damage included in attack), *gentle repose*

3/day each: *greater invisibility*, *moonbeam* (8th level, can use bonus action to move)

1/day each: *holy aura*, *remove curse*

Legendary Resistance (3/day). Refer to *Hebdomad* entry.

Limited Magic Immunity. Refer to *Hebdomad* entry.

Release from Darkness. Release from Darkness is +4 broadsword artifact (included in the attack). A lawfully good creature attuned to it can use their bonus action to cast the spell *purifying smite* once per long rest. After the spell is activated, the next time Release from Darkness strikes an opponent it does an extra 55 (10d10) radiant damage; if this damage reduces an undead creature's hit points to less than 50, the creature is destroyed and is subject to a *true resurrection* spell. *Purifying smite* requires concentration, and can be used for 1 minute after being activated.

Turn Undead. Refer to *Hebdomad* entry.

Actions

Multiattack. Domiel and makes four *release from darkness* attacks.

Release from Darkness. *Melee Weapon Attack:* +20 to hit, reach 10 ft., one target. *Hit:* 34 (4d10 + 12) slashing damage plus 21 (6d6) radiant damage and the target cannot become invisible for 1 minute.

Summon (1/day). Domiel magically summons (100% chance of success) 1d12 hound archons or (50% chance of success) a member of the Hebdomad.

Word of Comfort (4/day). All of Domiel's allies within 60 feet are freed from any madness, such as that caused by exposure to demon lords. This also acts as a 9th level *dispel magic* on *magic jar*. Domiel and any lawfully good allies in the area are also effected by a *protection from poison* spell.

Legendary Actions

Domiel can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Domiel has unspent legendary actions at the end of the round, he may spend and immediately use his remaining legendary actions. Domiel regains spent legendary actions at the start of its turn.

Cast a Spell. Domiel casts a spell.

Make an Attack. Domiel makes a *release from darkness* attack.

Sunbeam. Domiel generates a beam of energy in a 120 foot line that is 5 feet wide. Each creature that is in the line must make a DC 27 Constitution savings throw, taking 54 (12d8) radiant damage on a failed save and half as much on a successful save. Undead and oozes have disadvantage on the saving throw.

Turn Undead. Refer to the *Hebdomad* entry, except this uses Domiel's legendary action.

PISTIS SOPHIA

Large celestial (archon) lawful good

Armor Class 25 (natural armor)

Hit Points 684 (38d10+304)

Speed 60 ft, fly 120

STR	DEX	CON	INT	WIS	CHA
25 (+9)	26 (+10)	27 (+10)	26 (+10)	30 (+12)	28 (+11)

Savings Throws Dex +19, Con +19, Wis +21

Skills Acrobatics +19, Athletics +18, Perception +21

Damage Resistances poison; refer to *Hebdomad* entry

Damage Immunities radiant; refer to *Hebdomad* entry

Conditional Immunities frightened, poisoned; refer to *Hebdomad* entry

Senses truesight 240 ft., passive Perception 31

Languages All, telepathy 500 ft.

Challenge 28 (120,000 XP)

Aura of Menace Refer to *Hebdomad* entry, DC 28.

Banishment. Refer to *Hebdomad* entry.

Celestial Weapons. Refer to *Hebdomad* entry.

Innate Spellcasting. Refer to *Hebdomad* entry. In addition, Pistis Sophia's spell casting ability is Wisdom (spell save DC 29, +19 to hit with attack spells). Pistis Sophia can innately cast the following spells, requiring no material components:

At will: *staggering smite* (no concentration, included in attacks), *wind wall*

3/day each: *blade barrier*, *haste*

1/day each: *whirlwind*, *thunderwave* (9th level, 30 ft. cube)

Legendary Resistance (3/day). Refer to *Hebdomad* entry.

Limited Magic Immunity. Refer to *Hebdomad* entry.

Turn Undead. Refer to *Hebdomad* entry.

Actions

Multiattack. Pistis Sophia makes four *staggering strike* attacks.

Staggering Strike. *Melee Weapon Attack:* +19 to hit, reach 5 ft., one target. *Hit:* 19 (4d4+ 9) bludgeoning damage, plus 17 (5d6) psychic and 21 (6d6) radiant damage and the target must make a DC 28 Wisdom saving throw. On a failed save, the target has disadvantage on all attacks and ability checks and cannot use reactions until the end of its next turn.

Summon (1/day). Pistis Sophia magically summons (100% chance of success) 1d10 owl archons or (50% chance of success) a member of the *Hebdomad*.

Word of Grace (4/day). All allies within 50 feet of Pistis Sophia are affected by a *freedom of movement* spell for 1 hour. Pistis Sophia and any lawfully good ally in the range is also affected by *feather fall* for 1 minute.

Legendary Actions

Pistis Sophia can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Pistis Sophia has unspent legendary actions at the end of the round, she may spend and immediately use his remaining legendary actions. Pistis Sophia regains spent legendary actions at the start of its turn.

Cast a Spell. Pistis Sophia casts a spell.

Paralyzing Smite (1/round). Pistis Sophia makes a single *staggering strike* attack. In addition to the normal effects of the attack, if the target fails a DC 28 wisdom savings throw, it is paralyzed until the end of Pistis Sophia's next turn.

Ki-rin Strike (1/round). Pistis Sophia makes a single *staggering strike* attack. In addition to the normal effects of the attack, the target takes 17 (5d6) thunder damage and 17 (5d6) lightning damage

Sunbeam. Pistis Sophia generates a beam of energy in a 120 foot line that is 5 feet wide. Each creature that is in the line must make a DC 19 constitution savings throw, taking 54 (12d8) radiant damage on a failed save and half as much on a successful save. Undead and oozes have disadvantage on the saving throw.

BACHIEL

Large celestial (hebdomad) lawful good

Armor Class 23

Hit Points 643 (37d10+273)

Speed 60 ft, fly 120

STR	DEX	CON	INT	WIS	CHA
27 (+10)	30 (+12)	25 (+9)	24 (+9)	22 (+8)	26 (+10)

Savings Throws Dex +21, Con +18, Wis +17

Skills Diplomacy +17, Investigation +19, Perception +17

Damage Resistances thunder; refer to *Hebdomad* entry

Damage Immunities radiant; refer to *Hebdomad* entry

Conditional Immunities deafened, frightened; refer to *Hebdomad* entry

Senses truesight 240 ft., passive Perception 27

Languages All, telepathy 500 ft.

Challenge 27 (105,000 XP)

Aura of Menace. Refer to *Hebdomad* entry, DC 27.

Banishment. Refer to *Hebdomad* entry.

Celestial Weapons. Refer to *Hebdomad* entry.

Cast Thee Out. Anywhere on Mount Celestia, any creature has disadvantage on saves against any banishing spell or attack made by Bachel. On Lunia, Bachel's *divine word* spell's banishing effect works on creatures of any type he chooses. Any nonlawfully good creature that Bachel banished from Mount Celestia that returns and is banished again is sent to Carcini instead of its home plane or a demiplane.

Innate Spellcasting. Refer to *Hebdomad* entry. In addition, Bachel's spell casting ability is charisma (spell save DC 27, +19 to hit with attack spells). Bachel can innately cast the following spells, requiring no material components:

At will: *witch bolt* (6th level), *wrathful smite* (no concentration, included in attack)

3/day each: *banishing smite*, *lightning bolt* (9th level)

1/day each: *chain lightning* (9th level), *divine word*

Joyful Noise. Joyful Noise is +4 broadsword artifact (included in the attack). A lawfully good creature attuned to it can use their bonus action to change it to a *horn of blasting* (or back to a sword, there is no chance of explosion) or cast the spell *storm smite* once per long rest. After the spell is activated, the next time *Joyful Noise* strikes a creature, the creature takes an additional 55 (10d10) lightning damage and is unable to use a bonus action until the end of the wielder's next turn. *Storm smite* lasts for 1 minute after casting and takes concentration.

Legendary Resistance (3/day). Refer to *Hebdomad* entry.

Limited Magic Immunity. Refer to *Hebdomad* entry.

Turn Undead. Refer to *Hebdomad* entry.

Actions

Multiattack. Bachel makes three *joyful noise* attacks.

Joyful Noise. *Melee Weapon Attack:* +21 to hit, reach 10 ft., one target. *Hit:* 35 (4d10 + 13) slashing damage plus 17 (5d6) psychic and 21 (6d6) radiant damage and the target fears Bachel (DC 27 wisdom save) for 1 minute.

Cloud of Witnesses (1/day). Bachel magically summons (100% chance of success) 1d6 trumpet archons or (50% chance of success) another member of the Hebdomad.

Word of Joy (4/day). Bachel *inspires* one creature he can see as though using the bard class ability (d20).

Legendary Actions

Bachel can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Bachel has unspent legendary actions at the end of the round, he may spend and immediately use his remaining legendary actions. Bachel regains spent legendary actions at the start of its turn.

Cast a Spell. Bachel casts a spell.

Cutting Word. Bachel changes Joyful Noise into a sword (if it is not already) and makes a *joyful noise* attack.

Sunbeam. Bachel generates a beam of energy in a 120 foot line that is 5 feet wide. Each creature that is in the line must make a DC 27 constitution saving throw, taking 54 (12d8) radiant damage on a failed save and half as much on a successful save. Undead and oozes have disadvantage on the saving throw.

Trumpet of Celestia. Bachel changes Joyful Noise into a *horn of blasting* (if it is not already) and makes an attack with it. Each creature within a 60 foot cone must make a DC 27 Constitution saving throw, taking 21 (6d6) thunder damage and be deafened for 1 minute on a failure, and half as much damage on a success.

ERATHAOL

Large celestial (hebdomad) lawful good

Armor Class 23

Hit Points 648 (36d10+288)

Speed 60 ft, fly 120

STR	DEX	CON	INT	WIS	CHA
28 (+11)	22 (+8)	26 (+10)	30 (+12)	26(+10)	26 (+10)

Savings Throws Dex +20, Con +19, Wis +19

Skills Diplomacy +19, Intimidation +20, Perception +19

Damage Resistances: cold; refer to *Hebdomad* entry

Damage Immunities radiant; refer to *Hebdomad* entry

Conditional Immunities blinded, frightened; refer to *Hebdomad* entry

Senses truesight 240 ft., passive Perception 29

Languages All, telepathy 500 ft.

Challenge 27 (105,000 XP)

Aura of Menace. Refer to *Hebdomad* entry, DC 27.

Banishment. Refer to *Hebdomad* entry.

Celestial Weapons. Refer to *Hebdomad* entry.

Innate Spellcasting. Refer to *Hebdomad* entry. In addition, Erathaol's spell casting ability is Charisma (spell save DC 27, +19 to hit with attack spells). Erathaol can innately cast the following spells, requiring no material components:

At will: *blinding smite* (no concentration, included in attack), *guiding bolt* (8th level)

3/day each: *cone of cold* (8th level), *ice storm* (8th level)

1/day each: *insect plague* (8th level), *appear to be a swarm of lantern archons*, *does radiant damage instead of piercing*, *Otiluke's Freezing Sphere* (8th level)

Winter's Peace. Winter's Peace is +4 glaive artifact (included in the attack). A lawfully good creature attuned to it can use their bonus action to cast spell *immobilizing smite* once per long rest. After the spell is activated, the next time *winter's peace* strikes a creature, the creature takes an additional 50 cold and lightning damage and is encased in transparent ice for 1 minute. Encased creatures can attempt a DC 27 strength check to break free early each round, but can take no other action. *Immobilizing smite* lasts for 1 minute after casting and takes concentration.

Legendary Resistance (3/day). Refer to *Hebdomad* entry.

Limited Magic Immunity. Refer to *Hebdomad* entry.

Prophet's Eye. Erathaol cannot be surprised.

Turn Undead. Refer to *Hebdomad* entry.

Actions

Multiattack. Erathaol makes four *winter's peace* attacks.

Winter's Peace. *Melee Weapon Attack:* +22 to hit, reach 15 ft., one target. *Hit:* 40 (5d10 + 13) slashing damage plus 27 (6d8) radiant damage and the target must make a DC 27 Constitution saving throw or be blinded for 1 minute.

Summon. (recharges after insect plague) Erathaol magically summons (100% chance of success) 2d6 lantern archons or (50% chance of success) a member of the Hebdomad. If Erathaol casts *insect plague*, the ability is recharged, but he can only summon lantern archons. Otherwise the ability is 1/day.

Word of Epiphany (4/day). Erathaol and all of his allies within 50 feet of him can cast *hunter's mark* once as a 1st level spell before a long rest. Any lawfully good creature in this range can instead chose to cast one of the following spells: *commune*, *detect poison and disease*, *detect magic*, *divination*, or *find traps*.

Legendary Actions

Erathaol can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Erathaol has unspent legendary actions at the end of the round, he may spend and immediately use his remaining legendary actions. Erathaol regains spent legendary actions at the start of its turn.

Attack. Erathaol makes a *winter's peace* attack.

Sunbeam. Erathaol generates a beam of energy in a 120 foot line that is 5 feet wide. Each creature that is in the line must make a DC 27 constitution savings throw, taking 54 (12d8) radiant damage on a failed save and half as much on a successful save. Undead and oozes have disadvantage on the saving throw.

Cast a Spell (1/round). Erathaol casts a spell.

Repent (1/round). Erathaol causes one noncelestial creature with intelligence 6 or higher he can see. That creature receives a vision of its life if it had a lawfully good alignment. A lawfully good creature is affected by the *heroism* spell until the end of Erathaol's next turn. Any other creature must make a DC 27 wisdom save or be stunned until the end of Erathaol's next turn.

THE COURT OF STARS

(CELESTIALS)

The Court of Stars generally all have the abilities and traits in the list below. These abilities and traits are assumed to be a part of the following stat blocks. Specific modifications to these traits and/or additional traits are listed in the individual stat blocks.

Damage Resistances bludgeoning, piercing, and slashing that is +2 or lesser magical

Damage Immunities lightning; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities petrified

Banishment. When a member of the Court drops to 0 hit points, its body is destroyed but its essence travels back to its domain, and is unable to take physical form for a time.

Celestial Weapons. A member of the Court's weapon attacks are treated as +2 magical weapons.

Innate Spellcasting. Refer to individual entries for a member of the Court's spell casting ability, their save DC, and attack bonus. A member of the Court can innately cast the following spells at 5th level or higher, requiring no material components:

At will: *banishment, cure wounds, dancing lights, detect evil and good, dispel magic*

3/day each: *bles, greater restoration, protection from evil and good, teleport*

1/day each: *dream, chain lightning, eyebite (eyes glow, bonus action to cast and use each round), phantasmal force*

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

Limited Magic Immunity. Unless a Court member wishes to be affected, it is immune to spells of 3rd level or lower, and it has advantage on all other spells and magical effects.

Song of Rest. The Court member can use the bard song of rest ability at 17th level.

Actions

Summon (1/day). If the Court member is on, in, or near a body of water, the member can summon (100% chance of success) 1d12 noviere eladrin.

Turn the Faithless. A Court member speaks a word of power and any fiends and fey within 120 feet of it must make a Wisdom saving throw. On a failed save the creature is turned for 1 minute or until it takes damage. If the creature has a CR/level of 20 or lower it has disadvantage on the saving throw.

A turned creature must spend its turns trying to move as far away from the Court member as it can, and it can't willingly to space within 120 feet of the Court member. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving.

If the creature's true form is concealed by an illusion, shapeshifting, or other effect, that form is revealed while it is turned.

Morwel's natural form is similar to an elf composed of a scintillating pattern of light. Morwel prefers to appear as an elf or half-elf when dealing with mortals. Regardless of form, unless she choses otherwise, her beauty is captivating.

MORWEL

Medium celestial (*Court of Stars, eladrin, shapechanger*) chaotic good

Armor Class 29

Hit Points 810 (45d8+450)

Speed 40 ft, fly 100 (hover, ball of light form), fly 300 (falling star form)

STR	DEX	CON	INT	WIS	CHA
32 (+14)	30 (+13)	30 (+12)	30 (+13)	30 (+13)	32 (+14)

Savings Throws Dex +22, Con +21, Wis +22

Skills Athletics +23, Perception +22, Persuasion +23

Damage Resistances refer to *Court of Stars* entry

Damage Immunities refer to *Court of Stars* entry

Conditional Immunities refer to *Court of Stars* entry, grappled, paralyzed, prone, restrained (ball of light and falling star forms)

Senses truesight 240 ft., passive Perception 29

Languages All, telepathy 500 ft.

Challenge 31 (175,000 XP)

Banishment. refer to *Court of Stars* entry

Infusion. Any weapon that Morwel wields is considered magical for purposes of overcoming resistances and immunities. In addition, she infuses the weapon with energy that causes it to do an extra 14 (3d8) radiant damage (included in attack).

Triumphant Dawn. Triumphant Dawn is +4 great sword artifact (included in the attack). A chaotically good creature attuned to it can use their bonus action to cast spell *investiture of the star* once per long rest. The spell lasts for 10 minutes and takes the caster's concentration. Until the spell ends, you gain the following benefits:

- 6 glowing balls of energy appear before you. You can use your action to have one of the balls attack an enemy within 120 feet of you. The enemy takes 14 (4d6) radiant damage on a failed dexterity saving throw and half that on a successful one
- You can use your action arrange up to 6 balls into a constellation resembling a beast with 1 CR per ball or less. The "beast" is friendly to you and your allies. You can chose to have the "beast" do radiant damage instead of the normal damage. If the "beast" is destroyed, you lose all the balls used in its construction. You can chose to break apart the constellation (with no loss of balls) as an action, bonus action, or legendary action (if you have that type of action).

Innate Spellcasting. Refer to *Court of Stars* entry. Morwel's spell casting ability is Charisma (spell save DC 30, +22 to hit with attack spells). Morwel can innately cast the following spells, requiring no material components:

At will: *flame strike* (9th level), *prismatic spray* (ball of light form only)
3/day each: *command* (9th level), *geas* (9th level)
1/day each: *investiture of fire*, *sunburst*

Magic Resistance. Refer to *Court of Stars* entry.

Otherworldly Beauty. Anything that can see Morwel must make a DC 30 wisdom check or be affected as if they were under the effects of the *hypnotic pattern* spell. Anything that makes the check is immune to it until it completes a long rest. Morwel can chose to suppress or restore this ability without using an action.

Actions

Multiattack. Morwel makes four *triumphant dawn* attacks.

Triumphant Dawn (elf form only). *Melee Weapon Attack:* +20 to hit, reach 10 ft., one target. *Hit:* 36 (5d6 + 18) slashing damage plus 14 (3d8) radiant damage.

Summon (1/day). Morwel magically summons (100% chance of success) 1 member of the Court of Stars or 1d8 ghaele eladrin.

Song of Blessing. All of Morwel's allies who can hear her sing gain the benefits of a *bless* spell while they remain within 100 feet of her and she continues to sing. Chaotic good allies also gain the benefits of a *remove curse* spell when they first hear her and cannot be cursed (including by exotic curses like vampirism) while they hear her sing. Morwel can maintain the song using her action each round.

Bonus Actions

Change Appearance. Morwel can change her appearance to look like an elf or half elf, including specific elf or half elf if she has seen them. This does not change her statistics or give her any additional abilities. She maintains this appearance until she decides to change it, or she is killed or knocked unconscious. Anyone using *true sight* will see her true appearance.

Ball of Light. Morwel changes into a blazing ball of light. In this form, she can use the *prismatic spray* spell (as though the ball was her hand) and move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her movement inside a creature or object.

Legendary Actions

Morwel can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Morwel has unspent legendary actions at the end of the round, he may spend and immediately use his remaining legendary actions. Morwel regains spent legendary actions at the start of its turn.

Cast a spell. Morwel casts a spell.

Falling Star form (1/turn). Morwel transforms into a bolt of fire and flies up to 300 and changes back to the form she had prior to assuming the falling star form. She can choose to attack a creature (202 dexterity saving throw to avoid). If she hits, the creature takes 28 (8d6) fire damage and Morwel transforms back to the form she had prior to assuming the falling star form adjacent to the target. Morwel does not trigger opportunity attacks while in falling star form.

Charging Dawn Attack. Morwel can move her speed and makes a *triumphant dawn* attack

Someone looking at Faerinaal's natural form might believe it is an elf covered by butterflies. Closer examination would reveal that the butterflies are tiny winged fey-like celestials and that they compose the body. Faerinaal prefers to appear as an elf or half-elf when dealing with mortals.

FAERINAAL

Medium celestial (Court of Stars, eladrin, shapechanger) chaotic good

Armor Class 27

Hit Points 765 (45d8+405)

Speed 40 ft, fly 100 (hover, ball of light form), fly 30 (swarm form)

STR	DEX	CON	INT	WIS	CHA
30 (+12)	29 (+11)	28 (+11)	27 (+10)	27 (+10)	31 (+12)

Savings Throws Dex +20, Con +20, Wis +19

Skills Athletics +21, Persuasion +21, Stealth +20

Damage Resistances refer to *Court of Stars* entry

Damage Immunities refer to *Court of Stars* entry

Conditional Immunities refer to *Court of Stars* entry, grappled, paralyzed, prone, restrained (ball of light and swarm forms)

Senses truesight 240 ft., passive Perception 29

Languages All, telepathy 500 ft.

Challenge 30 (155,000 XP)

Banishment. refer to *Court of Stars* entry

Infusion. Any weapon that Faerinaal wields is considered magical for purposes of overcoming resistances and immunities. In addition, she infuses the weapon with energy that causes it to do an extra 14 (3d8) psychic damage (included in attack).

Fortuitous Moon. Fortuitous Moon is +4 great sword artifact (included in the attack). A chaotically good creature attuned to it can use their bonus action to cast spell *investiture of the moon* once per long rest. The spell lasts for 10 minutes and takes the caster's concentration. Until the spell ends, you gain the following benefits:

- You are immune to radiant damage and can see through magical darkness.
- You are automatically aware of all shapechangers within 100 feet of you.
- When you active the spell, chose one of the following three effects to be active (you can switch effects with your bonus action):
 - All elemental creatures associated with the Plane of Water are either attracted to or repulsed by you as though you had cast *antipathy* or *sympathy* on yourself.
 - You are surrounded by a cylinder of darkness 20 feet in diameter and 20 feet tall. The cylinder moves with you.
 - You are surrounded by a cylinder of light 5 feet wide and 40 feet tall. The cylinder moves with you. The first time a creature enters the cylinder, it makes a DC 29 Constitution save taking 33 (6d10) radiant damage on a failed save and half of that on a successful one. Shapechangers make the save at disadvantage, and if they fail, they return to their original form and can't change until they leave the cylinder.

Innate Spellcasting. Refer to *Court of Stars* entry. Faerinaal's spell casting ability is Charisma (spell save DC 29, +20 to hit with attack spells). Faerinaal can innately cast the following spells, requiring no material components:

At will: *greater invisibility*, *enthrall*
3/day each: *dissonant whisper* (9th level), *seeming*
1/day each: *insect plague* (appears to be the tiny fey that make up his body, 7th level), *investiture of stone*

Magic Resistance. Refer to *Court of Stars* entry.

Actions

Multiattack. Faerinaal makes four *fortuitous moon* attacks or 2 *dream ray* attacks.

Fortuitous Moon (elf form only). *Melee Weapon Attack:* +20 to hit, reach 10 ft., one target. *Hit:* 34 (5d6 + 16) slashing damage plus 14 (3d8) psychic damage.

Dream Ray (Ball of Light form only). *Ranged Spell Attack:* +20 to hit, range 60 ft., one target. *Hit:* 27 (6d8) psychic damage and the target must make a DC 29 wisdom save or go into a magical slumber for 1 minute just as if it had been affected by a *sleep* spell.

Summon (1/day). Faerinaal magically summons (100% chance of success) 1d8 shiere eladrin or 1d4 tulani eladrin.

Song of Honor. All of Faerinaal's allies who can hear him sing gain immunity to the charmed and frightened conditions while they remain within 100 feet of him and he continues to sing. Chaotic good allies can also use their bonus action to cast *compelled duel* while they hear him singing. Faerinaal can maintain the song using his action each round.

Bonus Actions

Change Appearance. Faerinaal can change his appearance to look like an elf or half elf, including specific elf or half elf if he has seen them. This does not change his statistics or give him any additional abilities. He maintains this appearance until he decides to change it, or he is killed or knocked unconscious. Anyone using *true sight* will see his true appearance.

Ball of Light. Faerinaal changes into a small faint ball of light. In this form, he can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his movement inside a creature or object.

Legendary Actions

Faerinaal can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Faerinaal has unspent legendary actions at the end of the round, he may spend and immediately use his remaining legendary actions. Faerinaal regains spent legendary actions at the start of its turn.

Attack. Faerinaal makes a *fortuitous moon* attack or casts a spell.

Swarm form. Faerinaal transforms into a large swarm of tiny winged fey-like celestials. He can move 30 feet and attack 1 enemy, who must make a DC 20 constitution saving throw. The enemy takes 44 (8d10) piercing damage plus 14 (3d8) psychic damage or half that on a successful save. If Faerinaal has *insect plague* active, the save is made with disadvantage.

Dream Ray. Faerinaal transforms into a ball of light and makes a *dream ray* attack.

Gwynharwyf's natural form is a collection of eddies and ribbons of air that create a vaguely elf-shaped figure made of dust, snow, sand, or leaves (depending on the local environment) inside of itself. Gwynharwyf prefers to appear as a female elf or half-elf barbarian when dealing with mortals.

GWYNHARWYF

Medium celestial (Court of Stars, eladrin, shapchanger) chaotic good

Armor Class 28

Hit Points 760 (40d8+440)

Speed 40 ft, fly 100 (hover, whirlwind form), fly 300 (lightning bolt form)

STR	DEX	CON	INT	WIS	CHA
32 (+14)	31 (+13)	32 (+14)	20 (+5)	27 (+11)	31 (+13)

Savings Throws Dex +22, Con +23, Int +14, Wis +20

Skills Athletics +21, Intimidation +21, Stealth +21

Damage Resistances refer to *Court of Stars* entry

Damage Immunities refer to *Court of Stars* entry

Conditional Immunities refer to *Court of Stars* entry, grappled, paralyzed, prone, restrained (whirlwind and lightning bolt forms)

Senses truesight 240 ft., passive Perception 29

Languages All, telepathy 500 ft.

Challenge 29 (135,000 XP)

Banishment. refer to *Court of Stars* entry

Infusion. Any weapon that Gwynharwyf wields is considered magical for purposes of overcoming resistances and immunities. In addition, she infuses the weapon with energy that causes it to do an extra 14 (3d8) thunder damage (included in attack).

Storm Cutter. Storm Cutter is +4 scimitar artifact (included in the attack). A chaotically good creature attuned to it can use their bonus action to cast spell *investiture of the storm* once per long rest. The spell lasts for 10 minutes and takes the caster's concentration. While the spell is in effect, lightning races across your body casting bright light for 30 feet and dim light for an additional 30 feet. This lightning does not harm you. Until the spell ends, you gain the following benefits:

- You are immune to lightning damage and have resistance to thunder damage.
- You gain a fly speed of 50 (hover)
- Any creatures that moves within 5 feet of you for the first time takes 6 (1d10) lightning damage
- You can use your action to create a line of lightning 15 feet long and 5 feet wide extending from you in a direction you choose. Each creature in the line must make a dexterity saving throw. A creatures takes 18 (4d8) lightning damage on a failed savings throw or half that on a successful one.

Innate Spellcasting. Refer to *Court of Stars* entry. Gwynharwyf's spell casting ability is Charisma (spell save DC 29, +20 to hit with attack spells). Gwynharwyf can innately cast the following spells, requiring no material components:

At will: *misty step, pass without trace*

3/day each: *banishing smite, mirror image*

1/day each: *investiture of the winds, wind walk*

Magic Resistance. Refer to *Court of Stars* entry.

Actions

Multiattack. Gwynharwyf makes four *storm cutter* attacks.

Storm Cutter (elf form only). *Melee Weapon Attack:* +20 to hit, reach 10 ft., one target. *Hit:* 32 (4d6 + 18) slashing damage plus 14 (3d8) thunder damage.

Engulf (Whirlwind form only). *Melee Weapon Attack:* +20 to hit, reach 5 ft., one target.

Hit: 40 (6d8+13) bludgeoning damage plus 14 (3d8) thunder damage and the target is flung 50 feet (DC 20 strength check to resist being flung).

Summon (1/day). Gwynharwyf magically summons (100% chance of success) 1d10 bralani eladrin or 1d6 firre eladrin.

Song of Glory. All of Gwynharwyf's allies who can hear her sing gain a temporary +2 bonus to their strength score (22 maximum for humanoids) while they remain within 100 feet of her and she continues to sing. Chaotic good allies also gain a +2 bonus to their dexterity score (22 maximum for humanoids). Gwynharwyf can maintain the song using her action each round.

Bonus Actions

Change Appearance. Gwynharwyf can change her appearance to look like an elf or half elf, including specific elf or half elf if she has seen them. This does not change her statistics or give her any additional abilities. She maintains this appearance until she decides to change it, or she is killed or knocked unconscious. Anyone using *true sight* will see her true appearance.

Whirlwind. Gwynharwyf changes into a medium whirlwind. In this form, she can entire a hostile creature's space and stop there.

Legendary Actions

Gwynharwyf can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Gwynharwyf has unspent legendary actions at the end of the round, he may spend and immediately use his remaining legendary actions. Gwynharwyf regains spent legendary actions at the start of its turn.

Attack. Gwynharwyf makes a *storm cutter* attack or casts a spell.

Lightning bolt form (1/turn). Gwynharwyf transforms into a lightning bolt and flies up to 300 and changes back to the form she had prior to assuming the lightning bolt form. She can choose to attack a creature (20 dexterity saving throw to avoid). If she hits, the creature takes 28 (8d6) lightning damage and Gwynharwyf transforms back to the form she had prior to assuming the lightning bolt form adjacent to the target. Gwynharwyf does not trigger opportunity attacks while in lightning bolt form.

Whirlwind. Gwynharwyf transforms into a whirlwind and makes an *engulf* attack.

PRINCE TALISID AND HIS COMPANIONS

(CELESTIALS)

Prince Talisid and his Companions generally all have the abilities and traits in the list below. These abilities and traits are assumed to be a part of the following stat blocks. Specific modifications to these traits and/or additional traits are listed in the individual stat blocks.

Damage Resistances bludgeoning, piercing, and slashing that is +2 or lesser magical

Damage Immunities lightning; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities petrified

Banishment. When a Companion drops to 0 hit points, its body is destroyed but its essence travels back to its domain, and is unable to take physical form for a time.

Celestial Weapons. A Companion's weapon attacks are treated as +2 magical weapons.

Innate Spellcasting. Refer to individual entries for a Companion's spell casting ability, their save DC, and attack bonus. A Companion can innately cast the following spells at 5th level or higher, requiring no material components:

At will: *detect evil and good*, *disguise self*, *magic missile* (9th level)

3/day each: *guardian of faith*, *protection from evil and good*, *teleport*

1/day each: *hold monster* (9th level), *spirit guardians* (9th level), *true resurrection*,

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

Limited Magic Immunity. Unless a Companion wishes to be affected, it is immune to spells of 3rd level or lower, and it has advantage on all other spells and magical effects.

Animal Diplomat. The Companion can speak to and understand beasts (as if it had cast *speak with animals*). The Companion can usually get a small favor from any non-evil beast, although the Companion is reluctant to request anything that will put them in danger. Beasts, even if charmed, make attacks against Companions with disadvantage.

Actions

Healing Touch (4/day). The Companion touches another creature. The target magically regains 46 (8d8 + 10) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Turn the Unholy. A Court member speaks a word of power and any fiends and fey within 120 feet of it must make a Wisdom saving throw. On a failed save the creature is turned for 1 minute or until it takes damage. If the creature has a CR/level of 20 or lower it has disadvantage on the saving throw.

A turned creature must spend its turns trying to move as far away from the Court member as it can, and it can't willingly to space within 120 feet of the Court member. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving.

If the creature's true form is concealed by an illusion, shapeshifting, or other effect, that form is revealed while it is turned.

TALISID

Large celestial (Companion, guardinal) neutral good

Armor Class 29 (natural armor)

Hit Points 912 (48d10+432)

Speed 50 ft

STR	DEX	CON	INT	WIS	CHA
32 (+14)	30 (+13)	28 (+12)	30 (+13)	30 (+13)	32 (+14)

Savings Throws Dex +22, Con +21, Wis +22, Cha +23

Skills Athletics +23, Insight +22, Perception +22

Damage Resistances poison; bludgeoning, piercing, and slashing from +3 or lesser magic

Damage Immunities radiant; refer to *Companions* entry

Conditional Immunities charmed, frightened (*guardian stance*), exhaustion (*form of spring renewal*); refer to *Companions* entry

Senses truesight 260 ft., passive Perception 32

Languages All, telepathy 600 ft.

Challenge 31 (175,000 XP)

Animal Diplomat. refer to *Companion* entry

Banishment. refer to *Companions* entry

Feline Constitution. Talisid has advantage on saving throw against the poisoned condition.

Guardian Stance. Talisid can choose to guard a person, place (generally 500 square feet, although DM's may adjust this as seems appropriate), or item. It takes a minute for the stance to take effect unless he is on a good-aligned plane, on hallowed ground (if celestials are not barred from the ground), or in an area that a good-aligned ally has designated as a sanctuary for a word of recall spell, in which case it only takes one round. Taking the stance requires concentration, but no action. Once the stance is in place, then he no longer requires concentration to maintain it. Talisid can only have one guardian stance at a time, and loses the guardian stance abilities (except for locating the object of the stance) if he goes more than 500 feet from the object of the stance. In the stance, Talisid gains:

- Immunity from the charmed and frightened conditions.
- Unless he chooses to be affected, he is immune to any teleportation or banishment effects.
- Talisid can tell where the thing being guarded is if he and the guarded thing are on the same plane. If on a different plane, he can cast commune once per day.
- Talisid can cast divine word 3 times per day.

Keen Smell: Talisid has advantage on Wisdom (perception) checks that rely on smell.

Lion Totem. Talisid carries a small totem resembling a lion, usually as a necklace or ring. A neutral good being attuned to the totem can gain *Form of Spring Renewal* for 2 minutes per day. Until the spell ends, you gain the following benefits:

- You gain a radiant aura. It does not damage you, and while the aura is in place you add 3 (1d6) plus your charisma modifier (minimum 1) radiant damage to any melee attack. Any enemy that makes a melee or natural weapon attack against you takes that damage. Undead take 7 (2d6) radiant damage from this aura.
- You lose any levels of exhaustion you have and you cannot gain anymore while the form is active.

Innate Spellcasting. Refer to *Companions* entry. In addition, Talisid's spell casting ability is Charisma (spell save DC 31, +23 to hit

with attack spells). Talisid can innately cast the following spells, requiring no material components:

At will: *daylight* (9th level), *dispel magic* (9th level)

3/day each: *aid* (9th level), *shapechange*

1/day each: *animal shapes* (no concentration if any type of cat), *heroes' feast*

Magic Resistance. Unless Talisid wishes to be affected, he is immune to spells of 6th level or lower and he has advantage on other spells and magical effects.

Magic Weapons. Talisid's weapon attacks count as +3 magical weapons.

Pounce. If Talisid moves at least 20 feet straight toward a creature and then hits with a claw attack on the same turn, that target must make a DC 31 Strength saving throw or be knocked prone. If the target is knocked prone, Talisid can then make one *bite* attack, with advantage, against the target as a bonus action.

Actions

Multiattack. Talisid makes two *claw* attacks.

Bite. *Melee Weapon Attack:* +22 to hit, reach 5 ft., one target. Hit: 44 (6d8 +17) piercing damage (plus 18 radiant damage when his totem is activated).

Claw. *Melee Weapon Attack:* +22 to hit, reach 5 ft., one target. Hit: 38 (6d6+17) slashing damage (plus 18 radiant damage when his totem is activated). If Talisid hits the same target twice on the same turn it is also grappled (escape DC 31).

Roar (Recharges 5-6). Talisid emits a tremendous roar. Each enemy within 90 feet of Talisid must make a DC 29 Constitution saving throw, taking 154 (20d12 + 24) thunder damage and be deafened on a failed save, or half that amount of damage on a successful one.

Summon (1/day). Talisid magically summons (100% chance of success) 1 member of the *Companions* or 1d4 leonals who have the guardian stance.

Touch of Forgiveness. *Talisid* can replace any of his healing touches that he has not used to cast *Touch of Forgiveness*. The recipient feels redeemed of any previous misdeeds and is immune to psychic damage until they complete a long rest. Neutral good recipients can cast *hallow* once per touch (guardinals with good alignment are unaffected by any negative effects of this spell).

Legendary Actions

Talisid can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Talisid has unspent legendary actions at the end of the round, he may spend and immediately use his remaining legendary actions. Talisid regains spent legendary actions at the start of its turn.

Activate Totem. Talisid activates his *Lion Totem*.

Bite. Talisid makes a *bite* attack against a grappled target.

Cast a spell (1/round). Talisid casts a spell.

Guardians of Eden (1/round). Talisid summons 4 ghostly figures to unoccupied spaces within 120 feet of him. The ghostly guardians attack an adjacent target which must make a DC 31 Wisdom saving throw, taking 55 (10d10) force damage on a failed save or half as much damage on a successful one. The figures disappear after they make their attack. Allies of Talisid that can see the guardians have advantage on their next attack.

Rake (Costs 2 Actions). Talisid makes 2 *claw* attacks.

BHARRAI

Huge celestial (Companion, guardinal) neutral good

Armor Class 27

Hit Points 924 (44d12+396)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
30 (+13)	27 (+11)	28 (+12)	29 (+12)	27 (+11)	31 (+13)

Savings Throws Strength+ 22, Dex +20, Con +21, Wis +20

Skills Athletics +22, Insight +20, Intimidation +22, Perception +20

Damage Resistances Refer to *Companion* entry

Damage Immunities Refer to *Companion* entry

Conditional Immunities charmed, frightened (*guardian stance*), prone (form of the *ice wrought sentinel*); refer to *Companion* entry

Senses truesight 240 ft., passive Perception 30

Languages All, telepathy 500 ft.

Challenge 30 (155,000 XP)

Animal Diplomat. refer to *Companion* entry

Banishment. refer to *Companion* entry

Grapppler. If Bharrai chooses to, when she hits the same target twice with a claw attack in the same round it is also grappled. Bharrai can make attacks with advantage against grappled targets.

Guardian Stance. *Bharrai can choose to guard a person, place (generally 500 square feet, although DM's may adjust this as seems appropriate), or item. It takes a minute for the stance to take effect unless she is on a good-aligned plane, on hallowed ground (if celestials are not barred from the ground), or in an area that a good-aligned ally has designated as a sanctuary for a word of recall spell, in which case it only takes one round. Taking the stance requires concentration, but no action. Once the stance is in place, then she no longer requires concentration to maintain it. Bharrai can only have one guardian stance at a time, and loses the guardian stance abilities (except for locating the object of the stance) if she goes more than 500 feet from the object of the stance. In the stance, Bharrai gains:*

- Immunity from the charmed and frightened conditions.
- Unless she chooses to be affected, she is immune to any teleportation or banishment effects.
- Bharrai can tell where the thing being guarded is if she and the guarded thing are on the same plane. If on a different plane, she can cast *commune* once per day.
- Once per day, Bharrai can cast *sleep* (9th level)

Bear Totem. Bharrai carries a small totem resembling a polar bear, usually as a necklace or ring. A neutral good being attuned to the totem can gain *Form of the Ice Wrought Sentinel* for 2 minutes. Until the spell ends, you gain the following benefits:

- You gain an icy aura. It does not damage you, and while the aura is in place you add 7 (2d6) plus your charisma modifier (minimum 1) cold damage to any melee attack. Any enemy that makes a melee or natural weapon attack against you takes that damage.
- You cannot be knocked prone.

Innate Spellcasting. Refer to *Companion* entry. Bharrai's spell casting ability is Charisma (spell save DC 30, +22 to hit with attack spells). Bharrai can innately cast the following spells, requiring no material components:

At will: *daylight* (9th level), *tree stride*

3/day each: *aid* (9th level), *maze*

1/day each: *animal shapes* (no concentration if black bears, brown bears, or polar bears), *antipathy/sympathy*

Limited Magic Immunity. Refer to *Companions* entry.

Magic Weapons. Refer to *Companion's* entry. In addition, Bharrai's attacks count as magic for purposes of overcoming resistances and immunities.

Actions

Multiattack. Bharrai makes a *bite* and 2 *claw* attacks.

Bite. *Melee Attack:* +21 to hit, reach 5 ft., one target.

Hit: 34 (4d8+16) piercing damage.

Claw. *Melee Attack:* +21 to hit, reach 15 ft., one target.

Hit: 44 (8d6+16) slashing damage.

Summon (1/day). Bharrai magically summons (100% chance of success) 1d6 ursinal guardinals who have the guardian stance or (50%) Talisid or another of his companions.

Touch of Piety. Bharrai can replace any of her *healing touches*, refer to *Companions* entry, which she has not used to cast *Touch of Piety*. The recipient has advantage on all saves from attacks/spells made by fiends and undead until the end of its next long rest. Neutral good recipients can cast *holy aura* once per touch.

Bonus Actions

Bite. Bharrai makes bite attack on a target she has grappled.

Legendary Actions

Bharrai can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Bharrai has unspent legendary actions at the end of the round, she may spend and immediately use his remaining legendary actions. Bharrai regains spent legendary actions at the start of her turn.

Activate Totem. Bharrai activates her *Bear Totem*.

Attack. Bharrai makes a *bite* or *claw* attack.

Move. Bharrai moves up to half her speed.

Spellcasting (2/round). Bharrai casts a spell.

Freezing Fog (1/round). Bharrai causes a fog with a 500-ft. radius to form around herself. Guardinals can see through the fog, but it gives partial cover to attacks from any other type of being. Enemies caught in the fog must make a DC 30 Constitution saving throw or suffer 44 (8d10) cold damage on a failed save or half that on a successful one. The fog disappears at the start of her next turn.

Maul (Cost 2 Actions). Bharrai makes 2 *claw* attacks.

KHARASH

Medium celestial (Companion, guardinal) neutral good

Armor Class 27 (natural armor)

Hit Points 782 (46d8+414)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
32 (+13)	32 (+13)	28 (+11)	20 (+6)	31 (+12)	31 (+12)

Savings Throws Dex +23, Con +19, Int +14, Wis +29

Skills Athletics +22, Perception +21, Stealth +23

Damage Resistances refer to *Companion* entry

Damage Immunities refer to *Companion* entry

Conditional Immunities charmed, frightened (guardian stance), stunned (form of the bloody wolf); refer to *Companion* entry,

Senses truesight 240 ft., passive Perception 29

Languages All, telepathy 500 ft.

Challenge 29 (135,000 XP)

Animal Diplomat. Refer to *Companion* entry

Banishment. Refer to *Companion* entry

Guardian Stance. Kharash can choose to guard a person, place (generally 500 square feet, although DM's may adjust this as seems appropriate), or item. It takes a minute for the stance to take effect unless he is on a good-aligned plane, on hallowed ground (as long as celestials are not barred from the ground), or in an area that a good-aligned ally has designated as a sanctuary for a word of recall spell, in which case it only takes one round. Taking the stance requires concentration, but no action. Once the stance is in place, concentration is no longer required to maintain it. Kharash can only have one guardian stance at a time, and loses the guardian stance abilities (except for locating the object of the stance) if he goes more than 500 feet from the object of the stance. In the stance, Kharash gains:

- Immunity from the charmed and frightened conditions.
- Unless he chooses to be affected, he is immune to any teleportation or banishment effects.
- Kharash can tell where the thing being guarded is as long as he and the guarded thing are on the same plane. If on a different plane, he can cast commune once per day.
- Once per day, Kharash can cast use his bonus action to howl. All enemies within 100 feet must make a DC 28 Constitution saving throw of be frightened for 1 minute.

Wolf Totem Kharash carries a small totem resembling a ram's head, usually as a necklace or ring. A neutral good being attuned to the totem can gain *Form of the Bloody Wolf* for 2 minutes. Until the spell ends, you gain the following benefits:

- Your mouth extends out in a wolf-like muzzle. Bite attacks from this muzzle count as magic weapons for purposes of overcoming resistance or immunity. You can use your action to do 14 (4d6) plus your strength modifier piercing damage. If you already have a bite attack, the damage it causes increases by that amount.
- You are immune to the stunned condition

Innate Spellcasting. Refer to *Companion* entry. Kharash's spell casting ability is Charisma (spell save DC 29, +21 to hit with attack spells). Kharash can innately cast the following spells, requiring no material components:

At will: *daylight* (9th level), *darkness* (9th level)

3/day each: *aid* (9th level), *fly* (9th)

1/day each: *animal shapes* (no concentration if wolf or dire wolf), *moonbeam* (9th level, bonus action to move, no concentration)

Magic Resistance. Refer to *Companions* entry.

Magic Weapons. Refer to *Companions* entry,

Keen Hearing and Smell. Kharash has advantage on wisdom (Perception) checks that rely on hearing or smell.

Actions

Multiattack. Kharash makes a *bite* attack and 2 *claw* attacks.

Bite. *Melee Attack:* +20 to hit, reach 5 ft., one target.

Hit: 36 (6d6+15) piercing damage.

Claw. *Melee Attack:* +20 to hit, reach 5 ft., one target.

Hit: 30 (6d4+15) slashing damage.

Cold Breath (Recharges 5-6). Kharash exhales a blast of freezing wind in a 120 foot cone. Each creature in the area of the cone must make a DC 29 Dexterity saving throw, taking 90 (20d8) cold damage on a failed save or half that on a successful one.

Summon (1/day). Kharash magically summons (100% chance of success) 1d8 lupinals who have the guardian stance or (50%) Talisid or one of his companions.

Touch of Kindness. Kharash can replace any of his *healing touches*, refer to *Companions* entry, which he has not used to cast *touch of kindness*. This touch gives the recipient the ability to use Kharash's *healing touch*. If the recipient of the *touch of kindness* uses the *healing touch* on a being that has an attitude toward him/her of anything other than friendly, then he/she also gains the benefits of *healing touch*. Neutral good recipients can also cast *remove curse* one time per touch.

Legendary Actions

Kharash can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Kharash has unspent legendary actions at the end of the round, he may spend and immediately use his remaining legendary actions. Kharash regains spent legendary actions at the start of his turn.

Activate Totem. Kharash activates his *Wolf Totem*.

Harry. Kharash moves his speed and makes a *bite* attack.

Cast a Spell (2/round). Kharash casts a spell.

Arctic Wind Wolf Pack (1/round). Kharash summons 4 ghostly dire wolves. Each wolf attacks a different enemy, which must make a DC 29 Constitution saving throw, taking 44 (8d10) cold damage on an failed saving throw, or half of the amount of damage on a successful one.

SATHIA

Medium celestial (Companion, guardinal) neutral good

Armor Class 28

Hit Points 779 (41d8+451)

Speed 30 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+10)	32 (+14)	32 (+14)	20 (+8)	31 (+13)	31 (+13)

Savings Throws Dex +23, Con +23, Int +17, Wis +22

Skills Acrobatics +23, Insight +22, Perception +22

Damage Resistances Refer to *Companion* entry

Damage Immunities Refer to *Companion* entry

Conditional Immunities charmed, frightened (*guardian stance*), paralyzed (*form of the imperious phoenix*); refer to *Companion* entry,

Senses truesight 480 ft., passive Perception 32

Languages All, telepathy 480 ft.

Challenge 29 (135,000 XP)

Animal Diplomat. Refer to *Companion* entry

Banishment. Refer to *Companion* entry

Flyby. Sathia does not provoke opportunity attacks when she flies outside of an enemy's reach. She does not lose the benefits of guardian stance if she flies outside of the normal range as long as she returns before the end of her next turn.

Guardian Stance. Sathia can choose to guard a person, place (generally 500 square feet, although DM's may adjust this as seems appropriate), or item. It takes a minute for the stance to take effect unless the she is on a good-aligned plane, on hallowed ground (as long as celestials are not barred from the ground), or in an area that a good-aligned ally has designated as a sanctuary for a word of recall spell, in which case it only takes one round. Taking the stance requires concentration, but no action. Once the stance is in place, then she no longer requires concentration to maintain it. Sathia can only have one guardian stance at a time, and loses the guardian stance abilities (except for locating the object of the stance) if she goes more than 500 feet from the object of the stance. In the stance, Sathia gains:

- Immunity from the charmed and frightened conditions.
- Unless she chooses to be affected, he is immune to any teleportation or banishment effects.
- Sathia can tell where the thing being guarded is as long as she and the guarded thing are on the same plane. If on a different plane, she can cast commune once per day.
- Three times per day, Sathia can cast lightning bolt (9th level).

Flame Bird Totem. Sathia carries a small totem resembling a red bird, usually as a necklace or ring. A neutral good being attuned to the totem can gain *Form of the Imperious Phoenix* for 2 minutes. Until the spell ends, you gain the following benefits:

- You gain a fiery aura. It does not damage you, and while the aura is in place you add 10 (3d6) plus your charisma modifier (minimum 1) fire damage to any melee attack. Any enemy that makes a melee or natural weapon attack against you takes that damage.
- You are immune to the blinded condition

Innate Spellcasting. Refer to *Companion* entry. In addition, Sathia's spell casting ability is Charisma (spell save DC 30, +22 to hit with attack spells). Sathia can innately cast the following spells, requiring no material components:

At will: *daylight* (9th level), *feather fall*, *magic missile* (9th level)

3/day each: *aid* (9th level), *bless*, *fear*, *lightning bolt*

1/day each: *animal shapes* (no concentration if any type of bird), *weird*

Keen Sight. Sathia has advantage on Wisdom (perception) checks that rely on sight.

Limited Magic Immunity. Refer to *Companions* entry.

Magic Weapons. Refer to the *Companions* entry, in addition, her talon attacks uses Dexterity instead of Strength.

Actions

Multiattack. Sathia casts magic missile and makes 3 *talon* attacks.

Talon. Melee Attack: +20 to hit, reach 5 ft., one target.

Hit: 30 (4d8+12) slashing damage.

Voice of the Avorals (recharge 5-6). Sathia makes a deafening screech, blasting all creatures in a 180-foot cone. Each creature in the cone must make a DC 30 Constitution saving throw, taking 143 (10d12) thunder damage and be deafened for 1 minute on a failure, and half as much damage on a successful save.

Summon (1/day). Sathia magically summons (100% chance of success) 1d6 avorals who have the guardian stance or (50%) Talisid or one of his other companions.

Touch of Respite. Sathia can replace any of her *healing touches*, refer to *Companions* entry, which she has not used to cast *Touch of Respite*. The recipient of the touch loses any levels of exhaustion he/she has and is immune to exhaustion for 12 hours. Neutral good recipients can, once per *touch of respite*, also cast a *word of recall* that takes the recipient and allies to Elysium and returns them to the location it was cast after a long rest.

Legendary Actions

Sathia can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Sathia has unspent legendary actions at the end of the round, she may spend and immediately use her remaining legendary actions. Sathia regains spent legendary actions at the start of his turn.

Activate Totem. Sathia activates her *Flame Bird Totem*.

Slash. Sathia moves her speed and makes a *talon* attack.

Spellcasting (2/round). Sathia casts a spell.

Dawn of the Phoenix (1/round). Sathia radiates bright light. All enemies within 100 feet must make a DC 30 Constitution save or take 44 (8d10) radiant damage and be blinded until the start of Sathia's next turn.

VHARA

Huge celestial (Companion, guardinal) neutral good

Armor Class 27

Hit Points 805 (35d12+385)

Speed 60 ft

STR	DEX	CON	INT	WIS	CHA
34 (+14)	22 (+8)	32 (+13)	23 (+8)	31 (+12)	31 (+12)

Savings Throws Dex +17, Con +22, Int +17, Wis +22

Skills Athletics +23, Insight +21, Perception +21

Damage Resistances refer to *Companions* entry

Damage Immunities refer to *Companions* entry

Conditional Immunities charmed, frightened (*guardian stance*), restrained (form of *verdant growth*); refer to *Companions* entry

Senses truesight 240 ft., passive Perception 31

Languages All, telepathy 500 ft.

Challenge 29 (135,000 XP)

Animal Diplomat. Refer to *Companion* entry

Banishment. Refer to *Companion* entry

Guardian Stance. Vhara can choose to guard a person, place (generally 500 square feet, although DM's may adjust this as seems appropriate), or item. It takes a minute for the stance to take effect unless she is on a good-aligned plane, on hallowed ground (as long as celestials are not barred from the ground), or in an area that a good-aligned ally has designated as a sanctuary for a word of recall spell, in which case it only takes one round. Taking the stance requires concentration, but no action. Once the stance is in place, then she no longer requires concentration to maintain it. Vhara can only have one guardian stance at a time, and loses the guardian stance abilities (except for locating the object of the stance) if she goes more than 500 feet from the object of the stance. In the stance, Vhara gains:

- Immunity from the charmed and frightened conditions.
- Unless she chooses to be affected, she is immune to any teleportation or banishment effects.
- Vhara can tell where the thing being guarded is as long as she and the guarded thing are on the same plane. If on a different plane, she can cast *commune* once per day.
- Once per day, Vhara can use her bonus action to *whinny*. All enemies within 50 feet must make a DC 30 constitution save or take 21 (6d6) thunder damage and then suffers one of the following effects:
 - If the target has 100 or fewer hit points, it is stunned for 1 minute.
 - If it has more than 100 hit points, it is deafened for 1 minute.

Horse Totem Vhara carries a small totem resembling a horse's head with flowers in the mane, usually as a necklace or ring. A neutral good being attuned to the totem can gain *Form of Verdant Growth* for 2 minutes. Until the spell ends, you gain the following benefits:

- Magical flowers and vines grow out from your body. These don't inhibit your movement or actions. You can use your bonus action to cause them to batter any enemies within 20 feet of you. Any enemy within that range must make a Strength save (DC 30 for Vhara) or suffer 7 (2d6) bludgeoning damage.
- You are immune to the restrained condition

Innate Spellcasting. Refer to *Companion* entry. In addition, Vhara's spell casting ability is Charisma (spell save DC 30, +22 to hit with attack spells). Vhara can innately cast the following spells, requiring no material components:

At will: *daylight* (9th level), *fog cloud* (9th level)

3/day each: *aid* (9th level), *wall of stone*

1/day each: *animal shapes* (no concentration if any type of horse), *wall of thorns* (9th level)

Limited Magic Immunity. Refer to *Companions* entry.

Magic Weapons. Refer to *Companions* entry. In addition, Vhara's knuckles have a hoof-like covering and are treated as mauls instead of unarmed attacks.

Actions

Multiattack. Vhara makes 3 *fist* attacks.

Fist. Melee Attack: +23 to hit, reach 10 ft., one target.

Hit: 52 (8d8+16) bludgeoning damage and the target must make a DC 31 Strength saving throw or be knocked prone or pushed 10 feet, Vhara's choice.

Summon (1/day). Vhara magically summons (100% chance of success) 2d6 equinal guardinals who have the guardian stance or (50%) Talisid or another of his companions.

Touch of Friendship. Vhara can replace any of her *healing touches*, refer to *Companions* entry, which she has not used to cast *Touch of Friendship*. As long as the recipient has an ally within 20 feet, the recipient of the touch and any allies in that area have the benefit of the *alert* feat until the recipient completes a long rest. Neutral good recipients can also summon 6 musteval guardinals one time per touch. The guardinals will remain for 1 hour (unless the recipient dismisses them) and will be friendly towards the recipient and its allies as long as they don't ask the mustevals to take actions that would violate their alignment.

Legendary Actions

Vhara can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Vhara has unspent legendary actions at the end of the round, she may spend and immediately use his remaining legendary actions. Vhara regains spent legendary actions at the start of her turn.

Activate Totem. Vhara activates her *Horse Totem*.

Pound. Vhara makes a *fist* attack.

Move. Vhara moves up to half her speed.

Spellcasting (2/round). Vhara casts a spell.

Corral (1/round). Vhara teleports up to 4 large or smaller enemies that she can see into a 50 ft. space. Teleported enemies must make a DC 30 Wisdom saving throw or suffer 33 (6d10) psychic damage on a failed save or half that on a successful one.

Trample (Costs 2 Actions). Vhara makes two *fist* attacks against a prone target within her reach.

MANATH

Medium celestial (Companion, guardinal) neutral good

Armor Class 27

Hit Points 760 (40d8+440)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
30 (+12)	27 (+10)	32 (+13)	20 (+7)	31 (+12)	31 (+12)

Savings Throws Dex +18, Con +21, Int +15, Wis +28

Skills Athletics +21, Insight +20, Perception +20

Damage Resistances Refer to *Companion* entry

Damage Immunities Refer to *Companion* entry

Conditional Immunities charmed, frightened (*guardian stance*), paralyzed (*form of the thunder ram*); refer to *Companion* entry,

Senses truesight 240 ft., passive Perception 30

Languages All, telepathy 480 ft.

Challenge 28 (120,000 XP)

Animal Diplomat. Refer to *Companion* entry

Banishment. Refer to *Companion* entry

Charge. If Manath moves at least 20 feet straight towards a target and hits it with a horns attack on the same turn, the target takes an extra 14 (4d6) damage. If the target is a creature, it must make a DC 28 strength saving throw or be knocked prone. If the charge moves Manath outside of the range of his guardian stance, he does not lose the benefits of the stance if he ends his next turn within the range of the stance.

Guardian Stance. Manath can choose to guard a person, place (generally 500 square feet, although DM's may adjust this as seems appropriate), or item. It takes a minute for the stance to take effect unless the he is on a good-aligned plane, on hallowed ground (as long as celestials are not barred from the ground), or in an area that a good-aligned ally has designated as a sanctuary for a word of recall spell, in which case it only takes one round. Taking the stance requires concentration, but no action. Once the stance is in place, he no longer requires concentration to maintain it. Manath can only have one guardian stance at a time, and loses the guardian stance abilities (except for locating the object of the stance) if he goes more than 500 feet from the object of the stance. In the stance, Manath gains:

- Immunity from the charmed and frightened conditions.
- Unless he chooses to be affected, he is immune to any teleportation or banishment effects.
- Manath can tell where the thing being guarded is as long as he and the guarded thing are on the same plane. If on a different plane, he can cast commune once per day.
- Manath can cast banishing smite once per day.

Ram Totem Manath carries a small totem resembling a ram's head, usually as a necklace or ring. A neutral good being attuned to the totem can gain *Form of the Thunder Ram* for 2 minutes. Until the spell ends, you gain the following benefits:

- You grow horns. These count as magic weapons for purposes of overcoming resistance or immunity. You can use your action to do 7 (2d6) plus your strength modifier piercing damage and 7 (2d6) thunder damage. If you already have horns, the damage they cause increases by that amount.
- You are immune to the paralyzed condition

Innate Spellcasting. Refer to *Companion* entry. In addition, Manath's spell casting ability is Charisma (spell save DC 28, +20 to hit with attack spells). Manath can innately cast the following spells, requiring no material components:

At will: *daylight* (9th level), *command* (9th level)

3/day each: *aid* (9th level), *shatter* (9th level)

1/day each: *animal shapes* (no concentration if goat or giant goat), *aura of life*, *banishing smite*

Limited Magic Immunity. Refer to *Companions* entry.

Magic Weapons. Refer to *Companions* entry. In addition, his knuckles have a hoof-like covering and are treated as a great club instead of unarmed attacks.

Sure Footed. Manath has advantage on strength and dexterity saving throws made against effects that would knock him prone.

Actions

Multiattack. Manath makes a *horn* attack and 3 *fist* attacks.

Horns. Melee Attack: +20 to hit, reach 5 ft., one target. Hit: 35 (6d6+14) piercing damage and the enemy is affected by dispel magic (9rd level).

Fist. Melee Attack: +20 to hit, reach 5 ft., one target. Hit: 27 (3d8+14) bludgeoning damage.

Summon (1/day). Manath magically summons (100% chance of success) 1d12 cervidals who have the guardian stance or (50%) Talisid or one of his companions.

Touch of Humility. Manath can replace any of his *healing touches*, refer to *Companion* entry, that he has not used to cast *Touch of Humility*. This touch gives the recipient the ability to tear down monuments to vanity. The recipient deals double damage to structures and constructs until they finish a long rest. Neutral good recipients can also cast *shatter* (9th level) one time per touch.

Legendary Actions

Manath can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Manath has unspent legendary actions at the end of the round, he may spend and immediately use his remaining legendary actions. Manath regains spent legendary actions at the start of his turn.

Activate Totem. Manath activates his *Ram Totem*.

Attack. Manath makes two *fist* attacks.

Spellcasting (2/round). Manath casts a spell.

Gore (1/round). Manath moves his speed and makes a *horns* attack

Thunder Ram Stampede (1/round). Manath summons a line of ghostly rams 100 feet across. The ghostly rams stampede for 200 feet. Any enemy of Manath caught in the stampede takes 33 (6d10) points thunder damage and is knocked prone.

PRIMORDIALS

Primordials are titans of vast size that cannot be described by the typical size categories and stat block. Because of this, mechanically they are described by breaking them in to various parts with a stat block for each part. Each part has its own CR and is treated as unique creature, as described below in *colossal parts*. The CR value listed in the heading for each primordial is the average CR value of all the primordial's parts. However, the XP listed is the total XP of all parts and this should be used for encounter building.

Though each primordial is a unique entity of elemental chaos, generally they all have the abilities and traits in the list below. These abilities and traits are assumed to be a part of all primordial stat blocks. Specific modifications to these traits and/or additional traits are listed in the individual stat blocks.]

Damage Resistances bludgeoning, piercing, and slashing from a +5 or lesser magical weapons

Damage Immunities bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities charmed, exhaustion, frightened

Colossal. Primordial's size exceeds the normal definition of gargantuan, they control a space ranging from 100' x 100' to more than a 1000' x 1000'. Any huge or smaller creature can enter a primordial's space and any such creature is considered to be adjacent to the primordial. The exact space of the primordial and size of creature that can enter its space will be provided in the individual stat block.

Colossal Attacks (optional rule): *Some primordials are so large that their physical attacks are best described as areas of effect with the target(s) getting a saving throw. These areas are so large that the attack can't truly "miss" under the normal parameters of the standard attack and defense resolution system. Thus the target takes half damage on a miss. However, if the target has any unused move speed (their move action and/or legendary actions) the target may use it reaction and spend its remaining move speed (spending any legendary actions needed as well). If this movement takes the target outside of the area of effect of the attack, it takes no damage on a successful save.*

Colossal Parts. Primordial's enormous forms are treated as multiple parts with sub-stat blocks. Each part acts on its own initiative and has its own AC, HP, CR, actions, and traits; in addition to the traits listed for the primordial in general. However, primordials can only make use of one

reaction, bonus action, and move action per round, though the move action may be split up among multiple turns (each part having its own turn). When a parts is reduced to 0 hit points it is considered disabled, refer to each part's traits to determine the effect of disabling each part. If a specific number of parts are disabled, see individual stat block, a primordial is forced into its Primordial Slumber.

Innate Spellcasting. Refer to individual entries for a primordial's spell casting ability, their save DC, and attack bonus. Primordials can innately cast the following spells at 7th level or higher, requiring no material components:

At will:

3/day each:

1/day each:

Legendary Resistance (5/Day). If a primordial fails a saving throw, it can choose to succeed instead.

Limited Magic Immunity. Unless a primordial wishes to be affected, it is immune to spells of 6th level or lower, and has advantage on all other spells and magical effects.

Magic Weapons. A primordial's weapon attacks are treated as +5 artifacts (included in their attacks).

Primordial Might. A primordial's attacks and effects ignore the resistances and immunities of creatures CR 30 and below. A primordial's attacks and effects targeting creatures of a CR lower than its own ignore resistances and treat immunities as resistance (condition immunities provide advantage in lieu of immunity).

Primordial Slumber. When a specific number of parts (see specific stat block) are disabled at the same time, a primordial is banished. If the primordial is on one of the elemental planes when it is banished its essence returns it is elemental domain and slumbers for a time. If the primordial is on a plane other than an elemental one when it is banished, its fleeing essence can be restrained with a wish cast within 1 round of the banishment, and then destroyed with a second wish cast within 1d10 rounds of being restrained.

Regeneration. A primordial's part regains 30 hit points at the start of its turn, see colossal parts.

Siege Monster. A primordial deals double damage to objects, structures, and gargantuan or larger creatures.

AHAT-HIR

Gargantuan monstrosity (primordial), unaligned

Armor Class varies, see colossal parts

Hit Points varies, see colossal parts

Speed 1,000 ft., burrow 700 ft., climb 1,000 ft., fly 3,000 ft.

STR	DEX	CON	INT	WIS	CHA
55 (+30)	20 (+13)	50 (+28)	30 (+18)	40 (+23)	50 (+28)

Savings Throws see immutable

Skills Arcana +28, Athletics +38, Intimidation +38, Perception +33

Damage Resistances All

Damage Immunities fire, force, lightning, poison, radiant, thunder; refer to Primordial Traits

Condition Immunities paralyzed, petrified, poisoned; refer to Primordial Traits

Senses darkvision 4 miles, tremorsense 1 mile, truesight 1 mile passive Perception 43

Languages Primordial, telepathy 5 miles

Challenge 55 (7,045,000 XP)

Adamantine Resistance. Ahat-Hir always succeeds on its saving throws.

Colossal. Refer to Primordial Traits. In addition, Ahat-Hir's space is 3,000 feet by 3,000 feet. Any creature less than 400 feet tall can enter its space and any such creature must be within Ahat-Hir's space to be considered adjacent. In addition, any creature 400 feet tall or smaller can only target Ahat-Hir's limbs and tail (unless the attack range is greater than 450 feet) unless it is able to fly or use the *climb onto a bigger creature* rules in the DMG. Additionally, it cost Ahat-Hir 130 feet of speed when it takes a limb or tail action.

Colossal Parts. Refer to Primordial Traits. In addition, Ahat-Hir's has nine parts: head & neck, body, limbs (6), and tail. Additionally, each action taken by a part, see Colossal Parts, costs Ahat-Hir 100 feet of speed.

Elder of Destruction. Ahat-Hir's attacks ignore all resistances and immunities.

Elemental Stride. If Ahat-Hir is on an elemental plane or the prime plane it can use a bonus action to disengage and move 300 feet. This movement does not count against Ahat-Hir's total speed. If Ahat-Hir enter's a creatures space during this move (see *colossal*) it is pushed to an unoccupied space adjacent to Ahat-Hir.

Legendary Resistance (5/day). Refer to Primordial Traits.

Limited Magic Immunity. Unless Ahat-Hir wishes to be affected, it is immune to spells of 9th level or lower, see also Immutable.

Magic Weapons. Ahat-Hir's weapon attacks are treated as +8 magical weapons.

Primordial Might. Refer to Primordial Traits.

Primordial Slumber. When all of Ahat-Hir parts are disabled at the same time, it is banished to the Elemental Chaos and slumbers for a period of time.

Regeneration. Ahat-Hir's parts regain 50 hit points at the start of their turns unless noted otherwise.

Siege Monster. Refer to Primordial Traits.

Trample. When Ahat-Hir moves it can enter another creature's space, refer to Colossal. The first time it enters a creature's space it can make a Claw attack on that creature.

HEAD & NECK

Armor Class 35 (natural armor)

Hit Points 3,200 (80d20 + 1,600)

Challenge 60

Disabled. While Ahat-Hir's head and neck are disabled this part loses the traits *innate spellcasting* and *siege monster*, and creatures gain advantage on their saving throws versus its attacks. This part is enabled when it has regenerated 200 hit points.

Ignite. When a creature or flammable object fails a saving throw versus fire damage from one of Ahat-Hir's breath weapons, it ignites. An ignited target takes 140 (40d6) fire damage at the start of its turn, cannot take reactions or bonus actions, suffers the effects, but not damage, of the spell *heat metal*, and has disadvantage on all of its attacks, saving throws, and checks until it takes an action and succeeds on a DC 30 Dexterity check to extinguish the flames.

Innate Spellcasting. Refer to Primordial Traits. Additionally, Ahat-Hir's spell casting ability is Charisma (spell save DC 46, +38 to attack). When Ahat-Hir cast a spell the range and area of effect are increased by 10 times their value, and any damage caused by an at-will spell is quadrupled. Ahat-Hir can innately cast the following spells, requiring no material components,

At will: *all conjuration, evocation, and transmutation spells of 9th level or lower*

3/day each: *all conjuration, evocation, and transmutation spells of 10th level*

2/day each: *all conjuration, evocation, and transmutation spells of 11th level*

1/day each: *all conjuration, evocation, and transmutation spells of 12th level, first word, last word, waken*

ACTIONS

Multiattack. Ahat-Hir makes two bite attacks.

Bite. Melee weapon attack: Ahat-Hir bites a 600-foot by 600-foot area in its space or within 1,000 feet of it. Each creature in the area must make a DC 46 dexterity saving throw, taking 1,858 (331d10+38) bludgeoning and piercing damage on a failed save, or half as much damage on a success.

Optionally, on a failed save Ahat-Hir can choose to swallow any creature whose space is equal to or less than Ahat-Hir's bite. The creature must make an additional DC 46 Strength saving throw or be swallowed. While swallowed the creature is blinded and restrained, it has total cover against attacks and other effects outside of Ahat-Hir, and it takes 420 (40d20) acid damage at the start of each of Ahat-Hir's turns.

If Ahat-Hir takes 900 damage or more on a single turn from creatures inside it, Ahat-Hir regurgitates all swallowed creatures, which fall prone in a space within 1,000 feet of Ahat-Hir. Regurgitated creatures begin to dissolve, refer to *spew acid*.

Breath Weapon (Recharge 5-6). Ahat-Hir uses one of the following breath attacks.

Fire and Lightning. Ahat-Hir exhales elemental fury in an 18,000-foot cone. Each creature in that area must make a DC 46 Dexterity saving throw, taking 2,100 (200d20) fire and lightning damage and is ignited on a failed save, or half as much damage on a successful one. Additionally, the area torched by this attack becomes engulfed in flames for 3 (1d6) hours. The flames are 100 feet high, opaque, and each creature that ends its turn adjacent to or in an engulfed area takes 140 (40d6) fire damage.

Chaos Blast. Ahat-Hir exhales a bolt of fire, force, and radiant energy at one target within 30,000 feet that Ahat-Hir can see. The target must make a DC 46 dexterity saving throw, taking 4,200 (400d20) fire, force, lightning, and radiant damage and ignite on a failed save, or half as much damage on a successful one. In addition, each target within a 400-foot radius of the initial target must make a DC 40 Constitution saving throw, taking 105 (10d20) force plus 105 (10d20) thunder damage and be knocked prone on a failed save, or half as much damage on a successful one.

Spew Acid. Ahat-Hir vomits acid in a 24,000-foot line that is 600 feet wide. Each creature in that line must make a DC 46 Dexterity saving throw, taking 1,995 (190d20) acid damage and begin to dissolve on a failed save, or half as much damage on a successful one. A dissolving target takes 135 (30d8) acid damage at the start of its turn, cannot take reactions or bonus actions, has disadvantage on all of its attacks, saving throws, and checks until it takes an action and succeeds on a DC 30 Dexterity check to remove or neutralize the acid. Additionally, the area of attack becomes filled with poisonous gas for 3 (1d6) hours, unless it is dispersed by a hurricane winds (100+ mph). The gas obscures the area up to 100 feet high and a creature that ends or starts its turn in the area takes 110 (20d10) poison damage.

Recharge (1/Day). Ahat-Hir recharges a breath weapon.

BODY

Armor Class 40 (natural armor)
Hit Points 9,027 (225d20 + 4,527)

Damage Immunities psychic; refer to Primordial Traits
Condition Immunities blinded, deafened; refer to Primordial Traits
Challenge 52

Disabled. While Ahat-Hir's body is disabled all parts lose the trait *regeneration* and this part loses the trait *elemental aura*. This part is enabled when it has regenerated 800 hit points.

Elemental Aura. If it wishes, at the start of each of Ahat-Hir's body's turns, each creature within 2,000 feet of it must make a DC 30 Dexterity saving throw. On a failure the creature takes 210 (20d20) damage of one of the following types, roll a d6: 1) acid, 2) cold, 3) fire, 4) lightning, 5) poison, or 6) thunder. On a success the creature takes half as much damage. Any flammable objects in the aura ignite and all attacks that target Ahat-Hir from outside the aura suffer disadvantage. *Elder of destruction* does not apply to damage caused by this trait.

Each round while elemental aura is active, 1d20+10 elementals are conjured in unoccupied spaces within the aura, roll a d4 each round for the type: 1) air, 2) earth, 3) fire, or 4) water.

Regeneration. Ahat-Hir's body regains 200 hit points at the start of its turn. Ahat-Hir's body can divert its regeneration to other parts.

LIMBS (6)

Armor Class 35 (natural armor)
Hit Points 2,400 (60d20 + 1,200)

Damage Immunities psychic; refer to Primordial Traits
Condition Immunities blinded, deafened; refer to Primordial Traits
Challenge 45

Disabled. For each of Ahat-Hir's limbs that is disabled reduce Ahat-Hir's speed by 60 ft. In addition, the part loses the trait *siege monster*, suffers disadvantage on its attacks. This part is enabled when it has regenerated 200 hit points.

ACTIONS

Claw. Melee Weapon Attack: Ahat-Hir strikes a 260-foot by 260-foot area in its space or within 900 feet of it. Each creature in the area must make a DC 46 Dexterity saving throw, taking 792 (216d6 +36) bludgeoning and slashing damage on a failed save, or half as much damage on a success.

Wings. Ahat-Hir transforms one of its clawed limbs into a wing. Once two limbs are transformed it can fly. Once Ahat-Hir transforms a limb into a wing it can no longer make a claw attack with that limb. Ahat-Hir can take this action again to transform a wing back into a clawed limb. Additionally, any limbs transformed into wings share the same initiative, using the lower of the two limbs initiative.

Wing Attack. Ahat-Hir beats its wings. Each creature within 4000 ft. of it must succeed on a DC 46 Dexterity saving throw or take 792 (216d6 +36) bludgeoning damage and be knocked prone. Ahat-Hir can then fly up to half its flying speed. Ahat-Hir must have two wings formed to use this attack.

TAIL

Armor Class 35 (natural armor)
Hit Points 4,000 (100d20 + 2000)

Damage Immunities psychic; refer to Primordial Traits
Condition Immunities blinded, deafened; refer to Primordial Traits
Challenge 54

Disabled. While Ahat-Hir's tail is disabled it loses the trait *siege monster* and the *adamant barrage* action, it also suffers disadvantage on this part's attacks. This part is enabled when it has regenerated 200 hit points.

ACTIONS

Tail Slam. Melee Weapon Attack: Ahat-Hir strikes with its tail in a 5,000-foot line that is 400 feet wide. Each creature in the area of the line must make a DC 46 Dexterity saving throw, taking 1,008 (216d8 +36) bludgeoning damage and is knocked prone and stunned until the end of the tail's next turn on a failed save, or half as much damage on a success.

Tail Sweep (Recharge 5-6). Ahat-Hir swings its tail in a 960-foot cone. Each creature in the area must make a DC 46 Dexterity saving throw, taking 1,008 (216d8 +36) bludgeoning damage on a failed save and half as much damage on a success. In addition, on a failed save the creature must make a DC 46 Strength saving throw or be pushed 200 feet for each point it fails the saving throw by.

Adamant Barrage (Recharge 4-6). Ahat-Hir whips its tail and releases a barrage of adamant spikes in a 10,000 ft. cone. Each creature in the area must make a DC 46 Dexterity saving throw taking 630 (60d20) piercing damage on a failed save, and half as much damage on a success.

DENDAR

Gargantuan monstrosity (primordial), neutral evil

Armor Class varies, see colossal parts

Hit Points varies, see colossal parts

Speed 800 ft., climb 600 ft., fly 800 ft.

STR	DEX	CON	INT	WIS	CHA
46 (+24)	26 (+14)	40 (+21)	30 (+16)	34 (+18)	40 (+21)

Savings Throws Str +34, Dex +24, Con +31, Int +26, Wis +28, Cha +31

Skills Arcana +26, Athletics +34, Intimidation +31, Perception +28, Stealth +24

Damage Resistances necrotic, psychic; refer to Primordial Traits

Damage Immunities cold, poison; refer to Primordial Traits

Condition Immunities paralyzed, petrified, poisoned; refer to Primordial Traits

Senses tremorsense 1200 ft., truesight 1200 ft., passive Perception 38

Languages All, telepathy 6,000 ft.

Challenge 45 (1,905,000 XP)

Colossal. Refer to Primordial Traits. In addition, Dendar's space is 1,200 feet by 1,200 feet. Any creature less than 100 feet tall can enter its space and any such creature must be within Dendar's space to be considered adjacent. Additionally it costs Dendar 160 feet of speed when it takes a head & neck or tail action.

Colossal Parts. Refer to Primordial Traits. In addition, Dendar has three parts: head & neck, body, and tail.

Legendary Resistance (5/day). Refer to Primordial Traits.

Limited Magic Immunity. Unless Dendar wishes to be affected, it is immune to spells of 8th level or lower. In addition, it has advantage on all other spells and magic effects.

Lord of Illusions. Dendar sees through all illusions and cannot be affected by them in anyway and creatures have disadvantage on checks when trying to perceive its illusions. Additionally, if Dendar is in dim light it can turn invisible as a bonus action.

Magic Weapons. Refer to Primordial Traits.

Nightmare Aura. Dendar cloaks itself in an aura of terror and dread. All creatures of Dendar's choice that start their turn within 1,200 feet of Dendar must make a DC 25 Wisdom saving throw or become frightened for 1 day. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Dendar's Nightmare Aura for the next hour.

Nightmare Scales. When a creature hits Dendar with a melee attack it causes one of its scales to fly off. Each scale contains a nightmare and it is unleashed on the attacker. The creature must make a DC 31 Wisdom saving throw or suffer the effects of the Weird spell.

Primordial Might. Refer to Primordial Traits.

Primordial Slumber. Refer to Primordial Traits. In addition, Dendar is forced into its primordial slumber if all of its parts are disabled at the same time.

Regenerate. Dendar's parts regain 50 hit points at the start of their turn, unless noted otherwise.

Siege Monster. Refer to Primordial Traits.

Trample. When Dendar moves it can enter another creature's space, refer to Colossal. The first time it enters creature's space it can make a Crush attack on that creature.

HEAD & NECK

Armor Class 30 (natural armor)

Hit Points 1,925 (55d20 + 825)

Challenge 42

Disabled. While Dendar's head and neck are disabled it loses the traits *innate spellcasting* and *siege monster*, it can't recharge *unleash nightmares*, and it grants advantage on saves against attacks made by this part. This part is enabled when it has regenerated 150 hit points.

Innate Spellcasting. Refer to Primordial Traits. In addition, Dendar's spell casting ability is Charisma (spell save DC 39, +31 to attack). When Dendar cast a spell the range and area of effect are increased by 10 times their value, and any damage caused by an at-will spell is quadrupled. Dendar can innately cast the following spells, requiring no material components,

At will: *all illusion spells of 9th level or lower*

3/day each: *all illusion spells of 10th level*

2/day each: *all illusion spells of 11th level*

1/day each: *all illusion spells of 12th level, phantasm*

ACTIONS

Multiattack. Dendar makes two bite attacks.

Bite. *Melee weapon attack:* Dendar bites a 150-foot by 150-foot area in its space or within 600 feet of it. Each creature in the area must make a DC 40 dexterity saving throw, taking 527 (142d6+30) bludgeoning and piercing on a failed save, or half as much on a success. On a failed save the creature must also make a DC 25 Wisdom saving throw or fall unconscious and suffer the effects of the Weird spell. When the spell ends the creature is no longer unconscious.

Optionally, on a failed save Dendar can choose to swallow any creature whose space is equal to or less than Dendar's bite. A swallowed creature is not unconscious and does not suffer the effects of a Weird spell. However, while swallowed the creature is blinded and restrained, it has total cover against attacks and other effects outside of Dendar, and it takes 210 (20d20) acid damage at the start of each of Dendar's turns.

If Dendar takes 500 damage or more on a single turn from creatures inside it, Dendar must succeed on a DC 40 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 400 feet of the Dendar.

Unleash Nightmares (Recharge 5-6). Dendar cast the spell Phantasmal Killer (9th level) except the range is 4,800 feet and it effects all creatures of Dendar's choice within range. Optionally, Dendar can target one creature, in which case the range is any creature with an intelligence above 2 on the same plane as Dendar.

BODY

Armor Class 30 (natural armor)
Hit Points 2,870 (82d20 + 1,230)

Damage Immunities psychic; refer to Primordial Traits
Condition Immunities blinded, deafened; refer to Primordial Traits
Challenge 50

Disabled. While Dendar's body is disabled it loses the trait *siege monster*, it cannot move, and it loses the Regenerate action. This part is enabled when it has regenerated 400 hit points.

Regeneration. Dendar's body regains 100 hit points at the start of its turn.

ACTIONS

Crush. *Melee weapon attack:* Creatures in Dendar's space must make a DC 40 Strength saving throw, taking 811 (142d10+30) bludgeoning damage and be knocked prone and grappled on a failed save, or half as much on a success. A grappled creature is also restrained and takes half damage at the start of its turn as long as it is grappled. If Dendar moves and completely leaves the area where the creature is restrained, the grapple ends.

Regenerate. Dendar regains 100 hit points in any part it wishes.

TAIL

Armor Class 28 (natural armor)
Hit Points 2,275 (65d20 + 975)

Damage Immunities psychic; refer to Primordial Traits
Condition Immunities blinded, deafened; refer to Primordial Traits
Challenge 45

Disabled. While Dendar's tail is disabled it loses the trait *siege monster*, and it grants advantage on saves against attacks made by this part. This part is enabled when it has regenerated 150 hit points.

ACTIONS

Slam. *Melee Weapon Attack:* Dendar strikes with its tail in a 1,500-foot line that is 120 feet wide. Each creature in the area of the line must make a DC 40 Dexterity saving throw, taking 669 (142d8 +30) bludgeoning damage and is knocked prone and stunned until the end of the tails next turn on a failed save, or half as much damage on a success.

Sweep (Recharge 5-6). Dendar swings its tail in a 1,500-foot cone. Each creature in the area must make a DC 40 Dexterity saving throw, taking 669 (142d8 +30) bludgeoning damage on a failed save and half as much damage on a success. In addition, on a failed save the creature must make a DC 40 Strength saving throw or be pushed 100 feet for each point it fails the saving throw by.

PRIMUS

Gargantuan elemental (primordial), lawful neutral

Armor Class varies, see colossal parts

Hit Points varies, see colossal parts

Speed 300 ft., fly 300 ft.

STR	DEX	CON	INT	WIS	CHA
36 (+19)	14 (+7)	45 (+22)	40 (+20)	30 (+15)	38 (+19)

Savings Throws Str +29, Dex +17, Con +32, Int +30, Wis +25, Cha +29

Skills Arcana +30, History +30, Insight +25, Investigation +30, Nature +30, Perception +25, Persuasion +25, Religion +30

Damage Resistances radiant; refer to Primordial Traits

Damage Immunities acid, cold, fire, force, lightning, thunder; refer to Primordial Traits

Condition Immunities petrified; refer to Primordial Traits

Senses tremorsense 1,000 ft., truesight 600 ft., passive Perception 35

Languages All, telepathy 1,000 ft.

Challenge 45, see colossal parts (1,875,000 XP)

Colossal. Primus's space is 150 feet by 150 feet and it is approximately 180 feet tall. Any creature less than 30 feet tall can enter its space and any such creature must be within Primus's space to be considered adjacent. Any creature 30 feet tall or smaller can only target Primus's legs unless it is able to fly, the attack range is greater than 60 feet, or it is using the *climb onto a bigger creature* rules in the DMG. If Primus' targets a Medium or smaller creature, any creature within 5 feet of the initial target must make a DC 37 Dexterity saving throw or take the same damage and effects as the initial target.

Colossal Parts. Refer to Primordial Traits. In addition, Primus has three parts: head and torso, arms, and legs.

Impose Order. Primus can use a bonus action to perform one of the following functions:

- **Banish (Recharge 5-6).** All creatures of Primus' choice within 1,200 feet of it must make a DC 29 Charisma saving throw or be banished, returning to their plane of origin.
- **Repair (Recharge 5-6).** Primus has a pool of 1,000 hit points it can draw on to repair damage to modrons and constructs. All modrons and constructs of Primus' choice, within 1,200 feet of it, regain hit points in an amount determined by Primus; however, the total hit points regained by all modrons and constructs cannot exceed the pool's total.
- **Regulate.** Each creature of Primus' choice within 1,200 feet of it must make a DC 29 saving throw to maintain concentration on active spells.
- **Simplify.** All creatures of Primus' choice within 1,200 feet of it must make a DC 29 Charisma saving throw. On a failed save, the creature cannot take bonus actions or reactions until the end of Primus' next turn.

Legendary Resistance. Refer to *Primordial Traits*.

Limited Magic Immunity. Unless Primus wishes to be affected, it is immune to spells of 9th level or lower, and it has advantage on all other spells and magical effects.

Magic Weapons. Refer to *Primordial Traits*.

Primordial Might. Refer to *Primordial Traits*.

Primordial Slumber. Primus does not enter a primordial slumber like most primordials. If all of its parts are disabled, Primus disintegrates. The next round, the secundus that is closest to Primus is transformed into Primus, assuming all of its powers and abilities, but know if its memories.

Regeneration. Primus' parts regain 50 hit points at the start of their turns.

Siege Monster. Primus deals double damage to objects and structures.

Temporal Order. At the beginning of each round, Primus may choose the initiative count of its parts, winning any ties; however, it cannot exceed its maximum initiative.

The One and the Prime. Primus is telepathically linked, as the spell telepathy, to all modrons on Mechanus, or to all modrons within 840 miles of it, when not on Mechanus. Primus can issue commands, to any modron to which it is linked. Additionally, Primus' link with the secondi has no range limit.

HEAD AND TORSO

Armor Class 35 (natural armor)

Hit Points 3,330 (90d20 + 1,530)

Challenge 50

Disabled. While Primus's head and torso are disabled it cannot use innate spellcasting, make an energy blast attack, and it can only make two re-order attacks when taking the multiattack action.

Innate Spellcasting. Refer to Primordial Traits. In addition, Primus's spell casting ability is Charisma (spell save DC 29, +21 to attack). When Primus cast a spell of 9th level or lower, the range and area of effect are dectupled, and any damage caused is quadrupled. Primus can innately cast the following spells, requiring no components:

At will: *all cleric and enchantment spells of 9th level or lower, guidance, light, mending, produce flame, sacred flame*
10/day each: *cure wounds, detect magic, inflict ounds, sanctuary*
9/day each: *continual flame, silence, zone of truth*
8/day each: *dispel magic, protection from energy, tongues, water walk*
7/day each: *banishment, freedom of movement, locate creature*
6/day each: *flame strike, scrying*
5/day each: *blade barrier, heal*
4/day each: *divine word, ethrealness, fire storm, plane shift, symbol, teleport*
3/day each: *all enchantment spells of 10th level, antimagic field, holy aura*
2/day each: *all enchantment spells of 11th level, gate, mass heal*
1/day each: *all enchantment spells of 12th level, order*

ACTIONS

Multiattack. Primus makes four re-order attacks.

Re-Order. Primus selects a creature it can sense within 1000 feet of it. The creature must make a DC 37 Charisma saving throw. On a failed save the creature takes 220 (20d20) force damage and is stunned. On a successful save the creature takes half as much damage. A stunned creature must make an additional saving throw at the end of its turn, turning into a monodrone on a failed save, or ending the effect on itself and taking 55 (10d10) force damage on a successful one

If a creature is reduced to 0 hit points by this attack it is disintegrated and rises from its own dust as monodrone at the start of its next turn.

Energy Blast (Recharge 5-6). Primus redirects his energy pool in a concentrated blast covering an 1,800-foot cone. Each creature in that area must make a DC 37 Dexterity saving throw, taking 130 (20d12) acid damage, 130 (20d12) cold damage, 130 (20d12) fire damage, 130 (20d12) force damage, 130 (20d12) lightning damage, 130 (20d12) thunder damage on a failed save, or half as much damage on a successful one.

ARMS

Armor Class 35 (natural armor)

Hit Points 1,850 (50d20 + 850)

Damage Immunities psychic

Condition Immunities blinded, deafened

Challenge 40

Disabled. While Primus's arms are reduced to 925 hit points or less, they have disadvantage on their attacks. If this part is disabled it loses the trait *siege monster*, and it can only make one dark hand slam and one rainbow hand attack, with disadvantage, per turn. This part is enabled when it has regenerated 200 hit points.

ACTIONS

Multiattack. Primus makes two dark hand slam and two rainbow hand slam attacks.

Dark Hand Slam. Melee weapon attack: +29 to hit, reach 150 ft., one target. *Hit:* 146 (27d8 + 25) bludgeoning damage and the creature must make a DC 29 Charisma saving throw or be banished to Acheron.

Rainbow Hand Slam. Melee weapon attack: +29 to hit, reach 150 ft., one target. *Hit:* 117 (21d8 + 23) bludgeoning damage and the creature must make a DC 29 Charisma saving throw or be banished to Arcadia.

LEGS

Armor Class 35 (natural armor)

Hit Points 2,220 (60d20 + 1,020)

Damage Immunities psychic

Condition Immunities blinded, deafened, prone

Challenge 46

Disabled. When Primus's legs are reduced to 1,110 hit points its speed is reduced in half, it loses the trait *siege engine*, and it can only make two stomp attacks per turn. If this part is disabled, it loses the traits energy pool and energy step, and its stomp attacks suffer disadvantage. This part is enabled when it has regenerated 200 hit points.

Energy Pool. Primus' legs are surrounded in swirl of energy. The energy emanates out from its body in a 10-foot radius at Primus' waist, increasing conically to extend for 150 feet at Primus' feet. Each creature of Primus' choice that starts or ends its turn within energy pool must make a DC 29 Constitution saving throw, taking 22 (4d10) acid damage, 22 (4d10) cold damage, 22 (4d10) fire damage, 22 (4d10) force damage, 22 (4d10) lightning damage, and 22 (4d10) thunder damage on a failed save, or half as much damage on a successful one. If a creature is reduced to 0 hit points by the energy pool it is disintegrated and rises from its own dust as monodrone at the start of its next turn.

Energy Step. When Primus hits with a Stomp attack, it inflicts an additional 55 (10d10) acid, cold, fire, force, lightning, or thunder damage (included in the attack). Primus chooses the damage type. However, once it has used a damage type, it cannot use that damage type again until it has used all of the other damage types at least once. This process repeats itself after all damage types have been used.

Trample. When Primus moves it can enter another creature's space, refer to Colossal. The first time Primus enters a creature's space during the move, it can make a Stomp attack on that creature. When Primus makes a stomp attack, it cost 75 feet of movement.

Actions

Multiattack. Primus makes four stomp attacks.

Stomp. Melee weapon attack: +29 to hit, reach 75 ft., one target. *Hit:* 173 (27d10 + 25) bludgeoning damage plus 110 (20d10) elemental damage, refer to Energy Step.

Enveloping Pool (1/Day). Primus uses its movement to fly up 300 feet, increasing the radius of its energy pool by 300 feet.

MUAL-TAR

Gargantuan monstrosity (primordial), neutral evil

Armor Class varies, see colossal parts

Hit Points varies, see colossal parts

Speed fly 800 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+15)	37 (+18)	30 (+15)	27 (+13)	30 (+15)	35 (+17)

Savings Throws Str +25, Dex +28, Con +25, Wis +25, Cha +27

Skills Acrobatics +28, Arcana +23, Athletics +25

Damage Resistances All (except force)

Damage Immunities lightning, thunder; refer to Primordial Traits

Condition Immunities charmed, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned; refer to Primordial Traits

Senses truesight 1200 ft., passive Perception 25

Languages Auran, Primordial, telepathy 5,000 ft.

Challenge 40 (1,405,000 XP)

Colossal. Refer to Primordial Traits. In addition, Mual-Tar's space is 800 feet by 800 feet. Additionally, when Mual-Tar targets a Gargantuan or smaller creature with a melee attack, each creature within 40 feet of the initial target must make a DC 35 Dexterity saving throw or take the same damage as the initial target.

Colossal Parts. Refer to Primordial Traits. In addition, Mual-Tar has three parts: head & neck, body and wings, and tail.

Legendary Resistance (5/day). Refer to Primordial Traits.

Lightning Speed (Recharge 5-6). Mual-Tar can use a bonus action to take the Dash action and move 8,000 feet.

Limited Magic Immunity. Unless Mual-Tar wishes to be affected, it is immune to spells of 8th level or lower. In addition, it has advantage on all other spells and magic effects.

Lord of Storms. When Mual-Tar inflicts lightning or thunder damage it ignores resistance to lightning and thunder. Additionally, when Mual-Tar inflicts lightning damage it treats immunity to lightning damage as resistance instead.

Magic Weapons. Refer to Primordial Traits.

Primordial Might. Refer to Primordial Traits.

Primordial Slumber. Refer to Primordial Traits. In addition, Mual-Tar is forced into its primordial slumber if all of its parts are disabled at the same time.

Regenerate. Mual-Tar's parts regain 50 hit points at the start of their turn, unless noted otherwise.

Storm Form. Mual-Tar can enter another creature's space and move through other creatures and objects, if they are no larger than half Mual-Tar's size, as if they were difficult terrain. If Mual-Tar chooses, each creature whose space he enters must make a DC 27 Dexterity saving throw, taking 55 (10d10) lightning and 55 (10d10) thunder damage on a failure, or half as much damage on a success.

HEAD & NECK

Armor Class 30 (natural armor)

Hit Points 900 (30d20 + 300)

Challenge 40

Disabled. While Mual-Tar's head and neck are disabled it loses the trait Innate Spellcasting, cannot take the Vile Maw action, and its Max attack does not incapacitate targets on a hit. This part is enabled when it has regenerated 100 hit points.

Innate Spellcasting. Refer to Primordial Traits. In addition, Mual-Tar's spell casting ability is Charisma (spell save DC 35, +27 to attack). When Mual-Tar cast a spell the range, duration (other than instantaneous), and area of effect are dodecatupled, and any damage is sextupled. Mual-Tar can innately cast the following spells, requiring no material components,

At will: *call lightning, chain lightning, ice storm, lightning bolt, sleet storm, storm sphere, thunderwave*

3/day each: *storm of vengeance (no concentration)*

ACTIONS

Maw. Melee Weapon Attack: +28 to hit, reach 500ft., one target.

Hit: 378 (36d20) force damage, 378 (36d20) thunder damage and the target must make a DC 28 Constitution saving throw or be incapacitated until the end of Mual-Tar's head's turn.

Vile Maw (Recharge 5-6). Mual-Tar makes two Maw attacks.

BODY AND WINGS

Armor Class 30 (natural armor)

Hit Points 1,350 (45d20 + 470)

Damage Immunities psychic

Condition Immunities blinded, deafened

Challenge 42

Disabled. While Mual-Tar's body is disabled it loses the traits Storm Aura and Lightning Speed, its speed is reduce in half, and this part can only take the Storm Strike or Wing Strike actions on a recharge 4-6. This part is enabled when it has regenerated 250 hit points.

Storm Aura. As a bonus action Mual-Tar can conjure a might storm that covers and area in a one mile radius around it. Each creature of Mual-Tar's choice that starts its turn in the aura must make a DC 25 Dexterity and Constitution saving throw, taking 55 (10d10) lightning damage on a failed Dexterity save and 55 (10d10) thunder damage on a failed Constitution save; or half as much damage on a successful save.

ACTIONS

Storm Strike. Each creature of Mual-Tar's choice within 400 feet of it must make a DC 27 Dexterity saving throw, taking 156 (24d12) lightning damage on a failed save. Mual-Tar then teleports up to 5,000 feet and makes a secondary attack. Each creature of Mual-Tar's choice within 400 feet of its new location must make a DC 27 Constitution saving throw, taking 156 (24d12) thunder damage on a failed save, or half as much on a success.

Wing Strike. Each creature within 800 feet of Mual-Tar must make a DC 35 Dexterity saving throw, taking 210 (20d20) lightning damage and 130 (20d12) thunder damage on a failed save, or half as much damage on a successful save. Additionally, creatures that fail their saving throw must make a DC 27 Strength saving throw or be pushed 800 feet and knocked prone.

TAIL

Armor Class 30 (natural armor)

Hit Points 1,200 (40d20 + 400)

Damage Immunities psychic

Condition Immunities blinded, deafened

Challenge 40

Disabled. While Mual-Tar's tail is disabled it grants advantage on saves against attacks made by this part, and this part can only take the Tail actions on a recharge 4-6. This part is enabled when it has regenerated 200 hit points.

ACTIONS

Tail Slam. Mual-Tar strikes with its tail in a 1,000-foot line that is 90 feet wide. Each creature in the area of the line must make a DC 35 Dexterity saving throw, taking 208 (32d12) force damage, 104 (16d12) lightning damage, 104 (16d12) thunder damage, knocked prone, and be stunned until the end of the tails next turn on a failed save, or half as much damage on a success.

Tail Sweep. Mual-Tar swings its tail in a 1,000-foot cone. Each creature in the area must make a DC 35 Dexterity saving throw, taking 208 (32d12) force damage, 104 (16d12) lightning damage, 104 (16d12) thunder damage on a failed save and half as much damage on a success. In addition, on a failed save the creature must make a DC 35 Strength saving throw or be pushed 80 feet for each point it fails the saving throw by.

BALCOTH

Gargantuan elemental (primordial), chaotic evil

Armor Class varies, see colossal parts

Hit Points varies, see colossal parts

Speed 300 ft.

STR	DEX	CON	INT	WIS	CHA
38 (+19)	12 (+6)	35 (+17)	34 (+17)	28 (+14)	33 (+16)

Savings Throws Dex +16, Con +27, Int +27, Wis +24, Cha +26

Skills Arcana +27, Athletics +29, Investigation +27, Insight +24, History +27, Perception +24

Damage Resistances force, necrotic; refer to Primordial Traits

Damage Immunities fire; refer to Primordial Traits

Condition Immunities petrified; refer to Primordial Traits

Senses truesight 600 ft., passive Perception 34

Languages All, telepathy 1,000 ft

Challenge 36, see colossal parts (895,000 XP)

Colossal. Balcoth's space is 300 feet by 300 feet and it is approximately 370 feet tall. Any creature less than 40 feet tall can enter its space and any such creature must be within Balcoth's space to be considered adjacent. Any creature 40 feet tall or smaller can only target Balcoth's legs unless it is able to fly, the attack range is greater than 140 feet, or you are using the *climb onto a bigger creature* rules in the DMG. If Balcoth's targets a Large or smaller creature, any creature within 10 feet of the initial target must make a DC 37 Dexterity saving throw or take the same damage as the initial target. Additionally, it cost Balcoth 70 feet of movement when it takes arm or leg actions.

Colossal Parts. Refer to Primordial Traits. In addition, Balcoth has three parts: head and torso, arms, and legs.

Illumination. Balcoth sheds dim light in a 1,200-foot radius.

Legendary Resistance. Refer to *Primordial Traits*.

Limited Magic Immunity. Unless Balcoth wishes to be affected, it is immune to spells and magical effects of 7th level or lower, and has advantage on all other spells and magical effects.

Magic Weapons. Refer to *Primordial Traits*.

Primordial Might. Refer to *Primordial Traits*.

Primordial Slumber. Refer to *Primordial Traits*. In addition, Balcoth enters the primordial slumber if all of its parts are disabled.

Regeneration. Refer to *Primordial Traits*.

Siege Monster. Balcoth deals double damage to objects and structures.

HEAD AND TORSO

Armor Class 30 (natural armor)

Hit Points 1,504 (47d20 + 564)

Challenge 37

Disabled. While Balcoth's head and torso are disabled this part loses the traits Fire Aura and Unstable Reality. Additionally, its ability to cast spells becomes a recharge 4-6 ability. This part is enabled when it has regenerated 200 hit points.

Fire Aura. At the start of each of his part's turns, each creature within 150 feet of it, or in its space, takes 45 (10d8) fire damage, and flammable objects in the aura ignite.

Unstable Reality. A creature that ends its turn within 60 feet of Balcoth must make a DC 27 Wisdom saving throw or be teleported to an unoccupied space within 200 feet of Balcoth and take 55 (10d10) force damage.

Innate Spellcasting. Refer to Primordial Traits. In addition, Balcoth's spell casting ability is Intelligence (spell save DC 35, +27 to attack). When Balcoth cast a spell the range and area of effect are increased by 8 times their value, and any damage caused by an at-will spell is quadrupled. Balcoth can innately cast the following spells, requiring no material components,

At will: *bane, bestow curse, fireball, heat metal, mirror image, wall of fire, wall of stone*

4/day each: *contagion, disintegrate, forbiddance, geas, harm, mass suggestion, mental prison, soul cage*

3/day each: *forcecage, mirage arcane, power word pain, project image, reverse gravity symbol, teleport*

2/day each: *antipathy/sympathy, dominate monster, feeblemind, maddening darkness, mind blank, trap the soul*

1/day each: *imprisonment, psychic scream, weird, wish*

ACTIONS

Forceful Gaze. Ranged spell attack: +27 to hit, range 1,200 ft., one target. *Hit:* 294 (28d20) force damage and the target is pushed 300 feet.

Word of Dissolution. Ranged spell attack: +27 to hit, range 2,400 ft., one target. *Hit:* 182 (28d12) necrotic damage and the target must make a DC 35 Constitution saving throw. On a failure the target takes an additional 91 (14d12) necrotic damage at the start of its next turn and must make another saving throw at the end of the same turn. On second failure the creature is reduced to 0 hit points. On a success the effect ends for it and it does not need to take any additional saving throws.

Forbidding Shout (Recharge 5-6). Balcoth bellows a word of power. All creatures of Balcoth's choice within 400 feet of him must make a DC 35 Wisdom saving throw, taking 462 (44d20) force damage and cannot teleport for 1 minute on a failure, or half as much damage on a success.

ARMS

Armor Class 28 (natural armor)

Hit Points 1,248 (39d20 + 468)

Damage Immunities psychic

Condition Immunities blinded, deafened

Challenge 36

Disabled. When Balcoth's arms are reduced to 624 hit points it can only make one slam or sword of fire attack per turn. If this part is reduced to 0 hit points, the attack is made with disadvantage. This part is enabled when it has regenerated 150 hit points.

ACTIONS

Multiattack. Balcoth makes two sword of fire or slam attacks.

Sword of Fire. *Melee weapon attack:* +29 to hit, reach 300 ft., one target. *Hit:* 213 (42d8+24) slashing damage plus 156 (24d12) fire damage

Slam. *Melee weapon attack:* +29 to hit, reach 180 ft., one target. *Hit:* 171 (42d6+24) bludgeoning damage plus 65 (10d12) fire damage.

LEGS

Armor Class 30 (natural armor)

Hit Points 1,376 (43d20 + 516)

Damage Immunities psychic

Condition Immunities blinded, deafened, prone

Challenge 36

Disabled. When Balcoth's legs are reduced to 688 hit points its speed is reduced in half and it can only make one stomp attack per turn. If this part is reduced to 0 hit points, Balcoth is knocked prone and must crawl, speed 70 ft. to move, and cannot make stomp attacks. This part is enabled when it has regenerated 150 hit points.

Actions

Multiattack. Balcoth makes two stomp attacks.

Stomp. *Melee weapon attack:* +29 to hit, reach 125 ft., one target. *Hit:* 213 (42d8+24) bludgeoning damage plus 65 (10d12) fire damage.

SOLKARA

Gargantuan elemental (primordial), chaotic evil

Armor Class varies, see colossal parts

Hit Points varies, see colossal parts

Speed 300 ft.

STR	DEX	CON	INT	WIS	CHA
36 (+17)	18 (+8)	35 (+16)	19 (+8)	25 (+11)	33 (+15)

Savings Throws Dex + 16, Con +27, Int +27, Wis +24, Cha +26

Skills Arcana +27, Athletics +29, Investigation +27, Insight +24, History +27, Perception +24

Damage Resistances force, necrotic; refer to Primordial Traits

Damage Immunities fire; refer to Primordial Traits

Condition Immunities petrified; refer to Primordial Traits

Senses truesight 600 ft., passive Perception 34

Languages All, telepathy 1,000 ft

Challenge 35, see colossal parts (1,495,000 XP)

Colossal. Solkara's space is 200 feet by 200 feet and she is approximately 250 feet tall. Any creature less than 30 feet tall can enter her space and any such creature must be within Solkara's space to be considered adjacent. Any creature 30 feet tall or smaller can only target Solkara's legs unless it is able to fly, the attack range is greater than 60 feet, or you are using the *climb onto a bigger creature* rules in the DMG. If Solkara's targets a Large or smaller creature, any creature within 10 feet of the initial target must make a DC 37 Dexterity saving throw or take the same damage as the initial target.

Colossal Parts. Refer to Primordial Traits. In addition, Solkara has five parts: head, torso, arms, legs, and tail.

Legendary Resistance. Refer to *Primordial Traits*.

Limited Magic Immunity. Refer to *Primordial Traits*.

Magic Weapons. Refer to *Primordial Traits*.

Primordial Might. Refer to *Primordial Traits*.

Primordial Slumber. Refer to *Primordial Traits*. In addition, Solkara enters her primordial slumber when at least three parts are disabled, as long as two of those parts are her head and torso.

Regeneration. Refer to *Primordial Traits*.

Siege Monster. Solkara deals double damage to objects and structures.

HEAD

Armor Class 30 (natural armor)

Hit Points 960 (30d20 + 360)

Challenge 34

Disabled. While Solkara's head and torso are disabled this part

loses the traits Fire Aura and Unstable Reality. Additionally, its ability to cast spells becomes a recharge 4-6 ability. This part is enabled when it has regenerated 200 hit points.

Innate Spellcasting. Refer to Primordial Traits. In addition, Solkara's spell casting ability is Charisma (spell save DC 33, + 25 to attack). When Solkara cast a spell, the range, area of effect, and duration are octupled, and any damage caused is quadrupled. Solkara can innately cast the following spells, requiring no components:

At will: *acid splash*, *control water*, *create or destroy water*, *fog cloud*, *sleet storm*, *wall of water*

3/day each: *storm of vengeance*, *tsunami*

Savage Attacker. Solkara can use a bonus action to make a bite or swallow attack against a creature this part has grappled.

ACTIONS

Bite. Melee Weapon Attack: +27 to hit, range 100 ft., one target. **Hit:** 169 (27d10 + 21) piercing damage and the target must make a DC 35 strength saving throw or be grappled.

Swallow. Solkara makes a bite attack. On a hit, if the creature is Huge or smaller, it is also swallowed. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside of Solkara, and it takes 126 (12d20) acid damage at the start of each of Solkara's turns.

If Solkara takes 100 damage or more on a single turn from creatures inside it, or this part is disabled, Solkara must succeed on a DC 30 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 400 feet of the Solkara. If the Solkara enters her primordial slumber, a swallowed creature is no longer restrained and appears, prone, in an unoccupied space in the area Solkara previously occupied.

Steam Breath (Recharge 5-6). Solkara exhales scalding steam in a 600-foot cone. Each creature in that area must make a DC 35 Dexterity saving throw, taking 420 (40d20) fire damage and cannot take reactions for 1 minute on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

BODY

Armor Class 32 (natural armor)

Hit Points 1,600 (50d20 + 600)

Damage Immunities psychic

Condition Immunities blinded, deafened

Challenge 37

Disabled. When this part is disabled it loses the trait Cumbersome Tide and the Incoming Tide action. This part is enabled when it has regenerated 200 hit points.

Cumbersome Tide. The area within 1000 feet of Solkara is flooded with magical water approximately 3 feet deep. For creatures with a Strength of 25 or below, the area as difficult terrain, they have disadvantage on Dexterity check and saving throws, and they must spend all of their movement to rise from being prone. Additionally, when Solkara's body is reduced to 800 hit points, the tide extends to 4000 feet, the depth increases to 12 feet, and the Strength requirement increases to 30.

ACTIONS

Crushing Wave. Solkara creates a massive wave in a 1000-foot cone. All creatures in the cone must make a DC 33 Dexterity saving throw. On a failed save the creature is pushed to the end of the cone, takes 315 (30d15) bludgeoning damage, and is knocked prone. On a successful save the creature takes half as much damage and can attempt a DC 25 Strength saving throw, being pushed half the distance to the end of the area and knocked prone a failed save, or not moved or knocked prone on a successful one.

Incoming Tide. Each creature of Solkara's choice in the area of her cumbersome tide, must make a DC 33 Strength saving throw or be pulled up to 500 feet towards her.

ARMS

Armor Class 30 (natural armor)
Hit Points 1,024 (32d20 + 384)

Damage Immunities psychic
Condition Immunities blinded, deafened
Challenge 32

Disabled. When Solkara's arms are disabled they lose the trait siege monster and they can only take on slam or fling attack on this part's turn. This part is enabled when it has regenerated 150 hit points.

ACTIONS

Multiattack. Solkara makes three attacks: any combination of slam or fling attacks.

Slam. Melee weapon attack: +27 to hit, reach 120 ft., one creature.
Hit: 115 (27d6+21) slashing damage and the target must make a DC 35 Strength saving throw or be grappled.

Fling. One gargantuan or smaller object or creature held or grappled by Solkara is thrown up to 300 ft in a direction of her choosing. The target must make a DC 35 Dexterity saving throw or take 3 (1d6) bludgeoning damage for every 10 feet it was thrown and knocked prone on a failure, or half as much damage on a success. If the target is thrown at another creature, that creature must succeed on a DC 35 Dexterity saving throw or take the same damage and be knocked prone.

LEGS

Armor Class 30 (natural armor)
Hit Points 1,120 (35d20 + 420)

Damage Immunities psychic
Condition Immunities blinded, deafened, prone
Challenge 35

Disabled. When Solkara's legs are disabled, Solkara is knocked prone and must crawl, speed 100 ft. to move. She loses the trait Trample and she cannot make stomp attacks. This part is enabled when it has regenerated 150 hit points.

Trample. When Solkara moves she can enter another creature's space, refer to Colossal. The first time Solkara enters a creature's space during the move, she it can make a Stomp attack on that creature.

Actions

Multiattack. Solkara makes two stomp attacks.

Stomp. Melee weapon attack: +27 to hit, reach 100 ft., one target.
Hit: 142 (27d8+21) bludgeoning damage and the target must make a DC 35 Strength saving throw or be knocked prone.

TAIL

Armor Class 30 (natural armor)
Hit Points 1,184 (37d20 + 444)

Damage Immunities psychic
Condition Immunities blinded, deafened
Challenge 33

Disabled. When Solkara's tail is disabled, it loses the trait siege monster and it can only make a single tail attack on this part's turn. This part is enabled when it has regenerated 150 hit points.

ACTIONS

Multiattack. Solkara makes two tail attacks.

Tail. Melee weapon attack: +27 to hit, reach 200 ft., one target. **Hit:** 169 (27d10+21) bludgeoning damage and the target must make a DC 35 saving throw or knocked prone.

Tail Sweep. Solkara sweeps her tail in a 200-foot cone. Each creature in the cone must make a DC 35 Dexterity saving throw, taking 169 (27d10+21) bludgeoning damage on a failed save, or half as much damage on a successful save.

TIMESUS

Gargantuan elemental (primordial), neutral evil

Armor Class varies, see colossal parts

Hit Points varies, see colossal parts

Speed 200 ft., fly 200 ft.

STR	DEX	CON	INT	WIS	CHA
37 (+16)	10 (+9) 3	33 (+14)	20 (+8)	25 (+10)	29 (+11)

Savings Throws Str +26, Con +24, Wis +20, Cha +21

Skills Arcana +18, Athletics +26, Intimidation +21

Damage Resistances fire, lightning; refer to Primordial Traits

Damage Immunities force, poison; refer to Primordial Traits

Condition Immunities petrified; refer to Primordial Traits

Senses blindsight 1,000 ft., tremorsense 800 ft., passive Perception 20

Languages Primordial

Challenge 34, see colossal parts (720,000 XP)

Black Star Aura. Timesus absorbs light within a 400-foot radius of it. All light (magical or not) is extinguished within 200 feet of Timesus, creating an area of Darkness. Creatures within this radius have full cover. The area 200-feet to 400-feet from Timesus treats Bright Light as Dim Light and Dim Light as Darkness. Creatures with blindsight and tremorsense can see normally within the black star aura.

Colossal. Timesus's space is 250 feet by 250 feet and it is approximately 300 feet tall. Any creature less than 30 feet tall can enter its space and any such creature must be within Timesus's space to be considered adjacent. Any creature 30 feet tall or smaller can only target Timesus's legs unless it is able to fly, the attack range is greater than 120 feet, or you are using the *climb* onto a bigger creature rules in the DMG. If Timesus' targets a Huge or smaller creature, any creature within 15 feet of the initial target must make a DC 34 Dexterity saving throw or take the same damage as the initial target.

Colossal Parts. Refer to Primordial Traits. In addition, Timesus has three parts: head and torso, arms, and legs.

Legendary Resistance. Refer to *Primordial Traits*.

Limited Magic Immunity. Refer to *Primordial Traits*.

Magic Weapons. Refer to *Primordial Traits*.

Primordial Might. Refer to *Primordial Traits*.

Primordial Slumber. Refer to *Primordial Traits*. In addition, Timesus enters its primordial slumber if two of its parts are disabled, as long as at least one is the head & torso.

Regeneration. Refer to *Primordial Traits*.

Siege Monster. Timesus deals double damage to objects and structures.

HEAD AND TORSO

Armor Class 30 (natural armor)

Hit Points 1,023 (33d20 + 363)

Challenge 34

Disabled. While Timesus's head and torso are disabled its black star aura does not function, the number of Blackstar spawn doubles (refer to Dust of Days), and this part's ability to take actions becomes recharge 4-6. This part is enabled when it has regenerated 150 hit points.

Dust of Days. At the end of each of this part's turns, 4 (1d4 + 2) pieces of its body break away and animate as blackstar spawn. The blackstar spawn act on this parts initiative -5.

Innate Spellcasting. Refer to Primordial Traits. In addition, Timesus's spell casting ability is Charisma (spell save DC 29, +21 to attack). When Timesus cast a spell the range and area of effect are decupled, and any damage caused is quadrupled. Timesus can innately cast the following spells, requiring no components:

At will: *earthquake*, *reverse gravity*

3/day each: *antimagic field*, *plane shift*, *time stop*

ACTIONS

Mindquake. Timesus selects a point it can see within 1000 feet of it. Each creature within 200 feet of that point must make a DC 29 Wisdom saving throw, taking 262 (25d20) psychic damage and be dazed for 1d4 rounds on a failed save, or half as much damage on a successful one. A dazed creature's speed is reduced in half and it cannot take bonus actions or reactions.

Meteoric Shockwave (Recharge 5-6). Timesus emits a wave of force in a 200-foot radius around it. Each creature within the area must make a DC 29 Strength saving throw. On a failed save, the creature takes 472 (45d20) force damage and is pushed 280 feet. On a successful save, the creature takes half as much damage and must make an additional DC 21 Strength saving throw or be pushed 100 ft.

If a pushed creature hits a wall or other unmoving object it takes an additional 1d8 damage for each foot it was pushed before hitting the object.

ARMS

Armor Class 30 (natural armor)

Hit Points 775 (25d20 + 275)

Damage Immunities psychic

Condition Immunities blinded, deafened

Challenge 34

Disabled. While Timesus's arms are reduced to 387 hit points or less, they have disadvantage on their attacks. If this part is disabled it loses the trait *siege monster*, and it can only make on slam attack with disadvantage per turn. This part is enabled when it has regenerated 150 hit points.

ACTIONS

Multiattack. Timesus makes two slam attacks.

Slam. Melee weapon attack: +26 to hit, reach 140 ft., one target.
Hit: 172 (34d8 + 19) bludgeoning damage.

LEGS

Armor Class 30 (natural armor)

Hit Points 899 (29d20 + 319)

Damage Immunities psychic

Condition Immunities blinded, deafened, prone

Challenge 34

Disabled. While Timesus's legs are reduced to 450 hit points its speed is reduced in half and it can only make one stomp attack per turn. If it is reduced to 0 hit points, Timesus is knocked prone and must crawl, speed 50 ft., to move, and cannot make stomp attacks. This part is enabled when it has regenerated 100 hit points.

Trample. When Timesus moves it can enter another creature's space, refer to Colossal. The first time Timesus enters a creature's space during the move, she it can make a Stomp attack on that creature. When Timesus makes a stomp attack, it cost 100 feet of movement.

Actions

Multiattack. Timesus makes two stomp attacks.

Stomp. Melee weapon attack: +26 to hit, reach 100 ft., one target.
Hit: 206 (34d10 + 19) bludgeoning damage.

BLACKSTAR SPAWN

Large elemental, neutral evil

Armor Class 20 (natural armor)

Hit Points 239 (18d10 + 140)

Speed 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	25 (+7)	10 (+0)	13 (+1)	8 (-1)

Savings Throws Str +11, Dex +7, Con +11

Skills Acrobatics +7, Athletics +11, Perception +6

Damage Resistances fire, lightning; bludgeoning, piercing, and slashing that is nonmagical

Damage Immunities force, poison

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned

Senses blindsight 60 ft., tremorsense 60 ft., passive Perception 16

Languages Primordial

Challenge 13 (5,900 XP)

Blackstar Resistance (2/Day). If the blackstar spawn fails a saving throw, it can use a reaction to re-roll the saving throw.

Charge. If the blackstar spawn moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 13 (2d12) bludgeoning damage.

Magic Weapons. The blackstar spawn's weapon attacks are treated as magical for overcoming resistances and immunities.

Pack Tactics. The blackstar spawn has advantage on an attack rolls against a creature if at least one of the blackstar spawn's allies is within 10 ft. of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +11 to hit, reach 10 ft., one target.

Hit: 22 (3d10 + 6) bludgeoning damage and the target must make a DC 18 Strength saving throw or be knocked prone.

Ram. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. **Hit:** 25 (3d12 + 6) bludgeoning damage and the target must make a DC 18 Strength saving throw or be pushed 10 feet and knocked prone.

Rock. Ranged Weapon Attack: +11 to hit, range 120/ 480 ft., one target. **Hit:** 28 (4d10 +6) bludgeoning damage and the target must make a DC 18 Strength saving throw or be knocked prone. If there are no rocks in the area the Blackstar spawn can use a piece of its body, taking 7 (2d6) damage.

REACTIONS

Crush the Fallen. When a creature first falls prone, the blackstar spawn makes a slam attack targeting the prone creature.

Richochet. When the blackstar spawn is reduced to 0 hit points it can use a reaction to move half its speed and make a Ram attack with advantage.

LADY OF PAIN

Huge humanoid (primordial), lawful neutral

Armor Class 24 (natural armor)

Hit Points 1,100 (50d12 + 500)

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

STR	DEX	CON	INT	WIS	CHA
30 (+13)	30 (+13)	30 (+13)	30 (+13)	26 (+11)	30 (+13)

Savings Throws Str +23, Dex +23, Con +23, Int +23, Wis +21, Cha +23

Skills Arcana +23, Insight +21, Intimidation +33, Investigation +23, Perception +21, Stealth +23

Damage Resistances fire, force, thunder; refer to Primordial Traits

Damage Immunities cold, poison; refer to Primordial Traits

Condition Immunities paralyzed, petrified, poisoned; refer to Primordial Traits

Senses truesight 120 ft., passive Perception 31

Languages All, telepathy 120 ft.

Challenge 33 (215,000 XP)

Agonizing Pain. When an attack by the Lady of Pain inflicts slashing damage, the target can only take an action or bonus action on its turn, and it cannot take reactions. In addition, it has disadvantage on all attack, save, and check rolls until this damage is healed. Alternately, a creature can make a DC 31 Wisdom or Constitution saving throw at the end of each of its turns, ending these effects on itself on a success.

Colossal Parts. Refer to Primordial Traits. In addition, the Lady of Pain has eight parts. Each part appears the same, has the same stats, acts independently and are completely indistinguishable. The Lady of Pain can only manifest one part outside of Sigil.

Innate Spellcasting. Refer to Primordial traits. In addition, the Lady of Pain's spell casting ability is Charisma (spell save DC 31, +23 to hit with attack spells). The Lady of Pain can innately cast the following spells, requiring no components:

At will: *blade barrier, power word pain (180 ft.)*

3/day each: *feblemind, heal, maddening darkness, power word kill*

1/day each: *gate, psychic scream, true resurrection, wish*

Inscrutable. The Lady is immune to any effect that would sense her emotions or read her thoughts, as well as any divination spell that she refuses. Wisdom (Insight) checks made to ascertain her intentions automatically fail.

Legendary Resistance (5/day). Refer to Primordial Traits.

Limited Magic Immunity. Refer to Primordial Traits.

Magic Weapons. Refer to Primordial Traits.

Primordial Might. Refer to Primordial Traits.

Primordial Slumber. Refer to Primordial Traits. In addition, the Lady of Pain is banished if all of her parts are disabled at the same time. In addition, an individual part is reactivated when it has regained 200 hit points.

If the Lady of Pain is banished, Sigil begins to fall apart. Its many portals immediately begin to function erratically. Anytime someone attempts to use a portal roll a d6: on a roll of 1-2 the portal functions normally, on a roll of 3-4 the portal doesn't function, on a roll of 5-6 the portal transports users to a random location in the multiverse. In addition, the entire plane suffers the effects of an Earthquake and Storm of Vengeance spells until after 2d6 minutes the plane breaks apart and implodes, destroying everything still remaining on the plane.

Regeneration. Refer to *Primordial Traits*.

Shadow of Pain. Any creature that enters or starts its turn in the Lady of Pains shadow must make a DC 31 Dexterity saving throw. Taking 45 (10d8) slashing damage on a failed save, or half as much on a successful one. While in Sigil, the Lady of Pain can control her shadow, using a bonus action she can extend her shadow to cover 120-foot cone in any direction.

ACTIONS

Multiattack. The Lady makes three attacks: any combination of Gift of Pain and Maze of Agony.

Gift of Pain. The Lady chooses one creature she can see within 180 feet of her. That creature must make a DC 31 Dexterity saving throw or take 91 (14d12) slashing damage.

Maze of Agony. The Lady of Pain banishes one creature that she can see and within 180 feet to labyrinthine demiplane. The target can attempt to escape by using an action to make a DC 31 Intelligence check, taking 45 (10d8) psychic damage in the process. On a success, the creature escapes and reappears in a random unoccupied space in Sigil.

Summon Dabus (Recharge 5-6). The Lady summons 2d20 dabus to unoccupied spaces within 240 feet of her.

REACTIONS

Blade Barrier. The Lady of Pain adds 5 to her AC against one ranged attack that would hit her. To do so the Lady must see the attacker or be in Sigil.

LEGENDARY ACTIONS

The Lady of Pain can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If The Lady has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. The Lady regains spent legendary actions at the start of her turn.

Attack. The Lady of Pain makes a Gift of Pain or a Maze of Agony attack.

At-Will. The Lady of Pain cast an at-will spell.

Move. The Lady of Pain can move up to half her speed.

Regenerate. The Lady of Pain regains 30 hit points.

Spell Casting (Costs 2 Actions). The Lady, casts a spell.

Teleport (Costs 2 Actions). The Lady of Pain teleports to an unoccupied space she can see within 120 feet of her.

All Shadows (Costs 4 Actions). The Lady of Pain extends her Shadow of Pain in a 180-foot radius around her.

PIRANOOTH

Gargantuan giant (primordial), neutral evil

Armor Class varies, see colossal parts

Hit Points varies, see colossal parts

Speed 600 ft.

STR	DEX	CON	INT	WIS	CHA
42 (+19)	12 (+4)	34 (+15)	20 (+7)	24 (+10)	28 (+12)

Savings Throws Str +28, Dex +11, Con +24, Wis +19, Cha +21

Skills Athletics +28, Intimidation +19

Damage Resistances Refer to Primordial Traits

Damage Immunities cold, fire; refer to Primordial Traits

Condition Immunities Refer to Primordial Traits

Senses darkvision 1 mile, trusight 1,200 ft., passive Perception 15

Languages Common, Giant, Primordial

Challenge 32, see colossal parts (1,260,000 XP)

Chaos Jump (Recharge 5-6). Piranooth's can spend 120 feet of movement to use a bonus action and teleport up to 2000 feet to an area of earth, fire, ice, or snow. Piranooth must be standing in an area of earth, fire, ice, or snow to use this ability.

Colossal. Piranooth's space is 650 feet by 650 feet and is approximately 900 feet tall. Any creature less than 120 feet tall can enter his space and any such creature must be within Piranooth's space to be considered adjacent. In addition, any creature 120 feet tall or smaller can only target Piranooth's legs (unless the attack range is greater than 450 feet for the body and arms or greater than 780 feet for the head) unless it is able to fly or use the *climb onto a bigger creature* rules in the DMG. Additionally, it cost Piranooth 120 feet of speed when he takes an arm or leg action.

Colossal Parts. Refer to Primordial Traits. In addition, Piranooth has six parts: head, body, arms (2), and legs (2).

Earth shift. Piranooth can use a bonus action to disengage and move 200 feet. This movement does not count against Piranooth's total speed.

Legendary Resistance (5/day). Refer to *Primordial Traits*.

Limited Magic Immunity. Refer to *Primordial Traits*.

Magic Weapons. Refer to *Primordial Traits*.

Primordial Might. Refer to *Primordial Traits*.

Primordial Slumber. Refer to *Primordial Traits*. In addition, Piranooth's primordial slumber is triggered if its *head* and *body* are disabled or if any three parts are disabled as long as one of the parts is the *head* or *body*.

Regeneration. Refer to *Primordial Traits*.

Siege Monster. Piranooth deals double damage to objects and structures.

Triple Mind. Piranooth can take three reactions per round, but only one per turn. It also has advantage on saving throws against being knocked unconscious, blinded, or stunned.

HEAD

Armor Class 28 (natural armor)

Hit Points 640 (20d20 + 240)

Challenge 31

Disabled. While Piranooth's head is disabled it loses the traits *innate spellcasting* and targets gain advantage against this part's attacks. This part is enabled when it has regenerated 100 hit points.

Innate Spellcasting. Refer to Primordial Traits. In addition, Piranooth's spell casting ability is Charisma (spell save DC 29, +21 to attack). When Piranooth cast a spell the range and area of effect are increased by 10 times their value, and any damage caused by an at-will spell is quadrupled. Piranooth can innately cast the following spells, requiring no material components,

At will: *earthquake, erupting earth, fireball, fire storm, ice storm, move earth, wall of earth, fire, or ice*
2/day each: *meteor storm*

ACTIONS

Magma Strike (Recharge 4-6). Piranooth belches fire and magma in a 4000-foot line that is 60 feet wide. Each creature in that area must make a DC 32 Dexterity saving throw, taking 260 (40d12) fire and 260 (40d12) bludgeoning damage on a failed save, or half as much damage on a successful one.

BODY

Armor Class 30 (natural armor)

Hit Points 1,472 (46d20 + 552)

Damage Immunities psychic

Condition Immunities blinded, deafened, prone

Challenge 31

Disabled. While Piranooth's body is disabled it loses its *cloud of elemental chaos* trait and *spawn giants* action. This part is enabled when it has regenerated 120 hit points.

Cloud of Elemental Chaos. If Piranooth wishes, at the start of each of it's body's turns, each creature of Piranooth's choice within 500 feet of it must make a DC 31 Constitution saving throw. On a failed save roll a d6. On a roll of 1-2 the creature takes 55 (14d10) cold damage; on a roll of 3-4 it takes 55 (10d10) fire damage and on a roll of 5-6 it takes 55 (10d10) cold and 55 (10d10) fire damage. On a successful save, roll a d6 and the creature takes half the damage listed above.

ACTIONS

Spawn Giants (1/Short Rest). Piranooth summons fire, frost, and hill giants whose total average hit points do not exceed 1000, to unoccupied spaces within its *cloud of elemental chaos*.

ARMS (2)

Armor Class 26 (natural armor)

Hit Points 704 (22d20 + 264)

Damage Immunities psychic

Condition Immunities blinded, deafened, prone

Challenge 33

Disabled. While Piranoth's arm is disabled it loses the trait *siege monster*, it cannot use the *arctic whip* or *icefire slash* actions, the range of its attack is reduced in half, targets gain advantage on their saving throw against its attacks, and its attacks become recharge 4-6 (sharing the same recharge roll). This part is enabled when it has regenerated 100 hit points.

ACTIONS

Slam. *Melee weapon attack:* Piranoth strikes a 75-foot by 75-foot area in its space or within 300 feet of it. Each creature in the area must make a DC 36 Dexterity saving throw, taking 400 (84d8+22) bludgeoning damage on a failed save, or half as much damage on successful one.

Arctic Whip. Piranoth lashes out with a whip of magical cold in a 1,200-foot line that is 10 feet wide. Each creature in the line must make a DC 36 Dexterity saving throw, taking 315 (30d20) cold damage and have its speed reduced in half on a failed save, or half as much damage on successful one. A creature may make additional DC 30 Constitution saving throws at the end of its turns, ending the effect on itself on a success.

REACTIONS

Icefire Slash (Recharge 4-6). When Piranoth's body or head is missed by an attack it can strike out with a blast of fire and cold. Piranoth picks a point it can see within 800 feet of it. Each creature within a 60-foot radius of that point must make a DC 29 Dexterity saving throw, taking 66 (12d10) cold and 66 (12d19) fire damage on a failed save, or half as much damage on a successful one.

LEGS (2)

Armor Class 25 (natural armor)

Hit Points 800 (25d20 + 300)

Damage Immunities psychic

Condition Immunities blinded, deafened, prone

Challenge 34

Disabled. While Piranoth's leg is disabled it loses the trait *siege monster*, it cannot take make an *earthen storm* attack, the range of its *stomp* attack is reduced in half, its movement speed is reduced by 300 feet, and targets gain advantage on their saving throw against its stomp attack. If both legs are disabled Piranoth is knocked prone. This part is enabled when it has regenerated 100 hit points.

Actions

Stomp. *Melee weapon attack:* Piranoth steps on a 180-foot by 75-foot area in its space or within 250 feet of it. Each creature in the area must make a DC 36 Dexterity saving throw, taking 484 (84d10+22) bludgeoning damage on a failed save, or half as much on success.

Earthen Storm. Piranoth slams its foot to the ground creating an explosion of earth and stone in a 2000-foot cone. Each creature in the cone must make a DC 32 Constitution saving throw, taking 420 (40d20) bludgeoning damage and pushed 20 feet for each point the save is failed by, or half as much damage on a success.

LAKKAR

Gargantuan giant (primordial), neutral evil

Armor Class varies, see colossal parts

Hit Points varies, see colossal parts

Speed 500 ft.

STR	DEX	CON	INT	WIS	CHA
40 (+18)	10 (+3)	32 (+14)	12 (+4)	14 (+5)	24 (+10)

Savings Throws Str +27, Dex + 12, Con +23, Wis +14, Cha +19

Skills Athletics +27, Intimidation +19

Damage Resistances Refer to Primordial Traits

Damage Immunities cold; refer to Primordial Traits

Condition Immunities Refer to Primordial Traits

Senses darkvision 1 mile, passive Perception 15

Languages Common, Draconic, Giant, Primordial

Challenge 30, see colossal parts (1,005,000 XP)

Colossal. Lakkar's space is 520 feet by 520 feet and he is approximately 750 feet tall. Any creature less than 100 feet tall can enter his space and any such creature must be within Lakkar's space to be considered adjacent. In addition, any creature 100 feet tall or smaller can only target Lakkar's legs (unless the attack range is greater than 375 feet for the body and arms or greater than 600 feet for the head) unless it is able to fly or use the *climb onto a bigger creature* rules in the DMG. Additionally, it cost Lakkar 100 feet of movement when he takes an arm or leg action.

Colossal Parts. Refer to Primordial Traits. In addition, Lakkar has six parts: head, body, arms (2), and legs (2).

Legendary Resistance. Refer to *Primordial Traits*.

Limited Magic Immunity. Refer to *Primordial Traits*.

Magic Weapons. Refer to *Primordial Traits*.

Primordial Might. Refer to *Primordial Traits*.

Primordial Slumber. Refer to *Primordial Traits*. In addition, Lakkar's primordial slumber is triggered if its *head* and *body* are disabled or if any three parts are disabled as long as one of the parts is the *head* or *body*.

Regeneration. Refer to *Primordial Traits*.

Siege Monster. Lakkar deals double damage to objects and structures.

HEAD

Armor Class 28 (natural armor)

Hit Points 558 (18d20 + 198)

Challenge 28

Disabled. While Lakkar's head is disabled it loses the traits *innate spellcasting*, his attacks are made at disadvantage, and targets gain advantage against this part's attacks. This part is enabled when it has regenerated 90 hit points.

Innate Spellcasting. Refer to Primordial Traits. In addition, Lakkar's spell casting ability is Charisma (spell save DC 27, +19 to attack). When Lakkar cast a spell the range and area of effect are increased by 8 times their value, and any damage caused by an at-will spell is quadrupled. Lakkar can innately cast the following spells, requiring no material components,

At will: *ice storm*, *sleet storm*, *wall of ice*
1/day each: *storm of vengeance*

ACTIONS

Icy Glare. *Ranged spell attack:* +19 to hit, range 1 mile, up to three targets within 120 feet of each other that Lakkar can see. *Hit:* 110 (20d10) cold damage and the target is restrained. The target must make a DC 25 Constitution saving throw at the end of each of its turns. On the first failure the target is stunned. On each additional failure the target gains one level of exhaustion (these accumulate). On a success the conditions end, but any levels of exhaustion remain.

Cold Breath (Recharge 5-6). Lakkar exhales cold in a 4000-foot cone. Each creature in that area must make a DC 31 Constitution saving throw, taking 315 (30d20) cold damage and losing resistance to cold damage for one minute on a failed save, or half as much damage on a successful one.

If a creature is reduced to 0 hit points while within the aura it is encased in ice, frozen, and suffers the petrified condition.

BODY

Armor Class 25 (natural armor)

Hit Points 1,364 (44d20 + 484)

Damage Immunities psychic

Condition Immunities blinded, deafened, prone

Challenge 27

Disabled. While Lakkar's body is disabled it loses its *cold aura*. This part is enabled when it has regenerated 120 hit points.

Cold Aura. If it wishes, at the start of each of Lakkar's body's turns, each creature within 500 feet of it must make a DC 24 Constitution saving throw, taking 65 (10d12) cold damage on a failed save, or half as much on a success.

If a creature is reduced to 0 hit points while within the aura it is encased in ice, frozen, and suffers the petrified condition.

ARMS (2)

Armor Class 25 (natural armor)

Hit Points 620 (20d20 + 220)

Damage Immunities psychic

Condition Immunities blinded, deafened, prone

Challenge 32

Disabled. While Lakkar's arm is disabled it loses the trait *siege monster*, the range of its attack is reduced in half, targets gain advantage on their saving throw against its attacks, and its attacks become recharge 4-6 (sharing the same recharge roll). This part is enabled when it has regenerated 60 hit points.

ACTIONS

Slam. *Melee weapon attack:* Lakkar strikes a 50-foot by 50-foot area within its space or within 200 feet of him. Each creature in the area must make a DC 35 Dexterity saving throw, taking 234 (61d6+21) bludgeoning damage on a failed save, or half as much on success.

Greataxe. *Ranged weapon attack:* Lakkar strikes 160-foot line that is 5 feet wide within 600 feet of him. Each creature in the area must make a DC 35 Dexterity saving throw, taking 417 (61d12+21) slashing damage on a failed save, or half as much on success.

Rock. *Ranged weapon attack:* +29 to hit, range 2,400 / 7,200 ft., one target. *Hit:* 356 (61d10+21) bludgeoning damage. On a hit, each creature with 50 feet of the target must make DC 35 Dexterity saving throw, taking the same damage on a failure or half as much on a success.

LEGS (2)

Armor Class 25 (natural armor)

Hit Points 775 (25d20 + 275)

Damage Immunities psychic

Condition Immunities blinded, deafened, prone

Challenge 32

Disabled. While Lakkar's leg is disabled it loses the trait *siege monster*, the range of its stomp attack is reduced in half, his movement speed is reduced by 250 feet, and targets gain advantage on their saving throw against its stomp attack. If both legs are disabled Lakkar is knocked prone. This part is enabled when it has regenerated 60 hit points.

Actions

Stomp. Melee weapon attack: Lakkar steps on a 100-foot by 40-foot area in his space or within 200 feet of him. Each creature in the area must make a DC 35 Dexterity saving throw, taking 295 (61d8+21) bludgeoning damage on a failed save, or half as much on success.

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MAEGERA

Gargantuan elemental (primordial), chaotic evil

Armor Class varies, see colossal parts

Hit Points varies, see colossal parts

Speed 200 ft.

STR	DEX	CON	INT	WIS	CHA
36 (+16)	22 (+9)	30 (+13)	14 (+5)	20 (+8)	26 (+11)

Savings Throws Dex + 18, Con +23, Wis +16, Cha +20

Skills Acrobatics +27, Intimidation +20

Damage Resistances Refer to Primordial Traits

Damage Immunities fire, poison; refer to Primordial Traits

Condition Immunities grappled, paralyzed, petrified, prone, restrained; refer to Primordial Traits

Senses blindsight 1,000 ft., passive Perception 15

Languages Ignan, Primordial

Challenge 30, see colossal parts (465,000 XP)

Colossal. Maegera's space is 200 feet by 200 feet and it is approximately 300 feet tall. Any creature less than 30 feet tall can enter its space and any such creature must be within Maegera's space to be considered adjacent. Any creature 30 feet tall or smaller can only target Maegera's legs unless it is able to fly, the attack range is greater than 120 feet, or you are using the *climb onto a bigger creature* rules in the DMG. If Maegera's targets a Large or smaller creature, any creature within 10 feet of the initial target must make a DC 33 Dexterity saving throw or take the same damage as the initial target. Additionally, it cost Maegera 50 feet of movement when it takes arm or leg actions.

Colossal Parts. Refer to Primordial Traits. In addition, Maegera has three parts: head and torso, arms, and legs.

Illumination. Maegera sheds bright light in a 1,200-foot radius and dim light in an additional 1,200 ft.

Legendary Resistance. Refer to *Primordial Traits*.

Limited Magic Immunity. Refer to *Primordial Traits*.

Magic Weapons. Refer to *Primordial Traits*.

Primordial Might. Refer to *Primordial Traits*.

Primordial Slumber. Refer to *Primordial Traits*. In addition, Maegera enters the primordial slumber if all of its parts are disabled.

Regeneration. Refer to *Primordial Traits*.

Siege Monster. Maegera deals double damage to objects and structures.

HEAD AND TORSO

Armor Class 25 (natural armor)

Hit Points 960 (32d20 + 320)

Challenge 28

Disabled. While Maegera's head is disabled the range of its fire aura is reduced to 10 feet, and the damage it causes is reduced in half. Additionally, its ability to cast spells becomes a recharge 4-6 ability. This part is enabled when it has regenerated 100 hit points.

Fire Aura. At the start of each of Maegera's head and torso's turns, each creature within 120 feet of it, or in its space, takes 35 (10d6) fire damage, and flammable objects in the aura ignite. A creature also takes 35 (10d6) fire damage from touching Maegera or from hitting it with a melee attack while within 10 feet of it. Nonmagical weapons that hit Maegera are destroyed by fire immediately after hitting it.

Innate Spellcasting. Refer to Primordial Traits. In addition, Maegera's spell casting ability is Charisma (spell save DC 28, +20 to attack). When Maegera cast a spell the range and area of effect are increased by 8 times their value, and any damage caused by an at-will spell is quadrupled. Maegera can innately cast the following spells, requiring no material components,

At will: *fireball*, *heat metal*, *wall of fire*

1/day each: *firestorm*

ACTIONS

Quench Magic. Maegera targets one creature that it can see within 600 feet of it. Any resistance or immunity to fire damage that the target gains from a spell or magic item is suppressed. The effect lasts for 2 (1d4) rounds.

Smoke Cloud (Recharge 5-6). Maegera exhales a billowing cloud of hot smoke and embers that fills a 1,000 foot cube. Each creature in the area takes 110 (20d10) fire damage. The cloud lasts for 7 (2d6) rounds, but does not inflict more damage. Creatures completely in the cloud are blinded and can't be seen. Maegera can see through the cloud.

Create Fire Elemental. Maegera's head and torso's hit points are reduced by 50 as part of it separates and becomes a fire elemental with 150 hit points. The fire element appears in an unoccupied space within 30 feet of Maegera and acts on its own initiative count. Maegera can't use this action if it has 50 hit points or fewer. The fire element obeys Maegera's commands and fights until destroyed.

ARMS

Armor Class 27 (natural armor)

Hit Points 720 (24d20 + 240)

Damage Immunities psychic

Condition Immunities blinded, deafened

Challenge 30

Disabled. While Maegera's arms are disabled it loses the trait *siege monster*, and it can only make on slam attack with disadvantage per turn. This part is enabled when it has regenerated 600 hit points.

ACTIONS

Multiattack. Maegera makes two slam attacks.

Slam. Melee weapon attack: +25 to hit, reach 150 ft., one target.
Hit: 113 (27d6+19) bludgeoning damage plus 78 (12d12) fire damage

LEGS

Armor Class 25 (natural armor)

Hit Points 840 (28d20 + 280)

Damage Immunities psychic

Condition Immunities blinded, deafened, prone

Challenge 30

Disabled. While Maegera's legs are reduced to 420 hit points it speed is reduced in half and it can only make one stomp attack at per turn. If it is reduced to 0 hit points, Maegera is knocked prone and must crawl, speed 60 ft., to move, and cannot make stomp attacks. This part is enabled when it has regenerated 100 hit points.

Actions

Multiattack. Maegera makes two stomp attacks.

Stomp. Melee weapon attack: +25 to hit, reach 100 ft., one target.
Hit: 140 (27d8+19) bludgeoning damage plus 65 (10d12) fire damage.

ARCH-FIENDS

(CHAOTIC EVIL)

DEMON PRINCES

(ARCH-FIENDS)

Demon Princes are similar in power to intermediate gods and, generally, have the abilities and traits in the list below. These abilities and traits are assumed to be a part of all demon prince stat blocks. Only specific modifications to these traits and/or additional traits are listed in the individual stat blocks.

Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from a +4 or lesser magical weapons

Damage Immunities bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned

Banishment. When a demon prince drops to 0 hit points, its body is destroyed but its essence travels back to its domain, and is unable to take physical form for a time.

Innate Spellcasting. Refer to individual entries for a demon prince's spell casting ability, their save DC, and attack bonus. Demon princes can innately cast the following spells at 7th level or higher, requiring no material components:

At will: *comprehend languages, darkness, detect magic, detect thoughts, dispel magic, fear, polymorph, see invisibility, telekinesis*

3/day each: *arcane gate, forbiddance, symbol, telepathy, teleport*

1/day each: *astral projection, gate*

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

Limited Magic Immunity. Unless a demon prince wishes to be affected, it is immune to spells of 6th level or lower, and it has advantage on all other spells and magical effects.

Magic Weapons. A demon prince's weapon attacks are treated as +4 magical weapons.

DEMOGORGON

Gargantuan, fiend (demon prince) chaotic evil

Armor Class 28 (natural armor)

Hit Points 1,440 (45d20+540)

Speed 80 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
35 (+16)	24(+11)	34 (+16)	28 (+13)	26 (+12)	34 (+16)

Savings Throws Str +26, Dex +21, Con +26, Wis +22, Cha +26

Skills Acrobatics +19, Athletics +26, Arcana +23, Insight +22, Intimidation +26, Nature +23, Perception +22, Dexterity +19

Damage Resistances Refer to *Demon Princes* entry

Damage Immunities necrotic, poison, psychic; refer to *Demon Princes* entry

Condition Immunities paralyzed; refer to *Demon Princes* entry

Senses truesight 480 ft., passive Perception 32

Languages Abyssal, Draconic, Primordial, telepathy 1,000 ft.

Challenge 35 (265,000 XP)

Banishment. Refer to *Demon Princes* entry.

Prince of Demons. Demogorgon's attacks ignore the immunities and resistances of creatures CR30 and below. For creatures of CR31-40, Demogorgon's attacks ignore resistances and treat immunities as resistance (condition immunities provide advantage in lieu of immunity). In addition, any demon within 120 feet of him must obey Demogorgon's commands or suffer 22 (4d10) force damage at the start of its turn.

Hypnotic Gaze. When a target is under the influence of either *Aameul's* or *Hethradiah's gaze* and fails a saving throw against the other gaze. The effects of both Aameul's and Hethradiah's gaze end, the target takes an additional 65 (10d12) psychic damage and is dominated as in the *dominate monster* spell. Demogorgon can use a bonus or legendary action to take precise control of the target.

Innate Spellcasting. Refer to *Demon Princes* entry. In addition, Demogorgon's spell casting ability is Charisma (spell save DC 34, +26 to hit with attack spells). Demogorgon can innately cast the following spells, requiring no components:

At will: *blight*, *charm monster*, *detect good*, *fly*, *insect plague*

3/day each: *confusion*, *feeblemind*, *heal*, *power word stun*

1/day each: *imprisonment (chaining)*, *time stop*, *weird*, *wish*

Legendary Resistance. Refer to *Demon Princes* entry..

Limited Magic Immunity. Unless Demogorgon wishes to be affected, it is immune to spells of 7th level or lower and has advantage on saving throws of all spells and magical effects.

Magic Weapons. Demogorgon's weapon attacks are treated as +5 magical weapons for overcoming resistances.

Two Heads. Demogorgon has advantage on Wisdom (Perception) checks and on saving throws against being blinded, deafened, stunned, and knocked unconscious. It can take two reactions and two bonus actions per round.

Actions

Multiattack. Demogorgon makes two *tentacle* or two *gaze* attacks.

Bite. *Melee Weapon Attack:* +27 to hit, reach 10 ft., one target. *Hit:* 131 (20d10 + 21) piercing damage and 55 (10d10) poison damage.

Tail. *Melee Weapon Attack:* +27 to hit, reach 30 ft., one target. *Hit:* 111 (20d8 + 21) bludgeoning damage and the target must make a DC 34 Constitution saving throw, suffering 2 (1d4) levels of exhaustion on a failed save, or one a successful save.

Tentacle. *Melee Weapon Attack:* +27 to hit, reach 20 ft., one target. *Hit:* 86 (10d12 + 21) bludgeoning damage plus 55 (10d10) necrotic damage and the target is grappled (escape DC 34). Until the grapple ends the target is restrained. A target must make a DC 34 constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. The target dies if its maximum is reduced to 0. Demogorgon can grapple up to 2 large or 4 medium or smaller targets with its tentacles

Gaze. Demogorgon turns its magical gaze toward one creature he can see and that can see him. The target must make a DC 34 Wisdom saving throw. A creature can avert its eyes (prior to Demogorgon making the attack) to automatically succeed on the save; however, in so doing it suffers disadvantage on all of its attacks, saving throws, and ability checks and grants advantage to attackers until the start of its next turn.

If the target fails the save, the target suffers one of the following effects of Demogorgon's choice.

1. Aameul's Gaze. The target takes 65 (10d12) psychic damage and the target is charmed for 1 minute.

2. Hethradiah's Gaze. The target takes 65 (10d12) psychic damage and the target suffers the effects of the *symbol (insanity)* spell.

The target may attempt a saving throw, at disadvantage if it can see Demogorgon, at the end of each of its turns, ending the effect for it on a success.

Fling. One object or creature held or grappled by Demogorgon is thrown up to 400 ft in a direction of its choosing. The target must make a DC 35 Dexterity saving throw or take 3 (1d6) bludgeoning damage for every 10 feet it was thrown and knocked prone on a failure, or half as much damage on a success. If the target is thrown at another creature, that creature must succeed on a DC 35 Dexterity saving throw or take the same damage and be knocked prone.

Summon Demon (1/short-rest). Demogorgon magically summons (100% chance of success) demons with a combined average hit points of not more than 1,000; or (75% chance) 1d2 *balor lords*.

Bonus Action

Grappled. Dagon can make a *bite*, *tentacle*, or *fling* attack against one grappled creature.

Reaction

Parry. When Demogorgon is targeted by a ranged attack it can see, Demogorgon gains a +4 AC bonus to all ranged attacks from the attacker until the end of the attacker's turn, this bonus is cumulative.

Legendary Actions

Demogorgon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Demogorgon has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. Demogorgon regains spent legendary actions at the start of its turn.

Move. Demogorgon moves up to half his speed.

Regenerate. Demogorgon regenerates 30 hit points.

Teleport. Demogorgon magically teleports, along with any equipment it is carrying, up to 240 feet to an unoccupied space it can see.

Innate Spellcasting (1/day). Demogorgon casts a spell **Tail (Costs 2 Actions).** Demogorgon makes a *tail* attack.

Tentacle (Costs 3 Actions). Demogorgon makes two *tentacle* attacks.

Gaze (Costs 3 Actions). Demogorgon makes a *gaze* attacks on all targets within 30 feet of it.

GRAZ'ZT

Large fiend (demon prince) chaotic evil

Armor Class 32 (epic plate)

Hit Points 945 (45d10+495)

Speed 60 ft

STR	DEX	CON	INT	WIS	CHA
28 (+12)	32(+14)	32(+14)	33(+14)	25(+10)	35 (+15)

Savings Throws Str +22, Dex +34, Con +24, Int +24, Wis +20, Cha +35

Skills Acrobatics +24, Arcana +23, Athletics +22, Deception +25, Perception +22, Persuasion +35

Damage Resistances Refer to *Demon Princes* entry

Damage Immunities acid, lightning; refer to *Demon Princes* entry

Condition Immunities Refer to *Demon Princes* entry

Senses truesight 360 ft., passive Perception 32

Languages All, telepathy 500 ft.

Challenge 33 (215,000 XP)

Angdrelve. The Wave of Sorrow is +4 epic greatsword artifact (included in the attack) that has 10 charges, and any of its properties that require a saving throw have a save DC of 31. While holding it, Graz'zt can use an action to spend 1 or more charges to cast one of the following spells from it: *sanctuary* (1 charge), *melf's acid arrow – 9th level* (1 charge), *mirror image* (1 charge), *mirage arcane* (2 charges), or *disintegrate* (2 charges). The sword regains 1d6 + 4 charges daily at dawn.

While attuned to Graz'zt, Angdrelve can release a line of acid, see *jet of acid*, and it returns to its master's hand when Graz'zt summons it as a bonus action.

Banishment. Refer to *Demon Princes* entry.

Innate Spellcasting. Refer to *Demon Princes* entry. In addition, Graz'zt's spell casting ability is Charisma (spell save DC 33, +25 to hit with attack spells). Graz'zt can innately cast the following spells, requiring no material components:

At will: *charm person*, *crown of madness*, *dissonant whispers*, *fly*
3/day each: *counterspell*, *dominate monster*, *dominate person*
1/day each: *greater invisibility*, *Imprisonment (slumber)*

Legendary Resistance. Refer to *Demon Princes* entry.

Limited Magic Immunity. Unless Graz'zt wishes to be affected, it is immune to spells of 7th level or lower and has advantage on saving throws of all spells and magical effects.

Magic Weapons. Refer to *Demon Princes* entry.

Prince of Seduction. When Graz'zt cast a spell that imposes the charmed condition, the target has disadvantage on the saving throw and Graz'zt's charms bypass immunity to the charmed condition. However, immune creatures get advantage on their saving throw. In addition, when Graz'zt casts a spell that charms a target, he does so at the highest level, he does not need to maintain concentration on the spell for its duration, and he can use a bonus action or legendary action to provide commands and exert precise control on targets he has charmed.

Graz'zt's acid attacks ignore resistances and immunities of creatures CR 30 and below and for creatures of CR31-35 the attacks ignore resistances and treat immunities as resistance.

Regeneration. Graz'zt regains 30 hit points at the start of its turn.

Shapechanger. Graz'zt can use his action or 2 legendary actions to polymorph into a form that resembles a Medium humanoid, or back into his true form. Aside from his size, his statistics are the same in each form. Any equipment he is wearing or carrying isn't transformed.

Actions

Multiattack. Graz'zt makes four *wave of sorrow* or two *jet of acid* attacks.

Wave of Sorrow. *Melee Weapon Attack:* +23 to hit, reach 10 ft., one target. *Hit:* 52 (10d6 + 17) slashing damage plus 38 (7d10) acid damage.

Jet of Acid. Angdrelve releases acid in a 180-foot line that is 5 feet wide. Each creature in that line must make a DC 32 Dexterity saving throw, taking 88 (16d10) acid damage on a failed save, or half as much on a success.

Summon Demon (Recharge 6, 3/day). Graz'zt magically summons (100% chance of success) a number of succubae and mariliths whose total hit points do not exceed 500.

While Graz'zt is holding angdrelve increase to the total hit points of fiends summoned to 1000.

Bonus Action

Vicious Twist. After Graz'zt hits a target with *wave of sorrow* he can use a bonus action to inflict 52 (10d6 + 17) slashing damage to the same target.

Trip. Graz'zt gains leverage on an adjacent target. The target must make a DC 32 Athletics or Acrobatics check or be knocked prone. Targets knocked prone in this manner grant advantage to Graz'zt while they are prone.

Reaction

Counterstrike. When Graz'zt is missed by a melee weapon attack within 10 feet of it, he can use his reaction to make a *wave of sorrow* attack against the attacker.

Parry (Recharge 4-6). When Graz'zt is hit by a melee weapon attack, he reduces the damage by 35 (10d6). If the damage is reduced to 0, the attack misses.

Legendary Actions

Graz'zt can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Graz'zt has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. Graz'zt regains spent legendary actions at the start of its turn.

Attack. Graz'zt makes a *wave of sorrow* attack.

Move. Graz'zt moves up to half his speed.

Regenerate. Graz'zt regenerates 30 hit points.

Spellcasting (1/round). Graz'zt cast a spell with *wave of sorrow* or innately.

Acid Strike (Costs 2 Actions). Graz'zt makes a *jet of acid* attack.

Teleport (Costs 2 Actions). Graz'zt magically teleports, along with any equipment he is wearing or carrying, up to 180 feet to an unoccupied space he can see.

Unholy Blight (Costs 2 Actions, Recharge 5-6). Graz'zt selects a point he can see within 240 feet of him. Each creature of Graz'zt's choice within a 20-foot radius sphere of the point must make a DC 30 Constitution saving throw. On a failed save, the target takes 55 (10d10) necrotic damage, suffers disadvantage on its attacks and Strength and Dexterity checks and saving throws, and any damage it inflicts is reduced by half. A target may repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.

ORCUS

Huge fiend (demon prince) chaotic evil

Armor Class 27 (natural armor)

Hit Points 1,080 (45d12+540)

Speed 60 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
32 (+14)	20 (+8)	34 (+15)	29 (+12)	25 (+10)	32 (+14)

Savings Throws Str +24, Dex +18, Con +25, Wis +20, Cha +24

Skills Arcana +23, Athletics +24, Intimidation +24, Perception +20, Religion +22

Damage Resistances acid; refer to *Demon Princes* entry

Damage Immunities necrotic, poison; refer to *Demon Princes* entry

Condition Immunities Refer to *Demon Princes* entry

Senses truesight 360 ft., passive Perception 30

Languages All, telepathy 750 ft.

Challenge 33 (215,000 XP)

Banishment. Refer to *Demon Princes* entry.

Innate Spellcasting. Refer to *Demon Princes* entry, In addition, Orcus's spell casting ability is Charisma (spell save DC 32, +24 to hit with attack spells). Orcus can innately cast the following spells, requiring no material components:

At will: *animate dead*, *contagion (flesh rot)*, *inflict wounds (9th level)*, *vampiric touch (9th level)*

3/day each: *bestow curse*, *create undead (9th level)*, *eyebite*, *force cage*, *harm*

1/day each: *finger of death (10th level)*, *power word kill*, *unholy aura*

Legendary Resistance. Refer to *Demon Princes* entry.

Limited Magic Immunity. Unless Orcus wishes to be affected, it is immune to necromancy spells and spells of 7th level or lower, and has advantage on saving throws of all spells and magical effects.

Magic Weapons. Refer to *Demon Princes* entry.

Master of Undeath. When Orcus casts *animate dead* or *create undead*, he chooses the level at which the spell is cast, and the creatures created by the spells remain under his control indefinitely. Additionally, he can cast *create undead* even when it isn't night.

Once per day Orcus can spend an action to conjure undead creatures whose combined hit points don't exceed 500. These undead magically rise up from the ground or otherwise form in unoccupied spaces within 300 feet of Orcus and obey his commands until they are destroyed, Orcus dismisses them as a bonus action, or Orcus is reduced to 0 hit points.

Orcus's necrotic attacks ignore the immunities and resistances of creatures CR30 and below. For creatures of CR31-35, Orcus's attacks ignore resistances and treat immunities as resistance.

Wand of Orcus. The wand is +5 artifact (included in the attack) that has 10 charges, and any of its properties that require a saving throw have a save DC of 24. While holding it, Orcus can use an action to cast *animate dead*, *blight*, or *speak with dead*. Alternatively, he can spend 1 or more charges to cast one of the following spells from it: *circle of death* (1 charge), *finger of death* (1 charge), or *power word kill* (2 charges). The wand regains 1d6 + 4 charges daily at dawn.

While Orcus is in possession of the wand his ability to conjure undead, see *Master of Undeath*, increases to 1000 total hit points of undead conjured within 600 feet of Orcus and all of his attacks ignore resistance to necrotic damage and immunity to necrotic damage is reduced to resistance to necrotic damage.

Actions

Multiattack. Orcus makes two *slam* or two *wand of orcus* attacks.

Slam. *Melee Weapon Attack:* +23 to hit, reach 10 ft., one target. *Hit:* 55 (11d6 + 17) bludgeoning damage plus 33 (6d10) necrotic damage and the target must succeed on DC 30 Strength saving throw or be stunned and knocked prone.

Tail. *Melee Weapon Attack:* +23 to hit, reach 15 ft., one target. *Hit:* 66 (11d8 + 17) piercing damage plus 22 (4d10) poison damage.

Wand of Orcus. *Melee Weapon Attack:* +25 to hit, reach 10 ft., one target. *Hit:* 70 (11d8 + 21) bludgeoning damage plus 66 (12d10) necrotic damage and the target must succeed on a DC 31 Constitution saving throw or suffer two levels of exhaustion (this effect stacks), or, if the target has 250 hit points or less, it dies.

Death Touch (Recharge 6). *Melee Weapon Attack:* +23 to hit, reach 10 ft., one target. *Hit:* 33 (6d10) necrotic damage and the target must make a DC 32 Constitution saving throw. If the creature is mortal and CR /Level 20 or less it dies. If it is immortal and CR/Level 21 or greater is hit points are reduced by an amount equal to half its maximum hit points. On a successful save the target is reduced to half and quarter maximum hit points respectively.

Necrotic Bolt (Recharge 5-6). Orcus creates a bolt of necrotic energy that arcs toward a target he can see within 300 feet of Orcus. Four bolts then leap from the initial target attacking up to 4 other targets within 60 feet of the first target. A creature or object can only be targeted by one bolt.

Each target takes 147 (16d20) necrotic damage on failed (DC 31) Dexterity saving throw or half as much damage on a successful one.

Reaction

Necrotic Recharge. When Orcus is subject an attack or effect that causes necrotic damage; instead of taking damage he regenerates hit points equal to the damage rolled.

Tail Strike. Orcus makes a *tail* attack when a target moves into or starts its turn within its tails reach.

Legendary Actions

Orcus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Orcus has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. Orcus regains spent legendary actions at the start of its turn.

Attack. Orcus makes a *slam* or *tail* attack.

Move. Orcus can move up to half its speed.

Regenerate. Orcus regenerates 30 hit points

Innate Casting (1/round). Orcus can cast a spell (innate or with the wand of orcus).

Creeping Death (Costs 2 Actions). Orcus chooses a point on the ground that he can see within 200 feet of him. A cylinder of necrotic energy 100 feet tall with a 15-foot radius rises from that point and lasts until the end of Orcus's next turn. Creatures in that area are vulnerable to necrotic damage.

Teleport (Costs 2 Actions). Orcus magically teleports, along with any equipment it is carrying, up to 240 feet to an unoccupied space it can see.

Wand (Cost 2 Actions). Orcus makes two *wand of orcus* attacks.

Recharge (Costs 3 Actions, 1/day). Orcus recharges necrotic bolt.

DAGON

Gargantuan fiend (demon prince), chaotic evil

Armor Class 22 (natural armor)

Hit Points 1,200(40d20+400)

Speed 20 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
33 (+14)	10 (+3)	30 (+13)	32 (+14)	28 (+12)	16 (+6)

Savings Throws Str +23, Con +22, Int +23, Wis +21

Skills Arcana +24, Athletics +23, Deception +15, History +23, Insight +21, Perception +21, Religion +23, Survival +21

Damage Resistances acid; refer to *Demon Princes* entry

Damage Immunities psychic; refer to *Demon Princes* entry

Condition Immunities Refer to *Demon Princes* entry

Senses truesight 480 ft., passive Perception 31

Languages All, telepathy 480 ft.

Challenge 32 (195,000 XP)

Amphibious. The kraken can breathe air and water.

Banishment. Refer to *Demon Princes* entry.

Charge. If Dagon moves at least 30 feet straight toward a target and then hits it with a *ram* attack on the same turn, the target takes an extra 65 (10d12) bludgeoning damage and is pushed an additional foot for each point of additional damage.

Colossal. Dagon's space is 80 feet by 80 feet.

Innate Spellcasting. Refer to *Demon Princes* entry. In addition, Dagon's spell casting ability is Intelligence (spell save DC 31, +23 to hit with attack spells). Dagon can innately cast the following spells, requiring no components:

At will: *bane*, *control water*, *hypnotic pattern*, *wall of water*

3/day each: *abi-dalzim's horrid wilting*, *counterspell*, *feeblemind*

1/day each: *gate*, *storm of vengeance*, *weird*

Legendary Resistance. Refer to *Demon Princes* entry.

Limited Magic Immunity. Unless Dagon wishes to be affected, it is immune to spells of 7th level or lower and has advantage on saving throws of all spells and magical effects

Lord of the Depths. Dagon's psychic attacks ignore the immunities and resistances of creatures CR30 and below. For creatures of CR31-40 Dagon's attacks ignore resistances and treat immunities as resistance (condition immunities provide advantage in lieu of immunity). In addition, while submerged in water he has expertise in Dexterity and Acrobatics (+21), he regains 40 hit points at the start of his turn, and he has advantage on attacks against targets that do not have a swim speed.

Magic Weapons. Refer to *Demon Princes* entry.

Regeneration. Dagon regains 40 hit points at the start of his turn if it is submerged in water

Siege Monster. Dagon deals double damage to objects and structures.

Actions

Multiattack. Dagon makes four attacks, any combination of *tentacle strike* or *fling* attacks.

Bite. *Melee Weapon Attack:* +23 to hit, reach 30 ft., one target. *Hit:* 95 (12d12 + 17) piercing damage. If the target is a Huge or smaller creature it is also, if Dagon wishes, swallowed. While swallowed, the creature is blinded and restrained, it has total cover

against attacks and other effects outside the kraken, and it takes 55 (10d10) acid damage at the start of each of the Dagon's turns.

If the Dagon takes 100 damage or more on a single turn from a creature inside it, Dagon must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 30 feet of the him. If Dagon dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 70 feet of movement, exiting prone.

Tentacle Strike. *Melee Weapon Attack:* +23 to hit, reach 120 ft., one target. *Hit:* 61 (8d10 + 17) bludgeoning damage, and the target is grappled (escape DC 31). Until this grapple ends, the target is restrained. The kraken has two tentacles that can grab a gargantuan or smaller target each and ten tentacles smaller tentacles, each of which can grapple one huge or smaller target.

Fling. One object or creature held or grappled by Dagon is thrown up to 180 ft in a direction of its choosing and knocked prone. The target must make a DC 31 Dexterity saving throw or take 3 (1d6) bludgeoning damage for every 10 feet it was thrown and knocked prone on a failure, or half as much damage on a success. If the target is thrown at another creature, that creature must succeed on a DC 31 Dexterity saving throw or take the same damage and be knocked prone.

Ram. *Melee Weapon Attack:* +23 to hit, reach 30 ft., one target. *Hit:* 143 (12d20 + 17) bludgeoning damage and the target is pushed 20 feet.

Doomsong. Dagon creates a magical, hypnotic, rumbling song. All creatures within 300 feet (1,200 feet when submerged) must make a DC 31 Wisdom saving throw or be charmed for 1 hour. While Dagon is singing the charmed creatures can take no actions except to move towards Dagon and then stand motionless before him, paralyzed. If a creature takes damage it may attempt another saving throw, ending the effect on it on a success.

Dagon must maintain concentration on singing for the duration of the song and the spells effects end if he loses concentration.

Summons of the Depths (1/day). Dagon magically summons (100% chance of success) evil aquatic creatures whose combined average hit points do not exceed 500; or (50% chance of success) one of the following demon lords or princes: Graz'zt, Lupercio, or Vucarik.

Bonus Action

Grappled. Dagon can make a *bite*, *tentacle*, or *fling* attack against one grappled creature.

Legendary Actions

Dagon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Dagon has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. Dagon regains spent legendary actions at the start of its turn.

Attack. Dagon makes a *tentacle strike* or *fling* attack.

Move. If Dagon is in water, it can move up to half its speed.

Regenerate. Dagon regenerates 40 hit points

Innate Spellcasting (1/round). Dagon casts a spell

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

Abyssal Tides (Costs 3 Actions). Dagon creates a wave of abyssal energy that extends in a 120-foot radius from it. Each creature in the wave must make a DC 31 Constitution saving throw, taking 36 (8d8) force and 36 (8d8) psychic damage and be restrained on a failed save, or half as much damage on a successful one.

FRAZ-URB'LUU

Huge fiend (demon prince) chaotic evil

Armor Class 27 (natural armor)

Hit Points 924 (44d12+396)

Speed 60 ft, fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
32 (+14)	14(+5)	29(+12)	32 (+14)	26(+11)	32(+14)

Savings Throws Dex +14, Con +21, Int +23, Wis +20

Skills Deception +23, Perception +20, Stealth +14

Damage Resistances psychic

Damage Immunities poison

Senses truesight 480 ft., passive Perception 27

Languages All, telepathy 500 ft.

Challenge 32 (195,000 XP)

Cornered Rage. Fraz-Urb'luu gets a +20 damage bonus to all of its attacks for 10 minutes after its simulacrum is destroyed or dispelled.

Innate Spellcasting. Fraz-Urb'luu's spell casting ability is Charisma (spell save DC 31, +23 to hit with attack spells). Fraz-Urb'luu can innately cast the following spells, requiring no material components:

At will: *alter self (can become medium size)*, *charm person*, *mirror image*, *phantasmal force*

3/day each: *confusion*, *compulsion*, *dream*, *greater invisibility*, *mislead*, *programmed illusion*, *phantasmal killer seeming*

1/day each: *mass suggestion*, *mirage arcane*, *modify memory*, *project image*,

Undetectable. Fraz-Urb'luu can't be targeted by divination magic, perceived through scrying sensors, or detected by abilities that sense demons or fiends.

Actions

Multiattack. Fraz-Urb'luu makes two *fist* and one *tail* attack.

Bite. *Melee Weapon Attack:* +23 to hit, reach 10 ft., one target. *Hit:* 95 (12d12 + 17) piercing damage.

Fist. *Melee Weapon Attack:* +23 to hit, reach 15 ft., one target. *Hit:* 83 (12d10 + 17) bludgeoning damage. If the target is hit, and it is medium size or smaller, it must succeed on a DC 31 Strength saving throw or be grappled or knocked prone, Fraz-Urb'luu's choice. Grappled targets are also restrained.

Tail. *Melee Weapon Attack:* +23 to hit, reach 20 ft., one target. *Hit:* 61 (8d10 + 17) slashing damage and the target is grappled (escape DC 31). Until the grapple ends the target is restrained.

Simulacrum (1/day). Fraz-Urb'luu magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see, and creates a simulacrum of itself, per the simulacrum spell, in an unoccupied space it can see within 120 feet of it.

Summon Demon (1/short-rest). Fraz-Urb'luu magically summons (100% chance of success) 2d4 *vrocks*; or (75% chance of success, 1/day) one *demon lord*; or (50% chance of success, 1/day) one *demon prince*.

Teleport. Fraz-Urb'luu magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Bonus Action

Bite. Fraz-Urb'luu can make a bite attack against one target it has grappled as a bonus action.

Fling. One medium or smaller object or creature held or grappled by Fraz-Urb'luu is thrown up to 200 ft in a direction of its choosing and knocked prone. If a thrown target strikes a solid surface the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 30 Dexterity saving throw or take the same damage and be knocked prone.

Legendary Actions

Fraz-Urb'luu can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Fraz-Urb'luu has unspent legendary actions at the end of its turn, it may spend and immediately use its remaining legendary actions. Fraz-Urb'luu regains spent legendary actions at the start of its turn.

Grappled (1/round). Fraz-Urb'luu can make a *bite* or *fling* attack against one creature it has grappled.

Innate Spellcasting. Fraz-Urb'luu cast a spell

Teleport. Fraz-Urb'luu uses his *teleport* action.

Attack (cost 2 actions). Fraz-Urb'luu makes a *fist* or *tail* attack.

MISKA THE WOLF SPIDER

Huge fiend (demon prince), chaotic evil

Armor Class 28 (natural armor)

Hit Points 1,012 (44d12+484)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+13)	28 (+12)	32 (+14)	22 (+9)	24 (+10)	30 (+13)

Savings Throws Str +22, Dex +21, Con +23, Wis +19, Cha +22

Skills Acrobatics +21, Athletics +23, Intimidation +22, Perception +19

Damage Resistances thunder; refer to *Demon Princes* entry

Damage Immunities poison; refer to *Demon Princes* entry

Condition Immunities Refer to *Demon Princes* entry

Senses truesight 240 ft., passive Perception 29

Languages Abyssal, Common, Primordial, telepathy 240 ft.

Challenge 32 (195,000 XP)

Banishment. Refer to *Demon Princes* entry.

Innate Spellcasting. Refer to *Demon Princes* entry. In addition, Miska's spell casting ability is Charisma (spell save DC 30, +22 to hit with attack spells). Miska can innately cast the following spells, requiring no components:

At-will: *blur*, *fireball*, *web* (180 ft. range & 40 ft. cube)

3/day each: *cloudkill*, *harm*, *mirror image*, *shapechange*

1/day each: *fire storm*, *incendiary cloud*, *prismatic spray*,

Legendary Resistance (4/day). Refer to *Demon Princes* entry.

Limited Magic Immunity. Refer to *Demon Princes* entry.

Magic Weapons. Refer to *Demon Princes* entry.

Prince of Vengeance. Miska's attacks ignore the immunities and resistances of creatures CR 25 and below. If Miska is reduced to 506 hit points or less, his attacks ignore the immunities and resistances of all creatures, and creatures CR 25 and below are treated as vulnerable to all of Miska's weapon attacks.

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

Three Heads. Miska has advantage on Wisdom (Perception) checks and can roll 3d20, selecting the highest, on saving throws against being blinded, deafened, stunned, and knocked unconscious. He can take three reactions and three bonus actions per round.

Web Walker. Miska ignores movement restrictions caused by webbing.

Actions

Multiattack. Miska can make any of the following combination of attacks: 4 *claw* attacks, 2 *glaive* attacks, 2 *claw* and one *glaive* attack, 2 *impaling leg* attacks, or 2 *longbow* attacks.

Claw. *Melee Weapon Attack:* +22 to hit, reach 10 ft., one target. *Hit:* 40 (7d6 + 17) slashing damage, and the target is grappled (escape DC 30). Until this grapple ends, the target is restrained. Miska can grapple two Medium or smaller creatures or one Large or larger creature.

When Miska has a creature grappled he can only make bite, claw, or sting attacks against grappled creature. In addition, he loses 2 claw or 1 glaive attack targeting non-grappled targets per creature grappled.

Glaive. *Melee Weapon Attack:* +22 to hit, reach 10 ft., one target. *Hit:* 55 (7d10 + 17) slashing damage.

Longbow. *Ranged Weapon Attack:* +22 to hit, range 600 ft., one target. *Hit:* 46 (7d8 + 15) piercing damage.

Impaling Leg. *Melee Weapon Attack:* +22 to hit, reach 10 ft., one target. *Hit:* 47 (7d6 + 16) piercing damage and the target is restrained. The target can end the restraint by succeeding on a DC 25 Strength (Athletics) check, taking 14 (4d6) damage for each attempt. Miska cannot move while he has a target restrained with this attack, but he can end the effect at-will (no action).

Bite. *Melee Weapon Attack:* +22 to hit, reach 10 ft., one target. *Hit:* 54 (7d10 + 16) piercing damage and the target must make a DC 30 Constitution saving throw or be incapacitated. The target must make an additional saving throw at the end of each of its turns. On the first failure it is paralyzed. On the second failure it is unconscious. These effects last for 6 (1d12) hours. If the target succeeds on its save, or the effect ends for it, it is immune to these effects for 12 hours.

Summon Demons (1/day). Miska magically summons (100% chance of success) 1d4+1 spyder fiends.

Bonus Action

Rend. Miska makes *claw* attacks against creatures it has grappled. Two attacks against one target or one attack against two targets.

Sting. *Melee Weapon Attack:* +22 to hit, reach 10 ft., one grappled target. *Hit:* 40 (7d6 + 16) piercing damage plus 33 (8d10) poison damage and the target must make a DC 31 Constitution saving throw or be poisoned.

Wolf Bite. Miska makes *bite* attacks against creatures it has grappled. Two attacks against one target or one attack against two targets.

Reaction

Web (5-6). When a creature attempts to leave Miska's reach, he can make an *impaling leg* attack. Interrupting the creature's movement on a hit.

Legendary Actions

Miska can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Miska has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. Miska regains spent legendary actions at the start of its turn.

Attack. Miska makes a *claw*, *glaive*, or an *impaling leg* attack.

Move. If Miska moves up to half its speed.

Regenerate. Miska regenerates 30 hit points

Innate Spellcasting (Costs 2 Actions). Miska casts a spell

Teleport (Costs 2 Actions). Miska magically teleports, along with any equipment it is carrying, up to 120 feet to an unoccupied space it can see.

Abyssal Webs (Costs 3 Actions, 1/day). Miska magically conjures abyssal webs that fill an area in 240-foot radius around himself. All creatures without the web walker trait are restrained. A creature can end the restraint by succeeding on a DC 30 Strength (Athletics) check. The webs are difficult terrain for all creatures without the web walker trait. In addition, when a creature starts its turn in the web it suffers one level of exhaustion. This effect stacks.

OBOX-OB

Huge fiend (demon prince), chaotic evil

Armor Class 30 (natural armor)

Hit Points 966 (42d12+462)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+13)	20 (+8)	32 (+14)	26 (+11)	24 (+10)	30 (+13)

Savings Throws Str +23, Dex +23, Con +23, Wis +19, Cha +22

Skills Athletics +23, Intimidation +22, Perception +19, Stealth +17

Damage Resistances Refer to *Demon Princes* entry

Damage Immunities poison; refer to *Demon Princes* entry

Condition Immunities stunned; refer to *Demon Princes* entry

Senses truesight 240 ft., passive Perception 29

Languages All, telepathy 480 ft. (1 mile for vermin)

Challenge 32 (195,000 XP)

Banishment. Refer to *Demon Princes* entry. In addition, when Obox-ob is reduced 0 hit points it bursts into swarm of insects. Obox-Ob's space is filled with 9 insect swarms when he is banished.

Discordant Drone. When Obox-Ob moves at least 5 feet his body creates a cacophony of clicks, shrieks, and wails. All creatures within 80 feet of Obox-Ob when he moves must make a DC 25 Constitution save or be deafened and a DC 25 Wisdom save or be confused as in the spell *confusion*. A creature may make an additional save at the end of each of its turns. If the creature succeeds or the effect ends for it, it is immune to the drone for 5 minutes.

Innate Spellcasting. Refer to *Demon Princes* entry. In addition, Obox-Ob's spell casting ability is Charisma (spell save DC 30, +22 to hit with attack spells). Obox-Ob's innate casting abilities always appear as or effect vermin: insects, scorpions, spiders, and similar beasts. Obox-Ob can innately cast the following spells, requiring no components:

At will: *blight*, *conjure animals*, *insect plague*, *magic missile* (240 ft.)

3/day each: *animal shapes*, *giant insect*, *wall of vermin (thorns)*

1/day each: *divine word* (double all hit point thresholds), *true polymorph*

Legendary Resistance (4/day). Refer to *Demon Princes* entry.

Limited Magic Immunity. Refer to *Demon Princes* entry.

Lord of Vermin. Obox-Ob's attacks ignore the immunities and resistances of creatures CR30 and below. For creatures of CR31-35 Obox-Ob's attacks ignore resistances and treat immunities as resistance (condition immunities provide advantage in lieu of immunity). In addition, Obox-Ob can telepathically control all vermin within 1 mile of it with a bonus or legendary action, and all vermin within 120 feet of him gain a +5 bonus to hit and damage rolls,

Magic Weapons. Refer to *Demon Princes* entry.

Regeneration. Obox-Ob regains 10 hit points at the start of his turn.

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

Trample. When Obox-Ob moves it can enter the space of medium and smaller creatures. The first time Obox-Ob enters the space of another creature when it moves, it makes a *piercing leg* attack against that target.

Actions

Multiattack. Obox-Ob makes three *sting* attacks and a *piercing tongue* attack.

Stinger. *Melee Weapon Attack:* +22 to hit, reach 10 ft., one target. *Hit:* 40 (7d6 + 16) piercing damage plus 33 (8d10) poison damage and the target must make a DC 31 Constitution saving throw or be poisoned. A poisoned creature takes an additional 22 (4d10) poison damage at the start of each of its turns. If a creature is reduced to 0 hit points while poisoned by Obox-Ob, the next round it rises as a giant scorpion (MM pg 327) under Obox-Ob's control.

Piercing Tongue. *Melee Weapon Attack:* +22 to hit, reach 15 ft., one target. *Hit:* 40 (7d6 + 1) piercing damage, and the target is grappled (escape DC 30) and the target must make a DC 30 Strength saving throw or be pulled to an unoccupied space adjacent to Obox-Ob. Until this grapple ends, the target is restrained. Obox-Ob can only have one creature grappled in this manner.

Piercing Legs. *Melee Weapon Attack:* +22 to hit, reach 5 ft., one target. *Hit:* 47 (7d8 + 16) piercing damage.

Bite. *Melee Weapon Attack:* +22 to hit, reach 10 ft., one target. *Hit:* 54 (7d10 + 16) piercing damage and the target must make a DC 31 Constitution saving throw. On a failure, for the next 24 hours the target's poison immunity is reduced to resistance, or its resistance is removed, or it gains vulnerability to poison if it is neither resistant nor immune to poison. These effects are cumulative.

Summon Vermin (Recharge 6, 3/day). Obox-Ob magically summons (100% chance of success) vermin (giant centipedes, giant crabs, giant fire beetle, giant scorpion, giant spider, scorpions, spiders, swarm of insects, etc.) whose combined average hit points do not exceed 500; or, 1/day, 2d4 chasme demons.

Bonus Action

Bite. Obox-Ob can make a *bite* attack against one grappled creature.

Implant Chaos. One creature grappled by Obox-Ob's piercing tongue must make a DC 31 Constitution saving throw or suffer 2 (1d4) levels of exhaustion. The target must make an additional saving throw at the end of each of its turns or suffer an additional 2 (1d4) levels of exhaustion. If the target succeeds on its saving throw or the effect ends for it, it is immune to the effects of implant chaos for 12 hours; however, any levels of exhaustion already gained remain until removed.

A creature that dies from this effect is completely consumed by chaos, its body disappears leaving behind everything it was wearing or carrying.

Legendary Actions

Obox-Ob can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Obox-Ob has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. Obox-Ob regains spent legendary actions at the start of its turn.

Attack. Obox-Ob makes a *stinger* or *piercing tongue* attack.

Move. If Obox-Ob moves up to half its speed.

Regenerate. Obox-Ob regenerates 30 hit points

Innate Spellcasting (Costs 2 Actions). Obox-Ob casts a spell

Teleport (Costs 2 Actions). Obox-Ob magically teleports, along with any equipment it is carrying, up to 180 feet to an unoccupied space it can see.

Plague of Vermin (Costs 3 Actions). Obox-Ob magically conjures a swarm of biting vermin that fills a 100-foot radius sphere in an area within 1,000 feet of Obox-Ob that it can see. The swarm otherwise acts like the spell *insect plague*, except that it causes 44 (8d10) piercing damage.

PAZUZU

Large, fiend (demon prince, shapeshifter) chaotic evil

Armor Class 31 (natural armor)

Hit Points 855 (45d10+405)

Speed 40 ft., fly 240 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+12)	32 (+14)	28(+12)	30(+13)	30(+13)	30(+13)

Savings Throws Dex +23, Con +21, Wis +22, Cha +22

Skills Arcana +22, deception +22, insight 22, perception +22, persuasion +22, sleight of hand +23, stealth +23

Damage Resistances acid; refer to *Demon Princes* entry

Damage Immunities lightning, poison; refer to *Demon Princes* entry

Condition Immunities refer to *Demon Princes* entry

Senses truesight 240 ft., passive Perception 32

Languages All, telepathy 500 ft.

Challenge 32 (195,000 XP)

Aura of Servile Avians. All evil-aligned creatures with a natural fly speed that can see Pazuzu or are within 240 feet of it feel a bond of attraction to Pazuzu. Such creatures must make a DC 30 Wisdom saving throw or be charmed by Pazuzu while the creature can see Pazuzu or is within 240 feet of it.

Banishment. When Pazuzu drops to 0 hit points its body explodes into a swarm of black ravens that fly off in random directions and disappear after 10 rounds. Pazuzu's body is destroyed, but its essence travels back to its domain of Torremor and it is unable to physical form for a time.

Innate Spellcasting. Refer to *Demon Princes* entry. In addition, Pazuzu's spell casting ability is Charisma (spell save DC 30, +22 to hit with attack spells. Pazuzu can innately cast the following spells, requiring no material components:

At will: *fire bolt* (17th level), *charm person*

3/day each: *dominate person*, *insect plague*, *plan shift* (only itself and willing creatures)

1/day each: *wish*

Legendary Resistance. Refer to *Demon Princes* entry

Limited Magic Immunity. Unless Pazuzu wishes to be affected, it is immune to spells of 6th level or lower and has advantage on savings throws of all spells and magical effects.

Magic Weapons. Refer to *Demon Princes* entry

Shapechanger. Pazuzu can use its action to polymorph into a form that resembles a large or medium humanoid or back to its true form. Aside from its size, its statistics are the same in each form. Any equipment it is wearing or carrying is not transformed.

Actions

Multiattack. Pazuzu makes to two *sword of chaos* or four *claw* attacks.

Sword of Chaos. *Melee Weapon Attack:* +22 to hit, reach 10 ft., one target. *Hit:* 59 (12d6 + 17) slashing damage plus 45 (10d8) damage from one of the following types (roll d6): fire, cold, lightning, thunder, acid, or poison.

Claw. *Melee Weapon Attack:* +23 to hit, reach 5 ft., one target. *Hit:* 38 (5d6 + 17) slashing damage and the creature must make a DC 22 Constitution save or be inflicted with *filth fever* as in the spell *contagion*.

Breathweapon. Pazuzu exhales poisonous vapor in a 180-foot cone. Each creature in the cone must make a DC 30 Dexterity saving throw, taking 105 (10d20) acid damage and 105 (10d20) poison damage on a failed save, or half as much damage on a successful one.

Soul Corruption. *Ranged Spell Attack:* +22 to hit, range 480 feet, one target. *Hit:* 78 (10d12) psychic damage and the creature must make a DC 30 Wisdom save or be stunned.

Summon Demon (1/short-rest). Pazuzu magically summons (100% chance of success) 2d10+6 *vrocks*.

Reaction

Vengeful Talons. When Pazuzu is hit by a ranged attack it can make a *flyby attack*, see *Legendary Actions*.

Legendary Actions

Pazuzu can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. If Pazuzu has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. Pazuzu regains spent legendary actions at the start of its turn.

Attack. Pazuzu makes a *sword of chaos*, a *soul corruption*, or two *claw* attacks.

Coercion. A creature Pazuzu can see must make a DC ?? Charisma saving throw. On a failed save, the creature must use its reaction, to make a weapon attack or cast a cantrip against a target of Pazuzu's choice. If the attack fails to hit the intended target the coerced creature takes 31 (8d12) psychic damage.

Flyby Attack. Pazuzu can fly its speed and make two *claw* attack. Pazuzu's movement doesn't provoke opportunity attacks.

Regenerate. Pazuzu regenerates 30 hit points

Innate Spellcasting (1/round). Pazuzu casts a spell

Plague of Abyssal Locusts (Cost 2 actions). Pazuzu conjures a swarm of demonic biting insects that fill up to a 40-foot-radius sphere centered on Pazuzu. The sphere spreads around corners, is considered difficult terrain, and provides half cover to creatures within the sphere, except from Pazuzu. The sphere remains until the end of Pazuzu's next turn unless it spends 1 legendary action to maintain the sphere. Creatures of Pazuzu's choice that start their turn in the sphere must make a DC 30 Constitution saving throw, taking 55 (10d10) piercing damage on a failed save or half as much damage on a successful one.

QUEEN OF CHAOS

Large fiend (demon prince), chaotic evil

Armor Class 28 (natural armor)

Hit Points 960 (48d10+480)

Speed 40 ft., fly 40 ft. (hover), swim 180 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+12)	28 (+12)	30 (+13)	30 (+13)	28 (+12)	32 (+14)

Savings Throws Str +21, Dex +21, Con +22, Int +22, Wis +21, Cha +23

Skills Acrobatics +21, Arcana +22, Athletics +21, History +21, Insight +21, Nature +21, Perception +21, Stealth +21

Damage Resistances Refer to *chaotic resistance*; bludgeoning, piercing, and slashing from +4 or lesser magical weapons

Damage Immunities poison; refer to *Demon Princes* entry

Condition Immunities Refer to *Demon Princes* entry

Senses truesight 360 ft., passive Perception 31

Languages All, telepathy 600 ft.

Challenge 31 (175,000 XP)

Amphibious. The Queen can breathe air and water.

Banishment. Refer to *Demon Princes* entry. In addition, when the Queen drops to 0 hit points she releases a chaos wave, even if it has not recharged, and this appears with thunderous boom.

Chaotic Resistance. When the Queen takes acid, cold, fire, force, lightning, psychic, necrotic, or thunder damage she gains resistance to that type of damage for 1 hour. The Queen can have a maximum of three different types of resistance at one time.

Innate Spellcasting. Refer to *Demon Princes* entry. In addition, The Queen's spell casting ability is Charisma (spell save DC 31, +23 to hit with attack spells). The Queen can innately cast the following spells, requiring no components:

At will: *bane*, *banishing smite*, *burning hands*, *shocking grasp*
3/day each: *counter spell*, *disintegrate*, *elemental bane*, *haste*
1/day each: *force cage*, *shapechange*, *true polymorph*

Legendary Resistance. Refer to *Demon Princes* entry.

Limited Magic Immunity. Refer to *Demon Princes* entry.

Lord of the Chaos. The Queen's attacks ignore the immunities and resistances of lawful creatures and all creatures CR25 and below.

Magic Weapons. Refer to *Demon Princes* entry.

Actions

Multiattack. The Queen makes four *tentacle* attacks and two *halberd* attacks.

Halberd. *Melee Weapon Attack:* +22 to hit, reach 15 ft., one target. *Hit:* 42 (5d10 + 15) slashing damage.

Tentacle. *Melee Weapon Attack:* +21 to hit, reach 10 ft., one target. *Hit:* 32 (5d6 + 15) bludgeoning damage and the target is grappled (escape DC 29). Until this grapple ends, the target is restrained. The Queen can grapple one Large or two Medium targets and still make her multiattack. For each additional Large target reduce the number of *tentacle* attacks by two or one per Medium target.

Bite. *Melee Weapon Attack:* +21 to hit, reach 5 ft., one target. *Hit:* 42 (5d10 + 15) piercing damage and 22 (4d10) poison damage and the target must make a DC 30 Constitution saving throw or be poisoned.

Finger of Chaos. *Ranged Spell Attack:* +23 to hit, range 480 ft., one target. *Hit:* roll d6: 1, take 110 (10d20) acid damage; 2, take 110 (10d20) cold damage; 3, take 110 (10d20) fire damage; 4 take 110 (10d20) lightning damage; 5 take 110 (10d20) poison damage; or 6 take 110 (10d20) thunder damage.

Chaos Wave (Recharge 5-6). The Queen emits a pulse of chaotic energy in a 300-foot radius around herself. Each creature in the area must make a DC 30 Wisdom saving throw. Roll a d10 for each target, on a failed save it suffers on of the following effects, or half as much damage on a successful save:

- 1-3. The target takes 55 (10d10) thunder damage and must attack the nearest target with all of its attacks on its next turn, moving into attack range if needed. If there is no target in range it will use all of its speed and actions to get closer to the nearest target.
- 4-5. The target takes 55 (10d10) necrotic damage, drops of its weapons and equipment, and uses all of its speed and actions to get as far away from the queen as possible.
- 6-7. The target takes 55 (10d10) force damage and is stunned for 1 minute.
- 8-10. The target takes 55 (10d10) psychic damage and is dominated by the Queen as in the spell *dominate monster*.

Boon of the Demon Lord (Recharge 6). The Queen touches a demon and transforms into a nascent demon lord for 24 hours. Revise the demon's stats as follows:

- Increase the demon's size category by 1 and its reach by 5 feet.
- Increase its hit points by 200.
- It gains a +4 AC bonus
- It gains a +4 melee attack bonus
- It gains a +10 melee weapon damage bonus
- It gains the ability to teleport up to 120 feet once per day as a bonus action.
- It gains resistance to nonmagical bludgeoning, piercing, and slashing damage.

Summon Demons (Recharge 5-6, 3/day). The Queen magically summons (100% chance of success) demons with a total average hit points not to exceed 500.

Bonus Action

Grappled. The Queen can make a *bite* or *tentacle* attack against one grappled creature.

Quick Casting (Recharge 5-6). The Queen cast an at-will spell.

Legendary Actions

The Queen can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the Queen has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. The Queen regains spent legendary actions at the start of its turn.

Attack. The Queen makes a *bite*, *halberd*, or *tentacle* attack.

Move. The Queen can move up to half her speed.

Regenerate. The Queen regenerates 30 hit points

Finger of Chaos (Costs 2 Actions). The Queen makes a finger of chaos attack.

Innate Spellcasting (Costs 2 Actions). The Queen casts a spell.

Rage of the Queen (Costs 3 Actions). The Queen's next melee weapon attack does an extra 105 (10d20) damage.

Seed of Chaos (Costs 3 Actions). The Queen chooses one creature she can see within 300 feet of her. The target must make a DC 30 Wisdom saving throw at the start of each of its next 4 turns. Roll a d10, on a failed save it takes the damage and suffers the effect listed in Chaos Wave, or half as much on a successful save.

DEMON LORDS

(ARCH-FIENDS)

Demon Lords are similar in power to lesser gods and, generally, have the abilities and traits in the list below. These abilities and traits are assumed to be a part of all demon lord stat blocks. Only specific modifications to these traits and/or additional traits are listed in the individual stat blocks.

Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from a +4 or lesser magical weapons

Damage Immunities bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned

Banishment. When a demon lord drops to 0 hit points, its body is destroyed but its essence travels back to its domain, and is unable to take physical form for a time.

Innate Spellcasting. Refer to individual entries for a demon lord's spell casting ability, their save DC, and attack bonus. Demon Lords can innately cast the following spells at 6th level or higher, requiring no material components:

At will: *comprehend languages, darkness, detect magic, detect thoughts, polymorph, see invisibility, telekinesis*
3/day each: *arcane gate, dispel magic, fear, teleport*
1/day each: *forbiddance, symbol*

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

Limited Magic Immunity. Unless a demon lord wishes to be affected, it is immune to spells of 4th level or lower, and it has advantage on all other spells and magical effects.

Magic Weapons. A demon lord's weapon attacks are treated as +2 magical weapons.

ARENDAGROST

Gargantuan fiend (demon), chaotic evil

Armor Class 25 (natural armor)

Hit Points 840 (40d20+410)

Speed 60 ft

STR	DEX	CON	INT	WIS	CHA
33 (+14)	8 (+2)	32(+14)	10 (+3)	16 (+6)	20 (+8)

Savings Throws Str +23, Con +23, Cha +17

Skills Athletics +23, Intimidation +17, Perception +24

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from a +3 or lesser magical weapon

Damage Immunities acid, fire, cold; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities charmed, frightened

Senses darkvision 600 ft., truesight 120 ft., passive Perception 34

Languages Abyssal

Challenge 30 (155,000 XP)

Brute. Arendagrost's suffers a -5 penalty to his melee attacks and gains a +10 damage bonus, included in the attacks.

Colossal. Arendagrost's space is 100 ft. by 100 ft., and it stands over 100 ft. tall at the shoulder. Any huge or smaller creature can enter its space. A creature in Arendagrost's space has advantage on melee attacks targeting Arendagrost.

When Arendagrost target's a creature with a melee attack it can hit one huge or larger creature, two adjacent large creatures, or one medium target and up to 8 medium or smaller creatures adjacent to the medium target.

Discorporation. When Arendagrost drops to 0 hit points or dies, his body is destroyed, but his essence travels back to the Gaping Maw and he is unable to take physical form for a time and he cannot leave the abyss for 100 years.

Grasping Tentacles. All creatures within 50 feet of Arendagrost must make a DC 22 Dexterity saving throw. On a failed save the target takes 35 (4d8+17) bludgeoning damage and if it is a huge size or smaller creature it is grappled (DC 31 escape). A grappled target is also restrained. If a creature starts its turn grappled it takes 35 (4d8+17) bludgeoning damage.

Limited Magic Immunity. Arendagrost is immune to 3rd level spells and lower, and he has advantage on saving throws against spells and magical effects.

Magic Weapons. Arendagrost's weapon attacks are treated as +3 magical weapons.

Multiple Heads. Arendagrost can take one reaction per turn, up to three total reactions, rather than only one per round. He also has advantage on wisdom and intelligence saving throws and against being blinded, stunned, or knocked unconscious.

Seige Monster. Arendagrost's deals double damage to objects and structures.

Actions

Multiattack. Arendagrost can use his Frightful Presence.

Arendagrost then makes up to 3 head actions: bite, spell, or breath attack.

Stomp. *Melee Weapon Attack:* +23 to hit, reach 25ft., one target, see also *colossal*. *Hit:* 76 (14d6 + 27) bludgeoning damage.

Tail. *Melee Weapon Attack:* +23 to hit, reach 180 ft., one target, see also *colossal*. *Hit:* 90 (14d8 + 27) piercing damage and the target must make a DC 31 Strength saving throw or be pushed 30 feet. If the target fails the saving throw by 5 or more, it is also knocked prone.

Frightful Presence. Each creature within 300 feet of Arendagrost and aware of him must succeed on a DC 25 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Arendagrost's Frightful Presence for the next 24 hours.

All Heads:

Bite. *Melee Weapon Attack:* +23 to hit, reach 100 ft., one target, see also *colossal*. *Hit:* 104 (14d10 + 27) piercing damage.

Blue Head:

Cold Breath (Recharge 5-6). Arendagrost's white head breathes cold in a 180-foot cone. Each creature in that area must make a DC 28 Dexterity saving throw, taking 110 (20d10) cold damage and the target's speed is reduced by half until the end of Arendagrost's next turn on a failed save, or half as much damage on a successful one.

Brown Head:

Acid Breath (Recharge 5-6). Arendagrost's brown head spits acid in a 240-foot line that is 10 feet wide. Each creature in that line must make a DC 28 Dexterity saving throw, taking 110 (20d10) acid damage on a failed save, or half as much damage on a successful one.

Red Head:

Fire Breath (Recharge 5-6). Arendagrost's red head breathes fire in a 180-foot cone. Each creature in that area must make a DC 28 Dexterity saving throw, taking 110 (20d10) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

Arendagrost can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Arendagrost has unspent legendary actions at the end of the round, she may spend and immediately use her remaining legendary actions. Arendagrost regains spent legendary actions at the start of her turn.

Fling. Arendagrost throws one large or smaller creature he has grappled up to 240 ft in a direction of his choosing. The target must make a DC 26 Dexterity saving throw, taking 3 (1d6) bludgeoning damage for every 10 feet it was thrown and knocked prone on a failed save, or half as much damage on a success. If the target is thrown at another creature, that creature must succeed on a DC 26 Dexterity saving throw or take the same damage and be knocked prone.

Move. Arendagrost can move half his speed.

Regenerate. Arendagrost regains 30 hit points.

Stomp. Arendagrost makes a *stomp* attack on a creature within his space, refer to *colossal*.

Tail (Costs 2 Actions). Arendagrost makes a *tail* attack.

Teleport (Costs 2 Actions, 3/day). Arendagrost can teleport 240 feet to an unoccupied space he can see.

Trample (Costs 3 Actions). Arendagrost can move his speed and enter the space of huge or smaller creatures. The first time Arendagrost enters a creature's space during this move he can make a *stomp* attack against the creature. If he hits with the attack the target is also knocked prone and cannot make opportunity attacks until the start of its next turn.

PALE NIGHT

Large fiend (demon lord), chaotic evil

Armor Class 27

Hit Points 621 (46d10+368)

Speed fly 180 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+6)	34 (+14)	26 (+10)	28 (+11)	30 (+12)	32 (+13)

Savings Throws Dex +32, Con +19, Int +20, Wis +21, Cha +22

Skills Acrobatics +32, Arcana +20, History +20, Intimidate +22,

Perception +21, Religion +20, Stealth +31

Damage Resistances acid, cold, lightning, fire; bludgeoning, piercing, and slashing

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing damage that is nonmagical

Condition Immunities grappled, paralyzed, petrified, poisoned, prone, restrained; refer to *Demon Lords* entry

Senses truesight 240 ft., passive Perception 31

Languages All, telepathy 480 ft.

Challenge 29 (135,000 XP)

Abyssal Vehemence. The aura of the abyss surrounds Pale Night in a 30-foot radius. A creature that starts its turn in the aura must make a DC 25 Wisdom or Charisma saving throw. On a failure it suffers one of the following conditions for 1 minute (roll a 1d6): 1-2, frightened; 3-4, poisoned; 5-6, stunned. A creature that succeeds on its save, or the effect ends for it, is immune to the aura for 1 hour.

Banishment. Refer to *Demon Lords* entry.

Incorporeal. Pale Night can enter another creature's space and move through other creatures and objects as if they were difficult terrain.

Innate Spellcasting. Refer to *Demon Lords* entry. In addition, Pale Night's spell casting ability is Charisma (spell save DC 30, +22 to hit with attack spells). She can innately cast the following spells, requiring no components:

At will: *blight* (60 ft.), *confusion*, *detect good*, *dispel magic*, *teleport* 3/day each: *harm* (120 ft.), *magic jar*, *symbol* (insanity) 1/day each: *imprisonment*, *power word kill*, *true polymorph*

Legendary Resistance (3/day). Refer to *Demon Lords* entry

Limited Magic Immunity. Unless Pale Night wishes to be affected, she is immune to spells of 5th level or lower, and she has advantage on all other spells and magical effects.

Magic Weapons. Pale Night's weapon attacks are treated as +3 magical weapons for overcoming resistances only.

Actions

Multiattack. Pale Night makes four *draining touch* attacks.

Draining Touch. *Melee Weapon Attack:* +22 to hit, reach 10 ft., one target. *Hit:* 52 (8d12) force damage and one level of exhaustion.

Flyby Attack. Pale Night moves up to her speed. The first time a creature is within her reach, or she enters a creature's space, during the move, she makes a *draining touch* attack on that creature.

Truth Beyond the Veil (Recharge 5-6). Pale Night suppress the shroud that surrounds her and reveals the horror of her true form. All creatures of her choice within 120 feet of her, and that can see her, must make a DC 30 Wisdom saving throw or be frightened for 1 minute. If the target fails the saving throw by 5 or more it is paralyzed, if it fails by 10 or more it dies. A creature may attempt another saving throw at the end of each of its turns, ending the effect on itself on a success. This saving throw is made with disadvantage if the target can see Pale Night and she has advantage on attacks targeting a creature frightened by her.

Summon Demons (Recharge 6, 3/day). Pale Night magically summons (100% chance of success) demons whose combined average hit points do not exceed 1,000; or (50% chance of success) one of the following demon lords or princes: Graz'zt, Lupericio, or Vucarik.

Legendary Actions

Pale Night can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Pale Night has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. Pale Night regains spent legendary actions at the start of his turn.

Attack. Pale Night makes a *draining touch* attack.

Move. Pale Night moves half her speed.

Innate Spellcasting (Costs 2 Actions). Pale Night innately casts a spell.

Etherealness (Costs 2 Actions). Pale Night becomes ethereal, as in the spell *etherealness*, and can move up to her speed.

Peak Behind the Veil (Costs 2 Actions). Pale Night reveals her true form to one creature that can see her within 120 feet of her. Refer to *Truth Behind the Veil* for the effects of this revelation.

Black Melody (Cost 3 Actions, Recharge 6). Pale Night croons the dark song of the abyss. All enemies within 1,000 feet of Pale Night that can hear her must make a DC 30 Wisdom saving throw. On a failure their speed is reduced by half and they have disadvantage on all attack rolls and saving throws for 3 (1d6) rounds. In addition, all demon allies of Pale Night within the same range gain 100 temporary hit points, a 30-foot bonus to their speed, a +5 bonus to their to hit and damage rolls, and +4 bonus to their AC for the same duration.

BAPHOMET

Huge fiend (demon lord) chaotic evil

Armor Class 21

Hit Points 840 (40d12+360)

Speed 60 ft

STR	DEX	CON	INT	WIS	CHA
31 (+13)	16(+6)	28(+12)	20(+8)	26(+11)	20(+8)

Savings Throws Str +21, Dex +14, Con +20, Wis +19

Skills Athletics +21, Intimidation +21, Perception +19

Damage Resistances thunder, bludgeoning, piercing, and slashing

Damage Immunities poison

Senses truesight 240 ft., passive Perception 29

Languages All, telepathy 500 ft.

Challenge 28 (135,000 XP)

Charge. If Baphomet moves at least 10 feet straight toward a target and then hits with a gore attack on the same turn, the target takes an extra 55 (10d10) piercing damage. If the target must succeed on a DC 27 Strength saving throw or be pushed 15 feet away if it is gargantuan, 30 feet away if it is huge, 60 feet away if it is larger or 120 feet away if it is medium or smaller, and knocked prone.

If a pushed target strikes a solid surface the target takes 3 (1d6) bludgeoning damage for every 10 feet it was pushed. If the target is pushed at another creature, that creature must succeed on a DC 29 Dexterity saving throw or take the same damage and be knocked prone.

Danger Sense. Baphomet's has advantage on Dexterity checks and saving throws against threats it can see.

Heartcleaver. The Heartcleaver is +4 glaive artifact (included in the attack). While a creature is attuned to it and raging it cause triple weapon damage (included in the attack).

Innate Spellcasting. Baphomet's spell casting ability is Charisma (spell save DC 24, +16 to hit with attack spells). Baphomet can innately cast the following spells, requiring no material components:

At will: *dominate beast*, *hunter's mark*

3/day each: *maze*, *wall of stone* (double all effects)

1/day each: *reverse gravity*, *earthquake*

Labyrinthine Recall. Baphomet can perfectly recall any path he has traveled, and he is immune to the *maze* spell.

Magic Weapons. Baphomet's weapon attacks are treated as +3 magical weapons, except *heartcleaver* which is +4.

Rage. Baphomet's has advantage on Strength checks and saving throws and gains a +10 bonus to damage (included in the attack).

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

Actions

Multiattack. Baphomet makes two attacks: any combination of *fist* and *heartcleaver* attacks.

Fists. *Melee Weapon Attack:* +21 to hit, reach 10 ft., one target. *Hit:* 59 (6d12 + 20) bludgeoning damage.

Gore. *Melee Weapon Attack:* +21 to hit, reach 10 ft., one target. *Hit:* 75 (10d10 + 20) piercing damage.

Heartcleaver. *Melee Weapon Attack:* +22 to hit, reach 15 ft., one target. *Hit:* 93 (10d12 + 28) slashing damage. This attack does an extra 32 (5d12) slashing damage on a critical hit.

Howl (5-6). Baphomet roars and all creatures within 240 feet of him must make a DC 28 Constitution saving throw taking 65 (10d12) thunder damage on failed save, and half as much damage on a successful one.

In addition, each creature within 240 feet that can hear the roar must succeed on a DC 25 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the frightening effects of Baphomet's *howl* for the next 24 hours.

Unholy Water (5-6). Baphomet spits forth unholy water in a 90 foot cone. All creatures within the cone must make a DC 26 Dexterity saving throw taking 130 (20d12) necrotic damage on failed save, and half as much damage on a successful one.

Summoning (1/day). Baphomet magically summons (100% chance of success) 1d10+6 *minotaurs*, or, 1d4 *goristros*.

Whirlwind Frenzy (recharge 5-6). Baphomet makes a *heartcleaver* attack on all targets within 15 feet of him.

Legendary Actions

Baphomet can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Baphomet has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. Baphomet regains spent legendary actions at the start of its turn.

Attack. Baphomet makes a *fist* attack, or cast a spell.

Heartcleaver (2/round). Baphomet makes a *heart cleaver* attack.

Charge (2 actions). Baphomet moves up to its speed then makes a gore attack.

Frenzy (3 actions). *Whirlwind frenzy* recharges and Baphomet uses it immediately.

Unholy (3 actions, 1/day). *Unholy water* recharges and Baphomet uses it immediately.

MALCANTHET

Medium fiend (demon lord), chaotic evil

Armor Class 28 (natural armor, see also *profane beauty*)

Hit Points 646 (38d8+342)

Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
24(+9)	28(+11)	28(+11)	26 (+10)	30 (+12)	36(+15)

Savings Throws Dex +19, Con +19, Wis +20, Cha +23

Skills Acrobatics +19, Deception +23, Persuasion +23, Perception +20, Stealth +20

Damage Resistances Refer to *Demon Lords* entry.

Damage Immunities lightning, poison; refer to *Demon Lords* entry.

Condition Immunities poisoned; refer to *Demon Lords* entry.

Senses truesight 180 ft, passive Perception 30

Languages All, telepathy 480 ft.

Challenge 28 (120,000)

Banishment. Refer to *Demon Lords* entry.

Innate Spellcasting. Refer to *Demon Lords* entry. In addition, Malcanthet's spellcasting ability is Charisma (spell save DC 31, +23 to hit with attack spells). Malcanthet can innately cast the following spells, requiring no material components:

At will: *command*, *charm person*, *dominate beast*, *etherealness*

3/day each: *geas*, *dominate person*, *mass suggestion*, *teleport*

1/day each: *antipathy/sympathy*, *feblemind*, *dominate monster*

Legendary Resistance (3/day). Refer to *Demon Lords* entry

Limited Magic Immunity. Refer to *Demon Lords* entry

Lover's Lash. Lovers Lash is a +3 epic *scourge* that deals an extra 27 (6d8) lightning damage on a hit, included in the attack.

Lover's Revenge. Malcanthet deals an additional 35 (10d6) damage on melee attacks against targets when she has advantage to attack them.

Magic Weapons. Refer to *Demon Lords* entry

Profane Beauty. Malcanthet's otherworldly beauty grants her a +3 bonus to her AC as long as she is not wearing armor and the attacker can see her, included in her AC. In addition, a creature that is charmed by her suffers disadvantage on its saving throws to end the charm if it can see her and she has advantage on attacks targeting a creature charmed by her.

Reflect Enchantment. When Malcanthet succeeds on a saving throw versus an enchantment spell, or it fails because of her spell immunity, she suffers no effect from the spell and it is reflected back at the caster as if Malcanthet cast the spell and the target is the original caster,

Regeneration. Malcanthet regains 30 hit points at the start of her turn.

Shapechanger. Malcanthet can use its action or 2 legendary actions to polymorph into a Small or Medium humanoid, or back into her true form. Other than her size, her statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Telepathic Bond. Malcanthet has no range limit when communicating with a creature she has charmed, even if they are on different planes of existence.

Actions

Multiattack. Malcanthet makes one *tail* and three *claw* or *lash* attacks.

Claw. *Melee weapon attack.* +19 to hit, reach 5 ft., one target. Hit 23 (3d6+13) slashing damage.

Lash. *Melee weapon attack.* +20 to hit, reach 5 ft., one target. Hit 23 (3d6+13) slashing damage and 27 (4d10) lightning damage.

Tail. *Melee Weapon Attack:* +19 to hit, reach 5ft, one target. *Hit:* 25 (3d4 +9) piercing damage and 14 (4d6) poisoned damage and the target must make a DC 27 Constitution saving throw or be poisoned. A creature poisoned by this effect has disadvantage on Wisdom checks and saving throws. A target may make additional saving throws at the end of its turn, ending the effect on itself on a success.

Seductive Gaze. One creature Malcanthet can see within 240 feet of it must succeed on a DC 31 Wisdom saving throw or be charmed for 1 day. The charmed target obeys Malcanthet's commands. If the target is harmed by or receives a suicidal command from Malcanthet, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to Malcanthet's Gaze for 3 (1d6) rounds.

Summon Demons (3/day). Malcanthet magically summons (100% chance of success) 1d6+2 succubi / incubi, 1d4 maraliths, or 1d2 balors; or (50% chance of success) a Demon Lord; or (25% chance of success) a Demon Prince.

Bonus Actions

Queen's Kiss. Malcanthet kisses a creature charmed by her, a willing creature, or a paralyzed or stunned creature. The target must make a DC 31 Constitution saving throw, taking 70 (10d10 + 15) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken, and it dies if this effect reduces its hit point maximum to 0. This reduction lasts for 24 hours.

Dominatrix. Malcanthet can exert precise control on a creature she has dominated.

Quick Casting. Malcanthet casts an at-will spell.

Reactions

Lover's Sacrifice. When Malcanthet is the target of an attack, she commands a creature charmed by her to use its reaction to move up to its speed and protect her. The charmed creature becomes the target of the attack instead of her,

Legendary Actions

Malcanthet can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Malcanthet has unspent legendary actions at the end of the round, she may spend and immediately use her remaining legendary actions. Malcanthet regains spent legendary actions at the start of her turn.

Attack. Malcanthet makes a melee attack.

Innate Spellcasting (1/round). Malcanthet casts a spell.

Teleport. Malcanthet magically teleports along with anything she is carrying up to 120 feet to an unoccupied space she can see.

Queen's Boon (Costs 3 Actions). Malcanthet targets one creature she can see. The target gains a +4 bonus to one ability score of its choice and a +4 bonus to all of its saving throws. In return, Malcanthet can see and hear what the target sees and hears and can communicate it telepathically at all times. She can also spend an action to cast a spell through this thrall.

YEENOGHU

Large fiend (demon lord) chaotic evil

Armor Class 25 (natural armor)

Hit Points 756 (42d10+336)

Speed 80 ft

STR	DEX	CON	INT	WIS	CHA
29 (+12)	24(+10)	27(+11)	18(+7)	24(+10)	17(+6)

Savings Throws Dex +18, Con +19, Wis +18

Skills Acrobatics +18, Athletics +20, Intimidation +20, Perception +18

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 180 ft., passive Perception 28

Languages All, telepathy 360 ft.

Challenge 28 (135,000 XP)

Escape the Horde. Opportunity attacks against Yeenoghu's have disadvantage.

Favored Enemy. Yeenoghu's favored enemies are: celestials, giants, minotaurs, and undead. Yeenoghu has advantage on Wisdom check to track these creatures and Intelligence checks to recall information about these creatures.

Foe Slayer. One per turn Yeenoghu can add 7 hit points of damage to an attack against one of its favored enemies,

Innate Spellcasting. Yeenoghu's spell casting ability is Constitution (spell save DC 27, +19 to hit with attack spells). Yeenoghu can innately cast the following spells, requiring no material components:

At will: *locate creature*, *hunter's mark*

3/day each: *haste*, *contagion (filth fever)*

1/day each: *disintegrate*

Limited Magic Immunity. Unless Yeenoghu wishes to be affected, it is immune to spells of 6th level or lower and has advantage on savings throws of all spells and magical effects.

Magic Weapons. Yeenoghu's weapon attacks are treated as +3 magical weapons, except *flail* which is +4.

Rampage. When Yeenoghu reduces a creature to 0 hit points with a melee attack on his turn, Yeenoghu can take a bonus action to up to half his speed and make a bite attack.

Ravage. When attacking a prone creature, Yeenoghu makes a critical hit on a roll of 15-20 (if the roll below 20 is also a hit).

Actions

Multiattack. Yeenoghu makes three flail attacks, or two claw attacks and a bite or fail attack.

Claw. *Melee Weapon Attack:* +20 to hit, reach 10 ft., one target. *Hit:* 27 (4d8 + 9) slashing damage.

Bite. *Melee Weapon Attack:* +20 to hit, reach 5 ft., one target. *Hit:* 35 (4d12 + 9) piercing damage plus 33 (6d10) poison and necrotic damage.

Flail. *Melee Weapon Attack:* +21 to hit, reach 15 ft., one target.

Hit: 44 (6d8 + 17) bludgeoning damage, plus one of the following effects chosen by Yeenoghu or at random.

1. The attack deals an extra 18 (4d8) bludgeoning damage.
2. The target must succeed on a DC 24 Constitution saving throw or be paralyzed until the start of Yeenoghu's next turn.
3. The target must succeed on a DC 24 Constitution saving throw or be affected by the *confusion* spell until the start of Yeenoghu's next turn.

On a critical hit, in addition to the normal extra damage, the target suffers all three effects (with confusion manifesting after the target has been paralyzed for one turn).

Summoning (1/day). Yeenoghu magically summons (100% chance of success) 1d10+10 *gnoll fangs of yeenoghu*.

Swat Away. Yeenoghu makes a *flail* attack. If the attack hits, instead of one of the three extra effects listed in the *flail* attack, the target must succeed on a DC 25 Strength saving throw or be pushed 15 feet away from Yeenoghu. If the target fails the saving throw by 5 or more it is also knocked prone.

Bonus Actions

Hapless Victim. Yeenoghu can use a bonus action to make a bite attack against a prone target within its reach.

Reactions

Giant Killer Yeenoghu's can use a reaction to immediately attack a huge or larger creature after it hits or misses him with an attack.

Uncanny Dodge. Yeenoghu's can use a reaction to halve the damage from an attack it can see and that hits it.

Legendary Actions

Yeenoghu can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Yeenoghu has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. Yeenoghu regains spent legendary actions at the start of its turn.

Attack. Yeenoghu makes two *claw* attacks, or a *bite* attack.

Flail. Yeenoghu makes *flail* or *swat away* attack.

Move. Yeenoghu can move up to half its speed.

Regenerate. Yeenoghu regenerates 20 hit points

Spell Casting. Yeenoghu casts a spell.

Charge (2 actions). Yeenoghu moves up to its speed then makes a flail attack. If Yeenoghu moves at least 10 feet the target must succeed on a DC 23 Strength saving throw or be knocked prone.

Savage (2 actions). Yeenoghu makes a *bite* attack against each creature within 10 feet of it.

BJORNGANAL

Gargantuan fiend (demon) chaotic evil

Armor Class 20

Hit Points 840 (41d20+410)

Speed 120 ft

STR	DEX	CON	INT	WIS	CHA
33 (+12)	8 (-1)	30(+10)	6 (-2)	13 (+1)	14 (+2)

Savings Throws Str +20, Dex +7, Con +18, Wis +9

Skills Athletics +20, Intimidation +20

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from a +3 or lesser magical weapon

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 960 ft., passive Perception 11

Languages Abyssal

Challenge 27 (105,000 XP)

Charge. If Bjornanal moves at least 20 feet straight toward a target and then hits with a *gore* attack on the same turn, the target takes an extra 105 (10d20) piercing and bludgeoning damage, and the target must succeed on a DC 28 Strength saving throw or be pushed 30 feet away if it is gargantuan, 60 feet away if it is huge, 120 feet away if it is larger or 240 feet away if it is medium or smaller, and knocked prone.

If a pushed target strikes a solid surface the target takes 3 (1d6) bludgeoning damage for every 10 feet it was pushed. If the target is pushed at another creature, that creature must succeed on a DC 25 Dexterity saving throw or take the same damage and be knocked prone.

Colossal. Bjornanal space is 150 ft. by 150 ft., and it stands over 200 ft. tall. Any huge or smaller creature can enter its space. A creature in the Bjornanal's space has advantage on melee attacks targeting Bjornanal.

When Bjornanal target's a creature with a melee attack it can hit one huge or larger creature, two adjacent large creatures, or one medium target and up to 8 medium or smaller creatures adjacent to the medium target.

Labyrinthine Recall. Bjornanal can perfectly recall any path he has traveled, and he is immune to the *maze* spell.

Magic Resistance. Bjornanal has advantage on saving throws against spells and magical effects.

Magic Weapons. Bjornanal's weapon attacks are treated as +4 magical weapons for overcoming resistances only.

Seige Monster. Bjornanal's deals double damage to objects and structures.

Actions

Multiattack. Bjornanal makes two attacks: any combination of *fist* and *hoof* attacks.

Fist. *Melee Weapon Attack:* +22 to hit, reach 100 ft., one target, see *colossal*. *Hit:* 142 (20d12 + 12) bludgeoning damage.

Hoof. *Melee Weapon Attack:* +22 to hit, reach 40 ft., one huge or smaller target, see *colossal*. *Hit:* 159 (14d20 + 12) bludgeoning damage.

Gore. *Melee Weapon Attack:* +22 to hit, reach 50 ft., one target, see *colossal*. *Hit:* 222 (20d20 + 12) piercing and bludgeoning damage.

Trample. Bjornanal can move up its speed and enter creatures' space (see *colossal*) and use its bonus action to make up to four *hoof* attacks on creatures whose space it enters during the move. Bjornanal can only make one attack per creature. Creatures hit by a *hoof* attack during this action cannot use their reaction until the end of Bjornanal's next turn.

Bonus Actions

Stomp: When a creature starts its turn in Bjornanal's space, Bjornanal can use its bonus action to make a *hoof* attack against that creature.

Reaction

Stomp: When a creature enters Bjornanal's space, Bjornanal can use a reaction to make a *hoof* attack against that creature.

KOSTCHTCHIE

Huge fiend (demon lord) chaotic evil

Armor Class 20 (natural armor)

Hit Points 836 (38d12+380)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
32 (+13)	12 (+3)	30 (+12)	18 (+6)	20 (+7)	22 (+8)

Savings Throws Str +21, Con +20, Wis +19

Skills Athletics +21, Intimidation +21, Perception +15

Damage Resistances Refer to the *Demon Lords* entry

Damage Immunities cold; refer to the *Demon Lords* entry

Condition Immunities petrified; refer to the *Demon Lords* entry

Senses truesight 120 ft., darkvision 240 ft., passive Perception 29

Languages Abyssal, Common, Draconic, Giant, telepathy 120 ft.

Challenge 27 (105,000 XP)

Brute. Kostchtchie's suffers a -5 penalty to his melee attacks and gains a +10 damage bonus, included in the attacks.

Innate Spellcasting. Refer to the *Demon Lords* entry. In addition, Kostchtchie's spell casting ability is Charisma (spell save DC 24, +16 to hit with attack spells). Kostchtchie can innately cast the following spells, requiring no material components:

At will: *cone of cold*, *ice storm*

3/day each: *otiluke's freezing sphere*, *wall of ice*

1/day each: *harm*

Iron Wrath. Iron Wrath is +4 epic maul. If thrown or dropped it automatically returns to Kostchtchie's hand when he uses a bonus action to call it.

Magic Weapons. Refer to the *Demon Lords* entry, with the exception that *Iron Wrath* is a +4 weapon.

Rage. When Kostchtchie is reduced to half his hit point maximum he enters into a rage for up to 5 minutes. While in this rage he has advantage on Strength checks and saving throws, and melee attack rolls, he gains a +10 bonus to damage, and has resistance to all bludgeoning, piercing, and slashing damage. However, all attack rolls to hit him have advantage.

Actions

Multiattack. Kostchtchie makes two attacks: any combination of *slam*, *rock*, and *iron wrath (melee only)* attacks.

Slam. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 56 (11d4+ 29) bludgeoning damage.

Iron Wrath. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 106 (22d6 + 29) bludgeoning damage and the target must make a DC 29 Strength saving throw or be stunned until the end of Kostchtchie's next turn. In addition, the target is automatically stunned on a critical hit.

Iron Wrath. *Ranged Weapon Attack:* +18 to hit, range 150 ft., one target. *Hit:* same as the melee attack.

Rock. *Ranged Weapon Attack:* +18 to hit, range 360 ft., one target. *Hit:* 55 (4d12+ 29) bludgeoning damage.

Sweeping Maul (recharge 5-6). Kostchtchie makes an *iron wrath* attack on all targets within 15 feet of him. If the attack hits the target is also knocked prone.

Freezing Breath (5-6). Kostchtchie exhales a freezing blast in a 90 foot cone. All creatures within the cone must make a DC 24 Dexterity saving throw taking 132 (24d 10) cold damage on failed save or half as much damage on a successful one. This damage ignores resistance to cold damage.

Summoning (1/day). Kostchtchie magically summons (100% chance of success) 1d4+1 *frost giants*, or 1 ancient *white dragon*.

Bonus Actions

Leap of Wrath (5-6). Kostchtchie jumps up to 60 feet, clearing up to 40 feet in height. If he moves at least 20 feet in a straight line immediately before the leap he can increase the distance to 90 feet and 60 feet high. If Kostchtchie makes an *iron wrath* attack immediately after this leap, the attack is a critical hit on a roll of 15-20.

Reactions

Rock Catching. If a rock or similar object is hurled at the Kostchtchie, he can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

Legendary Actions

Kostchtchie can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Kostchtchie has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. Kostchtchie regains spent legendary actions at the start of its turn.

Slam. If Kostchtchie is not wielding *iron wrath* he can make a *slam* attack.

Move. Kostchtchie moves up to half his speed.

Spell Casting (Costs 2 actions). Kostchtchie innately cast a spell.

Iron Wrath (Cost 2 actions). Kostchtchie makes an *iron wrath* attack.

SESS'INNEK

Large fiend (demon lord), chaotic evil

Armor Class 22 (natural armor)

Hit Points 760 (40d10 + 360)

Speed 50 ft., climb 40 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
28 (+11)	20 (+7)	28 (+11)	20 (+7)	22 (+8)	24 (+9)

Savings Throws Str +19, Dex +15, Con +19, Wis +16

Skills Arcana +15, Athletics +19, Intimidation +16, Perception +16

Damage Resistances refer to Demon Lords

Damage Immunities lightning; refer to Demon Lords

Condition Immunities refer to Demon Lords

Senses truesight 180 ft., passive Perception 26

Languages Abyssal, Common, Draconic, telepathy 120 ft.

Challenge 27 (105,000 XP)

Banishment. Refer to the Demon Lords traits.

Juggernaut. If Sess'innek is subject to an effect that would inflict the paralyzed, petrified, restrained, or stunned condition; it instead can't take bonus actions and its speed is reduced by half for the duration of the spell or effect.

Innate Spellcasting. Refer to the Demon Lords traits. In addition, Sess'innek's spellcasting ability is Charisma (spell save DC 25, +17 to hit with spell attacks). The Sess'innek can innately cast the following spells, requiring no material components.

At will: *acid splash* (17th level), *arms of hadar*, *bane*, *dispel magic*
3/day each: *banishment*, *blight*, *counterspell*, *planar binding*
1/day each: *disintegrate*, *divine word*, *finger of death*, *harm*

Limited Magic Immunity. Refer to Demon Lords traits.

Magic Weapons. Refer to Demon Lords. In addition, Sess'innek wields four +2 epic longswords and a +4 epic greatsword that can cast the spell *plane shift* once per day.

Reactive. Sess'innek can take up to three reactions in a round, but only one reaction on a turn in a combat.

ACTIONS

Multiattack. Sess'innek makes up to five attacks: four longsword attacks and one greatsword attack.

Longsword. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 35 (5d8 + 13) slashing damage.

Greatsword. *Melee Weapon Attack:* +21 to hit, reach 10 ft., one target. *Hit:* 52 (10d6 + 17) slashing damage and the target must make a DC 27 Strength saving throw or be pushed 15 feet or knocked prone, Sess'innek's choice.

Summon Demons (1/day). Sess'innek magically summon (100% chance of success) 2d6 lizard kings/queens or 1d8 hezrous.

BONUS ACTIONS

Finish the Fallen. Sess'innek makes a longsword attack against a prone target.

Quick Casting (Recharge 5-6). Sess'innek cast an at-will spell.

REACTIONS

Parry. Sess'innek adds 5 to its AC against one melee or ranged attack that would hit it. To do so Sess'innek must see the attacker and be wielding a melee weapon or shield.

Riposte. When a creature misses Sess'innek with a melee attack, Sess'innek can make a longsword attack against that creature.

LEGENDARY ACTIONS

Sess'innek can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Sess'innek has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. Sess'innek regains spent legendary actions at the start of her turn.

Longsword. Sess'innek makes a longsword attack.

Move. Sess'innek can move up to half its speed.

Regenerate. Sess'innek regenerates 15 hit points.

Teleport (Costs 2 Actions). Sess'innek teleports to an unoccupied space it can see within 120 feet of it..

Spellcasting (Costs 2 Actions). Sess'innek casts a spell.

Nullify Magic. Sess'innek targets one creature it can see within 120 feet of it. An *antimagic field* fills the space of the target, moving with it for 1 minute. The target can spend an action and attempt a DC 25 Arcana check, disabling the field on a success.

Empowered Attacks (Costs 3 Actions). Sess'innek magically enchants its weapons. Until the end of its next turn, Sess'innek's weapons attacks deal an additional 21 (6d6) force damage on a hit.

Greatsword (Costs 3 Actions). Sess'innek makes two greatsword attacks.

JUIBLEX

Huge fiend (demon lord), chaotic evil

Armor Class 20

Hit Points 567 (42d12+294)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
26 (+10)	20 (+7)	25 (+9)	24 (+9)	20 (+7)	16 (+5)

Savings Throws Dex +14, Con +17, Int +17 Wis +15

Skills Perception +15

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities blinded, deafened, grappled, paralyzed, petrified, prone, restrained, stunned, unconscious

Senses truesight 240 ft., passive Perception 25

Languages All, telepathy 240 ft. (1,000 ft w/ oozes and slimes)

Challenge 26 (90,000 XP)

Foul. Any creature, other than an ooze, that starts its turn within 10 feet of Juiblex must succeed on a DC 25 Constitution saving throw or be poisoned until the start of the creature's next turn.

Innate Spellcasting. Juiblex's spell casting ability is Constitution (spell save DC 26, +18 to hit with attack spells). Juiblex can innately cast the following spells, requiring no material components:

At will: *acid splash* (17th level), *melf's acid arrow*

3/day each: *blight*, *contagion*, *gaseous form*,

1/day each: *etherealness*, *power word stun*

Magic Weapons. Juiblex's weapon attacks are treated as +3 magical weapons.

Regeneration. Juiblex's regains 50 hit points at the start of its turn. If it takes fire or radiant damage, this trait doesn't function at the start of its next turn. Juiblex dies only if it starts its turn with 0 hit points and doesn't regenerate.

Slime Form. Juiblex's can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch without squeezing. Each creature within Juiblex's space at the start of its turn takes 33 (6d10) acid damage and is slimed. A creature also takes 33 (6d10) acid damage and is slimed the first time Juiblex moves into its space and if it hits Juiblex with a melee attack while within 10 feet of Juiblex

Slimed creatures are poisoned and any creature, other than an ooze, is poisoned while within 10 feet of the creature. The slime can be removed by taking an action and succeed on a DC 17 Dexterity saving throw. One the slime is removed the creature is no longer poisoned.

Slime Trail. When Juiblex moves the area it leaves becomes slimed for 1 hour or until burned away in 1 minute if set on fire. Creatures in or within 10 feet of the slime trail are poisoned. In addition, creatures in or one's attempting to move through the slime trail must succeed on a DC 25 strength check or be restrained. A restrained creature can attempt another saving throw at the end of each of its turns, ending the effect on a success.

Spider Climb. Juiblex can climb difficult surfaces, including upside down, without needing to make an ability check.

Actions

Multiattack. Juiblex makes three *acid lash* attacks or two *acid lash* attacks and one *eject slime* attack.

Acid Lash. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 27 (3d8 + 14) bludgeoning damage plus 33 (6d10) acid damage and must succeed on a DC 25 Strength or be grappled. A grappled target is restrained until the grapple ends.

Eject Slime. Juiblex spews out a corrosive slime targeting one creature it can see within 120 feet. The target must make a DC 26 Dexterity saving throw, taking 55 (10d10) acid damage and be slimed, see *slime form*, on a failure. If the target takes any damage, any metal armor worn by the target takes a permanent -1 penalty to the AC it offers, and any metal weapon it is carrying or wearing takes a permanent -1 penalty to damage rolls. The penalty worsens each time a target is subjected to this effect. If the penalty on an object drops to -5 (magic items attack and defenses bonuses are reduced first), the object is destroyed.

Slime Blast (recharge 5-6). Juiblex vomits a 100 foot cone of corrosive slime. Each target in the cone must make a DC 26 Dexterity saving throw taking 99 (18d10) acid damage and be slimed, see *slime form*, or half as much damage on a success.

Slimy Summons (1/short rest). Juiblex magically summons a number of oozes which have a total hit point value of 500 or less; or 20 *green slimes* (*Dungeon Hazards in the Dungeon Master's Guide*).

Bonus Action

Consume. Juiblex pulls a grabbed target and the target must succeed on a DC 25 Strength saving throw or be pulled into Juiblex's space. A target consumed this way remains grappled and restrained until it succeeds on a DC 25 Strength saving throw. See *slime form* for the effects of being in Juiblex's space.

Legendary Actions

Juiblex can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Juiblex has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. Juiblex regains spent legendary actions at the start of its turn.

Attack. Juiblex makes an *acid lash* attack, or casts a spell.

Move. Juiblex moves up to half it is speed.

Eject Slime (2 actions). Juiblex makes an *eject slime* attack.

Recharge (3 actions, 1/day). Juiblex recharges *slime blast* or *slimy summons*.

ZUGGTMOY

Large fiend (demon lord), chaotic evil

Armor Class 22 (natural armor)

Hit Points 483 (42d10+252)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
23 (+8)	16 (+5)	22(+9)	22(+8)	20(+7)	26(+10)

Savings Throws Dex +11, Con +14, Int +14 Cha +16

Skills Perception +13

Damage Resistances force, psychic

Damage Immunities poison, necrotic

Condition Immunities poisoned

Senses truesight 180 ft., passive Perception 23

Languages All, telepathy 120 ft. (1,000 ft w/ fungi)

Challenge 25 (75,000 XP)

Infectious Aura. A creature that touches the Zuggtmoy or hits it with a melee attack within 5 feet of it takes 33 (6d10) poison damage and must succeed on a DC 26 Constitution saving throw or be infected by the *spores of Zuggtmoy*, refer to *infestation spores*.

Innate Spellcasting. Zuggtmoy's spell casting ability is Charisma (spell save DC 26, +18 to hit with attack spells). Zuggtmoy can innately cast the following spells, requiring no material components:

At will: *entangle*, *phantasmal force*, *plant growth*, *poison spray*

3/day each: *ensnaring strike* (7th level), *shield*

1/day each: *etherealness*, *weird*

Regeneration. Zuggtmoy's regains 40 hit points at the start of its turn.

Actions

Multiattack. Zuggtmoy makes four pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 23 (3d8 + 10) bludgeoning damage plus 33 (6d10) poison damage and the target must succeed on a DC 25 Constitution saving throw or be poisoned.

Infestation Spores (3/day). Zuggtmoy releases spores that burst out in a cloud that fills a 30-foot-radius sphere centered on Zuggtmoy, and lingers for 1 minute. Any flesh and blood creature in the cloud when it appears, or that enter it later, must make a DC 26 Constitution saving throw. On a successful save the creature can't be infected by these spores for 24 hours. On a failed save, the creature takes 33 (6d10) poison damage, 33 (6d10) psychic damage and is infected with a disease called *spores of Zuggtmoy* and also gains a random form of madness (determined by rolling on the Madness of Zuggtmoy table) that lasts until the creature is cured of the disease or dies. While infected in this way, the creature cannot be re-infected, and it must repeat the saving throw at the end of every 24 hours, ending the infection on a success. On a failure the infected creature's body is slowly taken over by fungal growth, and after three such failed saves, the creature dies and is reanimated as spore servant if it's a type of creature that can be (see "Myconoids" entry in the *Monster Manual*).

Mind Control Spores (recharge 5-6). Zuggtmoy releases spores that burst out in a cloud that fills a 30-foot-radius sphere centered on her, and it lingers for 1 minutes. Creatures in the cloud when it appears, or that enter it later, must make a DC 26 Wisdom saving throw. On a successful save the creature can't be infected by these spores for 24 hours. On a failed save, the creature takes 55 (10d10) psychic damage and is infected with a disease called *influence of Zuggtmoy* for 24 hours. While infected the creature is charmed by her and can't be reinfected by these spores.

Summon Demon (1/short rest). Zuggtmoy magically summons (100% chance of success) one of the following demon types: 1d8 *vrocks*, 1d6 *hezrous*, 1d4 *glabrezus*, 1d3 *nalfeshnees*, 1d3 *mariliths*, or one *gorgistro*.

Reactions

Protective Thrall. When Zuggtmoy is hit by an attack, one creature within 10 feet of Zuggtmoy that is charmed by her must use its reaction to be hit by the attack instead.

Plant Growth. When Zuggtmoy is hit by a ranged attack, she can use a reaction to cast *plant growth* centered on the creature that targeted her.

Legendary Actions

Zuggtmoy can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Zuggtmoy has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. Zuggtmoy regains spent legendary actions at the start of its turn.

Attack. Zuggtmoy makes a *pseudopod* attack, or casts a spell.

Exert Will. One creature charmed by Zuggtmoy that she can see must use its reaction or bonus action to move up to its speed as she directs or to make a weapon attack against a target that she designates.

Move. Zuggtmoy moves up to half it is speed.

Regenerate. Zuggtmoy regains 40 hit points.

Teleport. Zuggtmoy can teleport to an area she can see that is affected by the spell *plant growth*.

Recharge (3 actions, 1/day). Zuggtmoy recharges *mind control spores*.

BALOR LORD (BELAPHOSS)

Huge fiend (demon), chaotic evil

Armor Class 21 (natural armor)

Hit Points 406 (28d12+224)

Speed 50 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	18(+4)	26 (+8)	22(+6)	19(+4)	24(+7)

Savings Throws Str +16, Dex +11 Con +15, Wis +11, Cha +14

Skills Athletics +16

Damage Resistances cold, lightning; bludgeoning, piercing and slashing damage that is nonmagical.

Damage Immunities fire, poison

Condition Immunities charmed, frightened, poisoned

Senses truesight 240 ft., passive Perception 14

Languages Abyssal, telepathy 240 ft.

Challenge 22 (41,000 XP)

Death Throws. When the balor lord dies, it explodes, and each creature within 30 feet of it must make a DC 21 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in the area and destroys the balor's weapons.

Demonic Weapons. The balor lord's weapon attacks are treated as +2 magical weapons (included in the attack).

Demonic Resistance (3/Day). If the balor lord fails a saving throw that would cause it to suffer the restrained or stunned condition, it can choose to succeed instead.

Abyssal Aura. At the start of each of the balor lord's turns, each creature within 10 feet of it takes 21 (6d6) fire or lightning damage, and flammable objects in the area ignite. A creature that touches the balor lord or hits it with a melee attack within 5 feet of it takes 21 (6d6) fire or lightning damage. The balor lord can choose the damage type.

Innate Spellcasting. The balor lord's spell casting ability is Charisma (spell save DC 22, +14 to hit with attack spells). The balor lord can innately cast the following spells, requiring no material components:

At will: *detect evil and good, dispel magic, fear*

3/day each: *fireball, lightning bolt*

1/day each: *fireball, (8th level), lightning bolt (8th level),*

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

Regeneration. The balor lord regains 20 hit points at the start of its turn.

Actions

Multiattack. The balor lord makes three attacks. Two with its great axe and one with its whip or it cast a spell.

Greataxe. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 37 (4d12 + 11) slashing damage plus 36 (8d8) fire damage. If the balor lord scores a critical hit, it rolls damage dice three times, instead of twice.

Whip. *Melee Weapon Attack:* +13 to hit, reach 30 ft., one target. *Hit:* 22 (3d8 + 9) slashing damage plus 36 (8d8) lightning damage and the target must succeed on a DC 21 strength saving throw or be pulled up to 25 feet towards the balor lord.

Summon Demon (1/Day). The balor lord magically summons (75% chance of success) on of the following demon types: 1d8 vrocks, 1d6 hezrous, 1d4 glabrezus, 1d3 nalfeshnees, 1d3 mariliths, or one gorgistro.

Abyssal Storm (Recharge 5-6, shares the same recharge with demonic breath). The balor lord surrounds himself with explosive fire. Each creature within 20 feet of the balor lord must make a DC 23 Dexterity saving throw, taking 28 (8d6) fire damage and 28 (8d6) lightning damage and 28 (8d6) bludgeoning damage on a failed save, or half as much on a successful one. The balor lord is immune to this damage. Flammable objects in the area ignite.

Demonic Breath (Recharge 5-6, shares the same recharge with abyssal storm). The balor lord exhales fire and lightning in a 60-foot cone. Each creature in that area must make a DC 23 Dexterity saving throw, taking 104 (16d12) fire and lightning damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Innate Casting (1/day). The balor lord can use its bonus action to innately cast a spell.

Reactions

Quick Axe. The balor lord can use its reaction to make a *greataxe* attack when a creature first enters its reach.

Move

Teleport (Recharge 5-6). The balor lord magically teleports, along with any equipment he is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Winged Barrage (Recharge 5-6). The balor lord beats its wings. Each creature within 20 feet of it must make a DC 23 dexterity saving throw. On a failure, a target takes 36 (6d8 +9) bludgeoning damage and is pushed 20 feet away from the balor lord. On a success, the target takes half damage. The balor lord can then fly up to half its move speed.

A nascent demon lord, a balor lord typically rules over a region no larger than half the size of the realm in which it resides (as only full demon lords can command the rule of an entire Abyssal realm), and even though most balor lords rule much smaller regions (generally areas comparable in size to a single continent), their power is vast indeed.

TYPE VI (BALOR)

Huge fiend (demon), chaotic evil

Armor Class 19 (natural armor)

Hit Points 377 (26d12+208)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	26(+8)	20 (+5)	18(+4)	22(+6)

Savings Throws Str +14, Dex +9, Con +12, Wis +10

Skills Athletics +20, Intimidation +14, Perception +10

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities fire, poison

Senses truesight 180 ft., passive Perception 20

Languages Abyssal, telepathy 120 ft.

Challenge 20 (25,000 XP)

Brute. The balor suffers a -4 penalty to its melee attacks and gains a +10 damage bonus, included in the attacks.

Death Throws. When a balor dies, it explodes, and each creature within 30 feet of it must make a DC 20 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save or half as much damage on a successful one. The explosion ignites flammable objects and it destroys the balor's weapons

Fire Aura. At the start of each of the balor's turns, each creature within 5 feet of it takes 10 (3d6) fire damage and flammable objects in the aura ignite. A creature that touches the balor or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Innate Spellcasting. The balor's spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). The balor can innately cast the following spells, requiring no material components.

At will: *darkness, detect magic, dispel magic, lightning bolt*

3/day: *symbol, telekinesis, teleport*

1/day: *firestorm, imprisonment, power word stun*

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

Magic Weapons. The balor's weapon attacks are magical. It wields a +2 epic longsword and a +2 epic whip.

Actions

Multiattack. The balor makes up to three attacks: any combination of *longsword*, *claw*, and *whip* attacks.

Longsword. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 40 (4d8 + 22) slashing damage plus 18 (4d8) lightning damage; or 58 (8d8 + 22) slashing and 36 (8d8) lightning damage on a critical hit.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 32 (4d6 + 18) slashing damage plus 10 (3d6) fire damage.

Whip. *Melee Weapon Attack:* +12 to hit, reach 30 ft., one target. *Hit:* 36 (4d6 + 22) slashing damage plus 10 (3d6) fire damage, and the target must succeed on a DC 22 Strength saving throw or be pulled up to 25 feet toward the balor.

Summon Demons (1/day). The balor can summon one of the following types of demons: 2d6 vrocks, 2d4 hezrous, 1d6 glabrezus, or 1d4 nalfeshnee; or (75% chance of success) 1d2 goristro, or 1d2 mariliths.

Bonus Action

Beheading Blade. When the balor uses its whip to pull a target within its reach, it can make a *longsword* attack against the target with advantage. In addition, this attack is a critical hit on a roll of 15-20, if the roll is a hit.

Teleport. The balor magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Reactions

Whip lash. When a creature within 30 feet of the balor target's it with a ranged attack or attempts to cast a spell, the balor can use its reaction to make a *whip* attack targeting the creature. On a hit the attack or spell is interrupted.

ARCH-FIENDS

(NEUTRAL EVIL)

ARCH-FIENDS

(LAWFUL EVIL)

ARCH-DEVILS

(ARCH-FIENDS)

Arch-devils range in power from similar to demi-gods to intermediate gods; however, generally all have the abilities and traits in the list below. These abilities and traits are assumed to be a part of all arch-devil stat blocks. Only specific modifications to these traits and/or additional traits are listed in the individual stat blocks.

Damage Resistances cold, poison; bludgeoning, piercing, and slashing from a +2 or lesser magical.

Damage Immunities fire; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities petrified

Banishment. When a arch-devil drops to 0 hit points, its body is destroyed but its essence travels back to its domain, and is unable to take physical form for a time.

Innate Spellcasting. Refer to individual entries for a arch-devil's spell casting ability, their save DC, and attack bonus. Arch-devils can innately cast the following spells at 7th level or higher, requiring no material components:

At will: *charm person, detect magic, dispel magic, dispel good and evil, fear, suggestion*

3/day each: *hellish rebuke, polymorph*

1/day each: *dominate monster, (un)holy aura, wish (must be used to grant another's wish)*

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

Limited Magic Immunity. Unless a arch-devil wishes to be affected, it is immune to spells of 3rd level or lower, and it has advantage on all other spells and magical effects.

Magic Weapons. A arch-devil's weapon attacks are treated as +2 magical weapons.

ASMODEUS

Large fiend (Arch-devil, lawful evil)

Armor Class 30 (natural armor)

Hit Points 1,098 (52d10+572)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
32 (+15)	28(+13)	33(+15)	33(+15)	32(+15)	36(+17)

Savings Throws Str +25, Dex +23, Int +24. Wis +25, Cha +37

Skills Arcana +24, Perception +22, Religion +22

Damage Resistances cold, necrotic; bludgeoning, piercing, and slashing from +4 or lesser magical weapons

Damage Immunities poison; refer to Arch-Devils entry

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned

Senses truesight 240 ft., passive Perception 32

Languages all, telepathy 240 ft.

Challenge 34 (240,000 XP)

Authority of Nessus. Any creature hostile to Asmodeus that starts its turn within line of sight of him must either avert its eyes (if the target is surprised, it cannot avert its eyes) or succeed on a DC 25 Wisdom saving throw at the end of each of its turns. If it fails three attempts before it succeeds on three attempts it is dominated, as in the *dominate monster* spell. If a creature succeeds on its saving throw or the effect ends for it, it is immune to *authority of nessus* for 24 hours.

Banishment. If Asmodeus is reduced to 0 hit points he explodes in 40-foot radius ball of flame, his body is destroyed, but his essence returns to his stronghold on Nessus and he cannot take physical form for a time. Each creature in the blast area must make a DC 25 dexterity saving throw, taking 78 (12d12) fire damage on a failure and half as much damage on a success.

Innate Spellcasting. Asmodeus's spell casting ability is Charisma (spell save DC 35, +27 to hit with attack spells). Asmodeus can innately cast the following spells, requiring no material components, and all are cast at the highest possible level:

At will: *animate dead, geas, hold monster, ice storm, mass suggestion, thunderwave, wall of fire, wall of ice*

3/day each: *blight, chain lightning, dominate monster, force cage, greater invisibility, shapechange, symbol*

1/day each: *power word heal, meteor swarm, trap the soul, wish*

Legendary Resistance (5/Day). If Asmodeus fails a saving throw, he can choose to succeed instead.

Limited Magic Immunity. Unless Asmodeus wishes to be affected, it is immune to spells of 7th level or lower and has advantage on savings throws of all spells and magical effects.

Magic Weapons. Asmodeus' weapon attacks are treated as +4 magical weapons.

Ruby Rod. The rod is +5 epic artifact (included in the attack) that does an extra 36 (8d8) cold, fire, or acid damage, Asmodeus' choice, on a hit and double damage to celestials. In addition, it has 15 charges, and any of its properties that require a saving throw have a save DC of 35, +27 to hit with attack spells. While holding it, Asmodeus can use an action to cast *arcane eye, bestow curse, fire shield*. Alternatively, he can spend 1 charge to cast one of the following spells from it (at 9th level and double the area/range): *cone of cold, lightning bolt, melf's acid arrow*. In addition, when he hits a creature in a melee attack with the rod he can choose to immediately spend 2 charges to cast *dominate monster* on the target. The wand regains 1d8 + 4 charges daily at dawn.

While Asmodeus is in possession of the rod he is able to summon twice the number of devils, see summon devil below, or double its chance of summoning a duke-of-hell or arch-devil.

Actions

Multiattack. Asmodeus makes to *two slam* or *two ruby rod* attacks.

Ruby Rod. *Melee Weapon Attack:* +26 to hit, reach 10 ft., one target. *Hit:* 61 (9d8 + 21) bludgeoning damage plus 36 (8d8) cold, fire, or acid damage, Asmodeus' choice.

Slam. *Melee Weapon Attack:* +25 to hit, reach 5 ft., one target. *Hit:* 50 (9d6 + 19) bludgeoning damage plus 21 (8d6) fire damage and the target must succeed on DC 32 Strength saving throw or be knocked prone or grappled (Asmodeus's choice).

Hellfire Pillar (recharge 5-6). Asmodeus chooses a point on the ground that he can see within 480 feet of him. A cylinder of hellfire, 100 feet tall with a 20-foot radius, rises from that point and lasts for 1 minute. Creatures in the area when the pillar erupts, or that end their turn in the area, lose their immunity or resistance to fire damage, or gain vulnerability to fire damage if they did not have any resistance or immunity, for 1 minute. In addition, each creature must make a DC 35 Dexterity saving throw, taking 210 (20d20) fire damage on a failure, or half as much damage on a success.

Summon Devil (2/short-rest). Asmodeus magically summons (100% chance of success) one of the following type of devils: 2d4+2 bone devils, 1d6+2 horned devils, 1d6+2 erinyes, 1d4+2 ice devils, or 1d4 pit fiends; or (75% chance of success) one of his Dukes; or (25% chance of success) one arch-devil.

Bonus Action

Fling. One medium or smaller object or creature held or grappled by Asmodeus is thrown up to 300 ft in a direction of its choosing and knocked prone. If a thrown target strikes a solid surface the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 32 Dexterity saving throw or take the same damage and be knocked prone.

Puppet Master. Asmodeus exerts precise control over one creature he has dominated.

Reaction

Hellfire Rebuke (1/day). When Asmodeus is the target of a ranged weapon or spell attack. Hellfire Pillar recharges and he can use a reaction to use it immediately.

Legendary Actions

Asmodeus can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only before or after another creature's turn. If Asmodeus has unspent legendary actions at the end of the round, he may spend and immediately use his remaining legendary actions. Asmodeus regains spent legendary actions at the start of his turn.

Attack. Asmodeus can make a *ruby rod* or *slam* attack.

Move. Asmodeus can move up to half his speed.

Regenerate. Asmodeus regains 50 hit points.

Ruby Rod (1/round). Asmodeus can use the *ruby rod* to cast a spell or spend one of its charges.

Innate Spellcasting (Cost 2 Actions). Asmodeus casts a spell.

Chill Gaze (Costs 2 Actions). Asmodeus can force one creature within 240 feet of him that can see him to look into his eyes. The creature must make a DC 35 Wisdom saving throw, taking 65 (10d12) cold damage and be paralyzed on a failure and half as much damage on a successful saving throw.

Summons (Costs 2 Actions). Asmodeus can use his *summon devils* ability.

Teleport (Costs 2 Actions). Asmodeus magically teleports, along with any equipment he is carrying, up to 480 feet to an unoccupied space he can see.

Recharge (Costs 3 Actions). Asmodeus recharges hellfire pillar.

MEPHISTOPHELES

Large Fiend (Arch-devil), lawful evil

Armor Class 29 (natural armor)

Hit Points 945 (45d10+495)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29(+12)	30(+13)	32(+14)	31(+13)	30(+13)	34(+15)

Savings Throws Str +21, Dex +22, Int +22, Wis +22, Cha +24

Skills Arcana +22, Deception +24, Insight +22, Intimidation +24, Perception +22, Persuasion +24, Religion +22

Damage Resistances acid, lightning; bludgeoning, piercing, and slashing that is +3 or lesser magic.

Damage Immunities cold, poison; refer to *Arch Devils* entry.

Condition Immunities charmed, exhaustion, frightened; petrified

Senses truesight 240 ft. passive Perception 32

Languages All, telepathy to 240 ft.

Challenge 32 (195,000)

Banishment. Refer to *Arch Devils* entry.

Fire Aura. Mephistopheles can wrap himself in dark flames that extend 10 feet all around him. Creatures that start their turn in the aura take 21 (6d6) fire damage.

Innate Spellcasting. Mephistopheles' innate spellcasting ability is Charisma (spell save DC 32, +24 to hit with attack spells).

Mephistopheles can innately cast the following spells, at 8th level, requiring no material components:

At will: *cone of cold*, *ice storm*, *wall of fire*, *wall of ice*

3/day each: *bane*, *blight*, *firestorm*

1/day each: *meteor swarm*, *power word kill*, *wish*

Legendary Resistance (4/day). Refer to *Arch Devils* entry.

Lord of Hellfire. When Mephistopheles attacks have the hellfire damage type it ignores resistance to fire and treats immunity to fire damage as resistance to fire damage instead.

Limited Magic Immunity. Unless Mephistopheles wishes to be affected he is immune to spells of 6th level or lower and has advantage on saving throws of all spells and magical effects.

Magic Weapons. Mephistopheles's weapon attacks are treated as +3 magical weapons.

Scratch. Scratch is a +4 epic trident that inflicts and extra 35 (10d6) cold, fire, or lightning damage (Mephistopheles' choice), included in the attack. In addition, it magically returns to his hand when summoned (free action).

Spellcasting. Mephistopheles is an 15th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 30, +22 to hit with spell attacks). Mephistopheles typically has the following wizard spells prepared:

Cantrips (at will): *guidance*, *mage hand*, *prestidigitation*, *ray of frost*, *shocking grasp*

1st level (4 slots): *inflict wounds*, *magic missile*, *shield*

2nd level (3 slots): *blindness/deafness*, *melf's acid arrow*, *mirror image*, *scorching ray*, *web*

3rd level (3 slots): *counterspell*, *haste*, *lightning bolt*

4th level (3 slots): *arcane eye*, *banishment*, *otiluke's resilient sphere*

5th level (2 slots): *hold monster*, *scrying*, *wall of force*

6th level (1 slot): *chain lightning*, *disintegrate*

7th level (1 slot): *prismatic spray*, *forcecage*

8th level (1 slot): *abi-dalzim's horrid wilting*, *prismatic wall*

Actions

Multiattack. Mephistopheles makes three attacks, any combination of scratch and burning touch attacks.

Scratch. *Melee Weapon Attack:* +22 to hit, reach 10ft, one target.

Hit: 43 (6d8 + 16) piercing damage and 35 (10d6) cold, fire, or lightning damage, Mephistopheles' choice.

Scratch. *Ranged Weapon Attack:* +22 to hit, range 200/400 ft, one target.

Hit: 43 (6d8 + 16) piercing damage and 35 (10d6) cold, fire, or lightning damage, Mephistopheles' choice.

Burning Touch. *Melee Weapon Attack:* +21 to hit, reach 5 ft., one target. *Hit:* 42 (12d6) hellfire damage and the creature must then make a DC 24 Constitution saving throw or lose all resistance to fire damage and burst into flames. A burning creature takes 21 (6d6) fire damage at the start of its turn until it takes an action to extinguish the flames.

Evoke Hellfire. Mephistopheles causes his *fire aura* to flare and burn with hellfire. The aura range and damage double until the start of his next turn and the damage type becomes hellfire. In addition, creatures in the area when Mephistopheles aura flares must make a DC 32 Dexterity saving throw, taking 78 (12d12) hellfire damage on a failure or half as much damage on a success.

Hellfire Immolation. Mephistopheles magically wreathes one creature he can see within 300 feet of him in hellfire flames. The creature must make a DC32 Dexterity saving throw, taking 168 (16d20) hellfire damage on a failure or half as much damage on a success. In addition, on a failed save the target burns for 1 minute taking 35 (10d6) hellfire damage at the start of each of its turns. A creature can repeat the saving throw at the end of each of its turns, ending the burning on a success. These flames cannot be extinguished by nonmagical means.

Summon Devil (3/day). Mephistopheles magically summons (100% chance of success) one of the following types of devils: 1d6+2 bone devils, 1d4+2 horned devils, 1d3+2 ice devils, 1d4 pit fiends; or (75% chance of success) one of his Dukes.

Legendary Actions

Mephistopheles can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Mephistopheles has unspent legendary actions at the end of the round, he may spend and immediately use his remaining legendary actions. Mephistopheles regains spent legendary actions at the start of his turn.

Attack. Mephistopheles makes a *burning touch* or *scratch* attack.

Move. Mephistopheles moves up to half his speed.

Disengage (1/round). Mephistopheles takes the disengage action.

Spellcasting (2/round). Mephistopheles casts a spell.

Teleport (Costs 2 Actions). Mephistopheles magically teleports along with anything is carrying up to 240 feet to an unoccupied space he can see.

Empowered Immolation (Costs 4 Actions, recharge 5-6).

Mephistopheles makes a *hellfire immolation* attack and it inflicts double the amount of initial hellfire damage.

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Lord of Hellfire.

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The Goals of Mephistopheles.

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The Cult of Mephistopheles.

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Mephistopheles's Domain

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Shapes in the Ice.

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Lord of Cania.

Like all of the Nine, Mephistopheles's title has power and his might is greater while he is in his domain. While on Cania Mephistopheles is considered CR 35 (265,000XP) and he gains the following attributes:

- Mephistopheles can use *legendary resistance* 5/day.
- Mephistopheles can use 5 *legendary actions*.
- Mephistopheles has advantage on all attack rolls.
- Mephistopheles rolls a critical hit on a natural 18-20.
- Mephistopheles regains 50 hit points at the start of his turn.
- Mephistopheles can use domain actions.
- Mephistopheles attacks that inflict cold damage do maximum damage.

DOMAIN ACTIONS

While anywhere within the plane of Cania, Mephistopheles can take a domain action as long as he is not incapacitated.

On initiative count 20 (losing initiative ties), Mephistopheles can draw on the infernal power Cania to take a domain action to cause one of the following effects:

- Mephistopheles teleports (3/day) to any location within Cania.
- Mephistopheles use the power of Cania to freeze a creature into a solid block of ice, targeting one creature he can see within 480 feet of him. The creature must make a DC 32 Dexterity saving throw, taking 36 (8d8) cold damage and be restrained on a failure, and half as much damage on a success. Restrained creatures must make a DC 32 Constitution saving throw at the end of their next turn, taking 36 (8d8) cold damage and be frozen in a block of ice (petrified) on a failure or half as much cold damage and ending the effect on a success.
- Mephistopheles magically summons the tortured souls of Cania to his aid. They reach up from the frozen pits of Cania, grasping at his enemies within an 80-foot radius area centered on a point Mephistopheles can see within 1 mile of him. Each creature in the area when Mephistopheles summons the souls, or that starts it turn in the area, must make a DC 25 Dexterity saving throw, taking 10 (3d6) cold damage and 10 (3d6) necrotic damage, and be restrained on a failure, or half as much damage on a success. The souls remain for 1 minute or until Mephistopheles uses another domain power.
- Mephistopheles conjures a freezing fog that fills a 40-foot radius sphere centered on a point within 240 feet of him. The fog spreads around corners, and is heavily obscured (not to Mephistopheles). Each creature in the fog when it appears, or that ends its turn in the fog, must make a DC 25 Constitution saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one. The fog last for 1-hour and Mephistopheles can use a bonus action to move it 20 feet,

BAALZEBUL

Large Fiend (Arch-devil), lawful evil

Armor Class 28 (natural armor)

Hit Points 882 (42d10+462)

Speed 50 ft., fly 100 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
30(+13)	24(+10)	33(+14)	30(+13)	28(+12)	30(+13)

Savings Throws Dex +19, Con +23, Int +22, Wis +21

Skills Acrobatics +19, Arcana +22, Insight +21, History +22,

Perception +21, Religion +22

Damage Resistances acid, cold, lightning; bludgeoning, piercing, and slashing that is +3 or lesser magic.

Damage Immunities poison; refer to *Arch Devils* entry.

Condition Immunities charmed, frightened, poisoned; refer to *Arch Devils* entry.

Senses truesight 180 ft., passive Perception 31

Languages All, telepathy 240 ft.

Challenge 31 (175,000)

Banishment. When Baalzebul drops to 0 hit points, his body explodes into a cloud of biting insects, refer to *disgorge insects*, and his essence travels back to his palace in Maladomini, and is unable to take physical form for a time. The flies remain for 1 minute and then dissipate.

Innate Spellcasting. Refer to *Arch Devils* entry. In addition, Baalzebul's spellcasting ability is Intelligence (spell save DC 29, +21 to hit with attack spells). Baalzebul can innately cast the following spells, requiring no material components:

At will: *giant insect*, *hold monster*, *insect plague*, *invisibility*, *poison spray* (6d12), *teleport*, *wall of flame*

3/day each: *blight* (9th level), *blindness/deafness*, *dominate monster*, *locate object*, *shape change*, *symbol*

1/day each: *abi-dalzim's horrid wilting*, *feeblemind*, *power word kill*

Legendary Resistance (4/day). Refer to *Arch Devils* entry.

Limited Magic Immunity. Unless Baalzebul wishes to be affected he is immune to spells of 6th level or lower and has advantage on saving throws of all spells and magical effects.

Magic Weapons. Baalzebul's weapon attacks are treated as +3 magical weapons.

Lord of Flies. Baalzebul can command all insects within 1 mile of him as if he had cast the spell *dominate beast* on them, except only needed to spend a bonus action to exert precise control. In addition, while an insect is within 120 feet of him it gains a +10 bonus to its attacks and they are considered magical, included in *disgorge insects*.

Biter. Biter is a +4 epic great sword that does an extra 28 (8d6) poison damage, included in the attack. In addition, the sword has 10 charges, and any of its properties that require a saving throw has a save DC of 29, +21 to hit with attack spells. While holding it, Baalzebul can use an action to spend 1 or more charges to cast one of the following spells from it: *blinding smite* (1 charge), *staggering smite* (1 charge), or *banishing smite* (2 charges). The sword regains 1d6 + 4 charges daily.

Actions

Multiattack. Baalzebul makes two attacks, any combination of *biter*, *horrifying gaze*, and *withering touch*.

Biter. *Melee Weapon Attack:* +22 to hit, reach 15 ft, one target. *Hit:* 67 (14d6 + 18) bludgeoning damage, and 28 (8d6) poison damage and the target must make a DC 29 Constitution saving throw or be poisoned.

Horrifying Gaze. *Ranged Spell Attack:* +29 to hit, range 480ft., one target. *Hit:* 42 (4d20) psychic damage and the target must make a DC 29 Charisma saving throw. On a failure the target is frightened, has disadvantage on strength and dexterity saving throws, and all of its attacks do half damage. The target may make an additional saving throw at the end of each of its turns, ending the effects on a success. Baalzebul has advantage on attacks against targets frightened by this attack.

Withering Touch. *Melee Spell Attack:* +21 to hit, reach 10ft, one target. *Hit:* 45 (10d8) necrotic damage and the target must make a DC 29 Constitution saving throw or suffer a level of exhaustion (this effect stacks). The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Baalzebul regains hit points equal to that amount. The hit point reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Summon Devil (3/day). Baalzebul magically summon one of the following types of devil (100% chance of success): 1d4+1 horned devils, 1d2 pit fiends; or (50% chance of success) one of his Dukes.

Bonus Actions

Disgorge Insects (recharge 5-6). Baalzebul exhales a swarm of flying infernal insects from his mouth. The swarm fills a 10 foot radius (gargantuan) sphere centered on Baalzebul, and lasts until it is reduced to 0 hit points or Baalzebul dismisses it as a bonus action. The swarm acts immediately after Baalzebul, and he can use a bonus action to control its actions. Otherwise it stays in its current location and attacks all creatures within the swarm, except Baalzebul and his allies. The swarm provides 3/4 cover at HP, 1/2 cover at 3/4 (63) HP, and no cover at half (42) or lower HP to Baalzebul and his allies within the swarm.

The swarm has the following attributes: AC 14; HP: 84 (8d20); Speed: fly 30 ft. (hover); resistances, immunities, sense and traits as a *swarm of insects* (MM pg 338); Challenge: 6 (2,300 XP); Actions: *Bites.* *Melee Weapon Attack:* +12 to hit, reach 0 ft, all targets within the swarm. *Hit:* 20 (8d4) piercing damage and 20 (8d4) poison damage at full hit points, 15 (6d4) of both damages at 3/4 (63) HP, 10 (4d4) of both damages at 1/2 (42) HP, and 5 (2d4) of both damages at 1/4 (21) HP,

Legendary Actions

Baalzebul can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Baalzebul has unspent legendary actions at the end of the round, he may spend and immediately use his remaining legendary actions. Baalzebul regains spent legendary actions at the start of his turn.

Attack. Baalzebul makes one *biter*, *horrifying gaze*, or *withering touch* attack

Innate Spellcasting (2/round). Baalzebul casts a spell.

Teleport (Costs 2 Actions). Baalzebul magically teleports along with anything is carrying up to 120 feet to an unoccupied space he can see.

Spawn's Retribution (Costs 2 Actions, 1/day). Baalzebul recharges his *Disgorge Insects* attack.

DISPATER

Medium Fiend (Arch-devil), lawful evil

Armor Class 27 (natural armor)

Hit Points 798 (42d8+462)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
28(+11)	26(+10)	33(+13)	32(+13)	24(+9)	32(+13)

Savings Throws Str +20, Int +22, Wis +18, Cha +22

Skills Arcana +21, Deception +21, History +21, Insight +21

Damage Resistances acid, cold, necrotic; bludgeoning, piercing, and slashing from +3 or lesser magical weapons.

Damage Immunities poison; refer to *Arch Devils* entry.

Condition Immunities exhaustion, frightened, poisoned, refer to *Arch Devils* entry.

Senses truesight 240 ft. passive Perception 19

Languages All, telepathy 240 ft.

Challenge 29 (135,000)

Banishment. Refer to *Arch Devils* entry.

Innate Spellcasting. Refer to *Arch Devils* entry. In addition, Dispater's spellcasting ability is Intelligence (spell save DC 30, +22 to hit with attack spells). Dispater can innately cast the following spells, requiring no material components:

At will: *continual flame, fly, harm, heat metal (9th level), light, vampiric touch (9th level), teleport, wall of iron (as wall of stone with: 10x10 iron panels, 2" thick, AC 20 & 100 hp/inch), wall of fire*
3/day each: *animate dead, finger of death, greater invisibility, raise dead, shapechange*
1/day each: *create undead, power word kill, imprisonment, symbol*

Legendary Resistance. Refer to *Arch Devils* entry.

Limited Magic Immunity. Unless Dispater wishes to be affected, he is immune to spells of 4th level or lower and has advantage on saving throws of all spells and magical effects.

Magic Weapons. Dispater's weapon attacks are treated as +3 magical weapons.

Iron Corrosion. Any creature that makes a melee attack against Dispater with a nonmagical metal weapon, or any nonmagical metal he touches begins to corrode. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage roll. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits Dispater is destroyed after dealing damage.

If the object touched is either metal armor or a metal shield being worn or carried, its takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

Rod of Dispater. The rod is +4 epic artifact (included in the attack) that acts as a *rod of rulership* (240 feet) and does an extra 28 (8d6) force damage on a hit, included in the attack. In addition, the rod has 10 charges, and any of its properties that require a saving throw has a save DC of 30, +22 to hit with attack spells. While holding it, Dispater can use an action to spend 1 charge to cast one of the following spells from it: *destructive wave (necrotic), melf's acid arrow (8th level & double the range, or searing smite (8th level, no concentration)*. The wand regains 1d6 + 4 charges daily at dawn.

While Dispater is in possession of the rod he is able to summon twice the number of devils, see *summon devil* below, or double his chance of summoning one of his Dukes.

Actions

Multiattack. Dispater makes three attacks, any combination of *rod* and *devil's eyes* attacks.

Rod. Melee Weapon Attack: +22 to hit, reach 5 ft, one target. *Hit:* 39 (5d8 + 17) bludgeoning damage, and 28 (8d6) force damage and the target must make a DC 30 Strength saving throw or be pushed 15 feet.

Devil's Eye. Ranged Spell Attack: +22 to hit, range 300 ft., one target. *Hit:* 55 (10d10) necrotic damage.

Flesh to Iron. Melee Spell Attack: +20 to hit, reach 5ft, one creature. *Hit:* the creature is restrained and must make a saving throw at the end of each of its turns. If the creature fails three saving throws before succeeding on three saving throws it is petrified (turned to iron instead of stone).

Rust. Melee Spell Attack: +20 to hit, reach 5ft, one target. *Hit:* one metal object (up to 10 cubic feet) is turned to rust, falls to pieces and becomes completely useless. Constructs and magic items can make a DC 20 Constitution saving throw. On a success they lose half their hit points (constructs) or all their magic traits (weapons, armor, equipment, etc.) for 5 (1d10) rounds.

Summon Devil (3/day). Dispater magically summons one of the following types of devils: 1d6 erinyes, 1d2 pit fiends; or (50% chance of success) one of his Dukes.

Bonus Actions

Innate Casting (recharge 5-6). Dispater can use his bonus action to innately cast a spell.

Quick Touch (recharge 5-6). Dispater can make a *rust* or *flesh to iron* attack as a bonus action.

Legendary Actions

Dispater can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Dispater has unspent legendary actions at the end of the round, he may spend and immediately use his remaining legendary actions. Dispater regains spent legendary actions at the start of his turn.

Attack. Dispater makes one *rod* or *devil's eye* attack.

Regenerate. Dispater regains 30 hit points.

Teleport. Dispater magically teleports along with anything he is carrying up to 180 feet to an unoccupied space he can see.

Spellcasting (1/round). Dispater can innately cast a spell or use the *rod of dispater* to cast a spell.

Mind Corruption (Cost 2 actions). *Melee Spell Attack:* +20 to hit, reach 5ft, one creature. *Hit:* 36 (8d8) psychic damage and the creature must make a DC 30 Wisdom saving throw or be dominated, as in the spell *dominate monster*. If the creature is of evil alignment they make the save with disadvantage. On a success, or if the effect ends, the creature is immune to the effects of this ability for the next 24 hours.

GERYON

Huge Fiend (Arch-devil), lawful evil

Armor Class 28 (natural armor)

Hit Points 770 (35d12+350)

Speed 60 ft., climb 30 ft., fly 180 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
31(+12)	26(+10)	30(+12)	29(+11)	26(+10)	28(+11)

Savings Throws Str +21, Con +21, Wis +19, Cha +19

Skills Arcana +20, Athletics +21, Intimidation +20, Persuasion +20, Religion +20

Damage Resistances acid; refer to *Arch Devils* entry.

Damage Immunities poison; refer to *Arch Devils* entry.

Condition Immunities charmed, refer to *Arch Devils* entry.

Senses truesight 240 ft. passive Perception 29

Languages All, telepathy to 600 ft.

Challenge 29 (135,000)

Banishment. Refer to *Arch Devils* entry.

Innate Spellcasting. Refer to *Arch Devils* entry. In addition, Geryon's spellcasting ability is Constitution (spell save DC 29, +21 to hit with attack spells). Geryon can innately cast the following spells, requiring no material components:

At will: *cone of cold*, *ice knife* (9th level, range 180 ft.), *ice storm*, 3/day each: *teleport*, *shapechange*, *symbol (pain)*, *wall of ice*
1/day each: *greater invisibility*, *power word kill*, *true resurrection*

Legendary Resistance. Refer to *Arch Devils* entry.

Limited Magic Immunity. Unless Geryon wishes to be affected, he is immune to spells of 4th level or lower; and he has advantage on all other spells and magical effects.

Magic Weapons. Geryon's weapon attacks are treated as +3 magical weapons.

Grappler. Geryon gains an additional bonus action if he has a creature grappled.

Horn of Geryon. The Horn is +4 artifact that has 10 charges, and any of its properties that require a saving throw have a save DC of 25. While holding it, Geryon can use an action to summon 1d8+4 minotaurs loyal to him. Alternatively, he can spend 1 or more charges to cast one of the following spells from it: *destructive wave* (1 charge), *force cage* (2 charges), or *earthquake* (2 charges). The horn regains 1d4 + 2 charges daily at dawn.

Actions

Multiattack. Geryon makes three *fist* or *claw* attacks.

Claw. *Melee Weapon Attack:* +21 to hit, reach 10 ft., one target. *Hit:* 42 (8d6 + 14) slashing damage.

Fist. *Melee Weapon Attack:* +21 to hit, reach 10 ft., one target. *Hit:* 40 (4d12 + 14) bludgeoning damage. The second time a target is hit in the same round with this attack it is also grappled (escape DC 28). Until the grapple ends the target is restrained. Geryon can have two medium or one large target grappled this way.

Tail Sting. *Melee weapon attack.* +21 to hit, reach 30 feet, one target. *Hit* 50 (8d8+14) piercing damage and the target must make a DC 28 Constitution saving throw, taking 36 (8d8) poison damage and be poisoned on a failure and half as much damage on a success.

Tail Sweep. Geryon swings his tail in a 25 cone. Each creature in the area must make a DC 29 Dexterity saving throw, taking 58 (8d10+14) bludgeoning and be knocked prone or pushed 15 feet, Geryon's choice, on a failed save, or half as much damage on a successful one.

Fearsome Gaze. Geryon chooses on target he can see within 120 feet of him and attempts to compel it to look into his eyes. The target must make a DC 29 Wisdom saving throw or be frightened for 1 minute. Geryon has advantage on attacks against frightened creatures. A frightened creature may attempt another saving throw at the end of each of its turns, with disadvantage if it can see Geryon. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Geryon's gaze of the next 24 hours.

Summon Devil (1/day). Geryon magically summons one of the following types of devils (100% chance of success): 3d6 bone devils or 1d4 ice devils; or (50% chance of success) one pi fiend.

Bonus Actions

Brutal Smash. One large or smaller object or creature held or grappled by Geryon is thrown up to 240 ft in a direction of his choosing and knocked prone. If a thrown target strikes a solid surface the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown plus 14 bludgeoning damage. If the target is thrown at another creature, that creature must succeed on a DC 29 Dexterity saving throw or take the same damage and be knocked prone.

Quick Strike. Geryon's can use his bonus action to make a tail sting attack against a creature he has grappled.

Rend. Geryon's can use his bonus action to make two *claw* attacks against a creature he has grappled.

Legendary Actions

Geryon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Geryon has unspent legendary actions at the end of the round, he may spend and immediately use his remaining legendary actions. Geryon regains spent legendary actions at the start of his turn.

Attack. Geryon makes a *claw* or *fist* attack.

Teleport. Geryon magically teleports along with anything is carrying up to 120 feet to an unoccupied space he can see.

Innate Spellcasting (1/round). Geryon casts a spell.

Tail (Costs 2 Action). Geryon makes a *tail sting* or a *tail sweep* attack.

Horn of Geryon (Costs 2 Action). Geryon uses his horn.

BELIAL

Large Fiend (Arch-devil), lawful evil

Armor Class 25 (natural armor)

Hit Points 720 (40d10+320)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
27(+10)	26(+10)	26(+10)	26(+10)	26(+10)	32(+13)

Savings Throws Dex +18, Int +18, Wis +18, Cha +21

Skills Arcana +18, Deception +21, Insight +18, Intimidation +21, Persuasion +21

Damage Resistances acid; refer to *Arch Devils* entry.

Damage Immunities lightning, Refer to *Arch Devils* entry.

Condition Immunities exhaustion; refer to *Arch Devils* entry.

Senses truesight 150 ft. passive Perception 20

Languages All, telepathy 180 ft.

Challenge 27 (105,000)

Aura of Pain. Any creature that Belial wishes that is within 60 feet of him must make a DC 25 Wisdom saving throw or be overcome with intense pain. Afflicted creatures cannot concentrate and have disadvantage on all attacks and creatures have advantage to hit them while they are within the range of the aura. A creature may repeat this save at the end of their turn ending the effects on a successful save. If a creature saves or the effect ends for it, it is immune to the aura for 24 hours.

Banishment. Refer to *Arch Devils* entry.

Death Curse. When Belial's hit points drop to 0, and he can't disincorporate, he explodes with a clap of thunder releasing a wave of unbridled pain. Each creature within 70 feet of him when he explodes must make a DC 25 Constitution saving throw. On a failure the creature is unconscious for 10 (1d20) minutes, or paralyzed for 5 (1d10) rounds on a success.

Innate Spellcasting. Refer to *Arch Devils* entry. In addition, Belial's spellcasting ability is Charisma (spell save DC 29, +21 to hit with attack spells). Belial can innately cast the following spells, requiring no material components:

At will: *burning hands* (8th level, 60-foot cone), *darkness*, *fireball* (8th level), *fly*, *locate creature*, *locate object*, *major image*

3/day each: *bane*, *contagion*, *finger of death*, *fire storm*, *hallow* (fear), *teleport*, *wall of fire*

1/day each: *imprisonment*, *power word kill*

Legendary Resistance. Refer to *Arch Devils* entry.

Limited Magic Immunity. Refer to *Arch Devils* entry.

Magic Weapons. Refer to *Arch Devils* entry.

Regeneration. Refer to *Arch Devils* entry.

Malicious Woe. Malicious Woe is a +4 epic military fork that deals an extra 18 (4d8) fire damage, included in the attack. When wielded by Belial the fire damage ignores immunity to fire in creatures of level/CR 20 or below and resistance to fire in creatures of CR 30 and below. In addition, it magically returns to his hand when summoned (free action).

Actions

Multiattack. Belial makes three *malicious woe* attacks.

Malicious Woe. *Melee Weapon Attack:* +18 to hit, reach 10ft, one target. *Hit:* 34 (4d8 + 16) piercing damage and 18 (4d8) fire damage.

Malicious Woe. *Ranged Weapon Attack:* +18 to hit, range 240/480 ft, one target. *Hit:* 34 (4d8 + 16) piercing damage and 18 (4d8) fire damage.

Crippling Pain. *Ranged Spell Attack:* +21 to hit, range 150ft., one target. *Hit:* 65 (10d12) psychic damage and the target must make a DC 29 Wisdom saving throw. On a failed save the creature falls prone and is paralyzed until the end of Belial's next turn.

Summon Devil (2/day). Belial magically summons (100% chance of success) one of the following types of devils: 1d4 bone devils, 1d6 barbed devils, 1d6+1 abishai devils, 1d6+2 bearded devils, 2d6 spined devils; or (75% chance of success) Fierna.

Bonus Actions

Innate Casting (recharge 5-6). Belial can use his bonus action to innately cast a spell.

Painful Twist. Belial can use his bonus action to viciously thrust and twist *Malicious Woe* in a target he has hit with the weapon. The target may spend its reaction to make a DC 25 strength saving throw. On a failure the target suffers on level of exhaustion (cumulative) and takes 9 (2d8) piercing damage. On a success the target suffers no damage or effects. If a creature chooses not to, or cannot, spend its reaction it automatically fails the saving throw.

Pitch Fork. Belial can use his bonus action to skewer a target he has hit with *Malicious Woe*. The target may spend its reaction to make a DC 25 strength saving throw. On a failure the target is restrained and takes 19 (2d8 +10) piercing damage and the target takes 19 (2d8 +10) piercing damage at the start of each of its turns it is restrained by *malicious woe*. On a success the target takes no damage and is not restrained. If a creature chooses not to, or cannot, spend its reaction it automatically fails the saving throw.

The target may attempt another saving throw at the end of its turn and is no longer restrained on a success. Belial cannot make attacks with *Malicious Woe* while he has a target restrained with it.

Legendary Actions

Belial can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Belial has unspent legendary actions at the end of the round, he may spend and immediately use his remaining legendary actions. Belial regains spent legendary actions at the start of his turn.

Attack. Belial makes a *malicious woe* attacks.

Teleport. Belial magically teleports along with anything he is carrying up to 80 feet to an unoccupied space he can see.

Innate Casting (1/round). Belial casts a spell.

Crippling Pain (Costs 2 Actions). Belial makes a *crippling pain* attack.

Consort of Phlegethos (Costs 3 Actions, 1/day). Belial uses his summon devil ability to magically his daughter, Fierna, to an unoccupied space he can see.

GLASYA

Large fiend (arch-devil), lawful evil

Armor Class 26 (natural armor)

Hit Points 612 (36d10+252)

Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
24(+9)	30(+12)	24(+9)	30(+12)	28(+11)	34(+14)

Savings Throws Dex +21, Con +17, Wis +19, Cha +22

Skills Acrobatics +21, Diplomacy +19, Insight +20, Persuasion +30, Perception +19, Stealth +20

Damage Resistances acid; refer to *Arch Devils* entry.

Damage Immunities poison; refer to *Arch Devils* entry.

Condition Immunities refer to *Arch Devils* entry.

Senses truesight 160 ft., passive Perception 29

Languages celestial, common, deep speech, draconic, giant, infernal, telepathy 480 ft.

Challenge 27 (105,000)

Banishment. Refer to *Arch Devils* entry.

Confusion Aura. Any creature that Glasya chooses within 20 feet of her must make a DC 30 Wisdom saving throw or be under the effects of the spell *confusion*. A creature may repeat this saving throw at the end of each of its turns, ending the effect on itself with a success. If a creature succeeds on the save, or the effect on them ends, they are immune to Glasya's aura for 24 hours.

Innate Spellcasting. Refer to *Arch-Devils* entry. In addition, Glasya's spellcasting ability is Charisma (spell save DC 30, +22 to hit with attack spells). Glasya can innately cast the following spells, requiring no material components:

At will: *confusion*, *dominate person*, *finger of death* (rise as vampire spawn), *vicious mockery* (29 psychic damage), *warding bond*
3/day each: *blight* (8th level), *counterspell*, *dominate monster* (9th level), *hold monster*, *phantasmal killer*, *vampiric touch* (8th level),
1/day each: *feblemind*, *giant insect* (wasp, immune to fire and poison; resistant to cold and bludgeoning, piercing, and slashing that is nonmagical), *power word kill*, *true polymorph*

Legendary Resistance (3/day). Refer to *Arch Devils* entry.

Limited Magic Immunity. Refer to *Arch Devils* entry.

Magic Weapons. Refer to *Arch Devils* entry.

Reactive. Glasya can make two reactions per round.

Regeneration. Glasya regains 30 hit points at the start of her turn.

Nettle. Nettle is a +3 epic dagger of venom with the following properties: the poison is always active and the user gains the poisoned condition for 1 minute after a successful attack, unless, like Glasya, they are immune to the poisoned condition.

Spite (Hell's Flail). Spite is a +3 epic scourge that Glasya can magically summon to her hand as a bonus action.

Actions

Multiattack. Glasya casts two spells or four cantrips or makes three melee weapon attacks.

Nettle. *Melee weapon attack.* +21 to hit, reach 5 ft., one target. Hit 22 (3d4+15) slashing damage and 22 (4d10) poison damage and the target is poisoned for 1 minute.

Spite. *Melee Weapon Attack:* +18 to hit, reach 10ft, one target. *Hit:* 25 (3d6 + 15) bludgeoning damage, and 25 (3d6+15) piercing damage.

Diseased Touch. *Melee Weapon Attack:* +20 to hit, reach 5ft, one target. *Hit:* The creature must make a DC 25 Constitution saving throw or be diseased. A diseased creature takes one level of exhaustion (cumulative) at the start of its turn. A creature may repeat the saving throw at the end of each of its turns, stopping the progression of the effect on a successful save, but previously attained level of exhaustion remain.

Kiss of Sacrifice (Recharges when no one is under the effect of the Kiss of Sacrifice). Glasya kisses one willing creature or a creature she has charmed. The recipient of the kiss immediately casts *warding bond* on Glasya even if it has no spell casting abilities (no components necessary). The spell cannot be dismissed. A creature under the influence of the kiss will automatically accept the *curse of glasya*.

Summon (1/day). Glasya magically summons (100% chance of success) 1d6 erinyes, 1d6 horned devils, or 1d6 vampires; or (75% chance of success) a duke of hell.

Bonus Actions

Bite. *Melee Weapon Attack:* +22 to hit, reach 5 ft., one creature charmed or grappled by Glasya, incapacitated, or restrained. *Hit:* 18 (2d4 + 13) piercing damage plus 11 (2d10) poison damage and the creature must then make a DC 25 Constitution saving throw or be paralyzed. A creature may repeat this saving throw at the end of each of its turns, ending the effect on a successful save.

Curse of Glasya. An angelic voice makes a telepathically offer to a creature that has attacked Glasya. The attacker is offered the "gift" of 30 temporary hit points to help it defeat Glasya. If the attacker accepts, it gets the temporary hit points, but it is under the *curse of glasya*. At any point until the curse is removed, if the target dies, and Glasya lives, it rises as a vampire friendly to Glasya the next round.

Legendary Actions

Glasya can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Glasya has unspent legendary actions at the end of the round, she may spend and immediately use her remaining legendary actions. Glasya regains spent legendary actions at the start of her turn.

Attack. Glasya makes a melee attack.

Innate Spellcasting (1/round). Glasya casts a spell.

Teleport. Glasya magically teleports along with anything she is carrying up to 120 feet to an unoccupied space she can see.

Mind Corrupt (Costs 2 Actions). Glasya targets one creature she can see. The creature must make a DC 30 Wisdom saving throw, taking 60 (8d10+16) psychic damage and be charmed on a failure, or half as much damage on a successful save.

Unwilling Teleport (Costs 2 Actions). Glasya magically teleports herself and one creature she can see. The creature must succeed on a DC 30 Charisma saving throw or switch places with Glasya.

Glaysa, a bunch of flavor text about the Lord of the Sixth to come later

Lord of Malbolge. Like all of the Nine, Glaysa's title has power and her might is greater while she is in her domain. While on Malbolge Glaysa is considered CR 30 (155,000XP) and she gains the following attributes:

- Glaysa can use *legendary resistance* 4/day.
- Glaysa can use 4 *legendary actions*.
- Glaysa has advantage on all attack rolls.
- Glaysa rolls a critical hit on a natural 19-20.
- Glaysa regains 60 hit points at the start of her turn.
- Glaysa can use domain actions.

DOMAIN ACTIONS

While anywhere within the plane of Malbolge, Glaysa can take a domain action as long as he is not incapacitated.

On initiative count 20 (losing initiative ties), Glaysa can draw on the infernal power Malbolge to take a domain action to cause one of the following effects:

- Glaysa teleports (3/day) to any location within Malbolge.
- Glaysa causes a 20 foot radius, 20 foot deep pit of poisonous thorns to manifest from a point within 120 feet of her. Anyone falling into the pit takes 7 (2d6) bludgeoning damage, 18 (4d8) piercing damage and must make a DC 25 Constitution save or take 18 (4d8) poison damage. In addition, each round a creature starts its turn in the pit it must make a DC 25 Constitution saving throw, taking 18 (4d8) poison damage on a failure and half as much on a success. The pit is difficult terrain and any creature that moves will in the pit must make a DC 30 Dexterity (athletics) saving throw, taking 18 (4d8) piercing damage on a failure and half as much on a success.
- Glaysa summons the corrupted, negative energy of Malbolge. Glaysa chooses one creature within 240 feet of her that she can see. That creature must make a DC 30 Wisdom saving throw. On failed save the creature takes 22 (4d10) Psychic damage, or half as much on a success. A creature that fails its save must also make a DC 25 Constitution saving throw or become infected with the *Corruption of Malbolge*. Infected creatures take 14 (4d6) psychic damage at the beginning of each of its turn. This effect continues until the creature leaves Malbolge, Glaysa dismisses it, or the afflicted creature is subject to *greater restoration* spell or similar powerful magic.
- Glaysa chooses one creature within 150 feet of her that she can see. The target takes 18 (4d8) psychic damage and must make a DC 30 Wisdom saving throw. On a failed save, the creature's Wisdom and Charisma scores become 1 until the end of its next turn. The creature cannot cast spells and automatically fails any attacks, checks or saving throws that require the afflicted abilities.

LEVISTUS

Medium fiend (arch-devil) lawful evil

Armor Class 26

Hit Points 714 (42d8+378)

Speed 40 ft, swim 40

STR	DEX	CON	INT	WIS	CHA
26 (+10)	30 (+12)	28 (+11)	26 (+10)	28 (+11)	30 (+12)

Savings Throws Dex +19, Con +19, Wis +19, Cha +20

Skills Acrobatics +19, Deception +20, Insight +19, Perception +19, Persuasion +20

Damage Resistances acid; refer to *Arch-Devils* entry

Damage Immunities cold, refer to *Arch-Devils* entry

Condition Immunities paralyzed, refer to *Arch-Devils* entry

Senses truesight 240 ft., passive Perception 30

Languages All, telepathy 480 ft.

Challenge 27 (105,000 XP)

Death Throws. When Levistus' hit points drop to 0, he explodes and each creature within 70 feet of him must make a DC 25 Dexterity saving throw taking 88 (16d10) cold damage on a failed save, or half as much on a success. Refer to *Arch-devils* entry 'Banishment' for what happens to Levistus.

Innate Spellcasting. Refer to *Arch-Devils* entry. In addition, Levistus' spell casting ability is Charisma (spell save DC 28, +20 to hit with attack spells). Levistus can innately cast the following spells, requiring no material components:

At will: *misty step*, *major image*, *sleet*, *storm*, *water walk*
3/day each: *counterspell*, *hold monster*, *maelstrom*, *screaming*
1/day each: *power word kill*, *tsunami*, *wall of thorns* (9th level, summons bones instead of thorns, no mechanical difference, except bone devils take no damage and are not slowed moving through the wall)

Legendary Resistance (3/day). Refer to *Arch-Devils* entry.

Limited Magic Immunity. Refer to *Arch-Devils* entry.

Cruel Necessity. Cruel Necessity is +4 epic rapier that deals an extra 14 (3d8) damage when wielded by Levistus, included in the attack.

Stygian Depths. When Levistus uses water in a spell, ability, or effect it causes an extra 22 (4d10) cold damage. every round a creature targeted by the spell or ability is in contact with the water. A creature that take the cold damage must also make a DC 28 wisdom save or be under the effects of a *confusion* spell for 2 (1d4) rounds. A creature can only suffer the *confusion* effect once per day.

Icy Tomb. Levistus is currently imprisoned in a large mass of Stygian ice a minimum of 20 feet thick. While imprisoned his ability to take actions is extremely limited. He can only communicate telepathically and he cannot take any physical actions. He can, through sheer will, move the ice 1 foot per round. In addition, he can cast the following spells while entombed: *charm person*, *major image*, *counterspell*, *dominate monster*, *hold monster*, *power word kill*, *screaming*, and *wish* (see *Arch-Devils* entry).

However, the ice does block line of effect for spells and ranged attacks. In addition, each 5 feet of ice has AC 15 and 100hp and regenerates 20 hp of ice per round and anyone within 10 feet of the ice must make a DC 25 Constitution saving throw, taking 55 (10d10) cold damage on a failure and half as much on a success. The ice is vulnerable to fire.

Actions

Multiattack. Levistus makes four *cruel necessity* or *chilling touch* attacks.

Chilling Touch. *Melee Weapon Attack:* +20 to hit, reach 5ft, one target. Hit: 22 (4d10) cold damage and must make a DC 28 Constitution saving throw or be paralyzed for one minute. The creature may repeat this save at the end of their turn, ending the effect on a successful save.

Cruel Necessity. *Melee Weapon Attack:* +20 to hit, reach 5 ft., one target. Hit: 34 (4d8 + 16) piercing damage.

Icy Glare. *Ranged Spell Attack:* +20 to hit, range 240ft., one target Levistus can see. Hit: 55 (10d10) cold damage and the target must make a DC 28 Constitution saving throw. On a failed save the creature begins to turn to ice and is restrained. It must repeat the saving throw at the end of its next turn. On a success it takes 22 (4d10) cold damage and the effect ends. On a failure the creature is turned to ice (*petrified*, but no change in weight and no resistance to damage except immunity to cold) until freed by a *greater restoration* spell or similar magic.

Elaborate Parry. Levistus focuses his efforts on an impenetrable defense and gains a +4 bonus to his armor class and gains an extra reaction.

Summon (3/day). Levistus magically summons (100% chance of success) 1d8+4 bone devils, 1d4 ice devils, or (50% chance of success) one of his Dukes.

Bonus Actions

Acrobatic Attack. Levistus can spend his bonus action to jump at least 5 feet towards his opponent, or swing on a rope towards his opponent, or a similar acrobatic feat; granting him advantage and an extra 1d8 damage on his next attack this turn.

Disarming Strike. When Levistus uses *cruel necessity* and hits a creature wielding a weapon he can choose to spend his bonus action and attempt to disarm the target. The creature must make a DC 28 Dexterity or Strength saving throw or drop their weapon.

Reactions

Master Footwork. When Levistus is hit with a weapon attack he can spend his reaction and gain a +4 bonus to his AC. If the hit becomes a miss he can redirect the attack to another target of his choice within the attacks range.

Evasion. If Levistus succeeds on a saving throw and would suffer damage or an effect; he can spend his reaction to take no damage or effect.

Legendary Actions

Levistus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Levistus has unspent legendary actions at the end of the round, he may spend and immediately use his remaining legendary actions. Levistus regains spent legendary actions at the start of its turn.

Attack. Levistus makes a *cruel necessity* or *chilling touch* attack.

Parry. Levistus gains a +2 cumulative bonus to his armor class until the start of his next turn. This stacks with *evasion*.

Cast a Spell (1/round). Levistus casts a spell.

Glare (Cost 2 actions). Levistus makes and *icy glare* attack.

Teleport (Cost 2 actions). Levistus magically teleports along with anything is carrying up to 120 feet to an unoccupied space his can see.

Future flavor text about the Lord of the Fifth to come later.

Lord of Stygia. Like all of the Nine, Levistus's title has power and his might is greater while he is in his domain. While on Stygia Levistus is considered CR 30 (155,000XP) and he gains the following attributes:

- Levistus can use *legendary resistance* 4/day.
- Levistus can use 4 *legendary actions*.
- Levistus has advantage on all attack rolls.
- Levistus rolls a critical hit on a natural 19-20.
- Levistus regains 60 hit points at the start of his turn.
- Levistus can use domain actions.

DOMAIN ACTIONS

While anywhere within the plane of Stygia, Levistus can take a domain action as long as he is not incapacitated.

On initiative count 20 (losing initiative ties), Levistus can draw on the infernal power Stygia to take a domain action to cause one of the following effects:

- Levistus teleports (3/day) to any location within Stygia.
- Three times per day Levistus can draw forth a terrible cold fire that covers the ground in a 50 foot radius centered on a point within 500 feet of Levistus. Any creature Levistus chooses within this area must make a DC 28 Dexterity saving throw or take 55 (10d10) fire damage, and 55 (10d10) cold damage, or half on a successful save.
- Levistus causes an 80 foot wide pit full of cold water to open within 240 feet of him. The water has a strong current pulling anyone in it to the center of the pit (DC 28 strength check to move against the current; anything with a swim speed has advantage on this check). Refer to *stygian depths*.
- Levistus conjures a 300 foot tall and 20 foot diameter geyser of water to erupt within 100 feet of him. Any creature within the area takes 39 (6d12) bludgeoning damage and must make a DC 28 Strength saving throw or be knocked prone, as well as the effects of *stygian depths*.
- Levistus can, 1/day, causes one nonmagical melee weapon he can see to become cursed. Once cursed the weapon is considered magical for purposes of overcoming resistance and does 1 extra die of damage. Anyone attempting to attune to the weapon must make a DC 28 wisdom saving throw. On a failure the creature becomes attuned to the weapon and must attack every fiend it sees or suffer 18 (4d8) psychic damage each round it is not attacking a fiend with the weapon. If the creature succeeds it is not attuned to the weapon, it takes 18 (4d8) psychic damage, and the weapon is destroyed. At the end of its turns the creature may attempt break its attunement to the weapon, on a success the creature is no longer attuned, it takes 18 (4d8) psychic damage, and the weapon is destroyed.

MAMMON

Huge Fiend (Arch-devil), lawful evil

Armor Class 26 (natural armor)

Hit Points 700 (35d12+280)

Speed 60 ft., climb 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
28(+11)	24(+9)	26(+10)	25(+9)	24(+9)	26(+10)

Savings Throws Str +19, Dex +17, Con +18, Cha +18

Skills Athletics +19, Intimidation +18, Persuasion +17, Stealth +17

Damage Resistances refer to *Arch Devils* entry.

Damage Immunities acid, poison; refer to *Arch Devils* entry.

Condition Immunities refer to *Arch Devils* entry.

Senses truesight 240 ft. passive Perception 19

Languages All, telepathy to 480 ft.

Challenge 27 (105,000)

Banishment. Refer to *Arch Devils* entry.

Poison Skin. Any creature within 5 feet of mammon that hits with a melee attack or touches him in any way, takes 36 (8d8) poison damage, included in attacks.

Innate Spellcasting. Refer to *Arch Devils* entry. In addition, Mammon's spellcasting ability is Charisma (spell save DC 26, +18 to hit with attack spells). Mammon can innately cast the following spells, requiring no material components:

At will: *burning hands*, *chromatic orb (acid)*, *evard's black tentacles (appear as tar covered humanoids)*

3/day each: *hold monster*, *antipathy/sympathy (1 minute casting time)*, *heat metal (9th level, disadvantage if metal is precious)*

1/day each: *finger of death*, *power word kill*, *imprisonment (chain)*, *wall of thorns (9th level, summons spiked chains)*

Legendary Resistance. Refer to *Arch Devils* entry.

Limited Magic Immunity. Refer to *Arch Devils* entry.

Magic Weapons. Refer to *Arch Devils* entry.

Mammon's Gaze. If a creature starts its turn within 60 feet of Mammon and the two can see each other, Mammon can force the creature to make a DC 25 Wisdom saving throw if Mammon isn't incapacitated. On a failed save the creature is frightened for 5 (1d10) rounds. Mammon has advantage on attacks against frightened creatures. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Mammon's gaze of the next 24 hours.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see Mammon until the start of its next turn, when it can avert its eyes again.

Nose for Business. Mammon is aware of all precious metals and jewels within 1 mile of himself. In addition, he is aware of the type of creature that possesses such items unless they are cloaked in a *non-detection* spell or similar magic. Mammon cannot be surprised by anything in possession of such an item.

Mammon has advantage on persuasion (Wisdom) checks that involve precious metals, jewels, gems, or equipment.

Actions

Multiattack. Mammon makes two melee attacks.

Claw. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 28 (5d6 + 11) slashing damage, and 36 (8d8) poison damage.

Spear. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 33 (5d8 + 11) piercing damage and 36 (8d8) acid damage.

Tail Slap. *Melee weapon attack.* +19 to hit, reach 20 feet, one target. *Hit* 38 (5d10+11) bludgeoning and 36 (8d8) poison damage and the target must make a DC 27 strength saving throw or be knocked prone or pushed 10 feet, Mammon's choice.

Touch of Greed (recharge 5-6). *Melee weapon attack.* +19 to hit, reach 5 ft., one target. *Hit* 22 (4d10) psychic and 36 (8d8) poison damage and the target must make a DC 26 Wisdom save or become obsessed with an object of Mammon's choice that the target can see for 3 (1d6) rounds. An obsessed creature can only use his or her action to dash in the direction of the object until within 5 feet of it and attack anyone in possession of the object or who is within 5 feet of the object. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

If the object is subject to the *sympathy* spell or *curse of mammon*, all saving throws are made with disadvantage.

Curse of Mammon (1/day). Mammon causes one object he sees worth at least 5 gold pieces to be cursed. Anyone carrying or having the object on their person must make a DC 27 Wisdom check or believe that everyone he or she can see is trying to steal the item. If Mammon has also cast *sympathy* on the item, the save is made with disadvantage. The cursed individual will attack anyone who comes within 5 feet of him or her. At the end of a long rest, a cursed individual can make another saving throw, ending the curse on a success.

Transformation. Mammon magically polymorphs into a large corpulent pit fiend, or back into his true form. His statistics are the same in either form. He reverts to his true form when he drops to 0 hit points.

Summon Devil (2/day). Mammon magically summons one of the following types of devils: 3d6 abishai, 3d6 bearded devils, 2d6 chain devils, 2d4 barbed devils; or (50% chance of success) one of his dukes.

Bonus Actions

Bite. *Melee Weapon Attack:* +19 to hit, reach 5ft, one grappled target. *Hit:* 27 (4d6 + 11) piercing damage, and 40 (12d8) poison damage.

Constricting Coils. Mammon's makes a *tail slap* attack with advantage against one large or smaller prone creature. On a hit the creature is grappled instead of pushed or knocked prone. A grappled target is pulled within Mammon's space, restrained and takes 38 (5d10+11) bludgeoning and 36 (8d8) poison damage at the start of its turn. Mammon can grapple one creature. He cannot use *tail slap* and his speed, climb speed, and swim speed are reduced by 10 while he has a creature grappled. If a creature escapes the grapple it is no longer restrained and is pushed to an unoccupied space adjacent to Mammon.

Legendary Actions

Mammon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Mammon has unspent legendary actions at the end of the round, he may spend and immediately use his remaining legendary actions. Mammon regains spent legendary actions at the start of his turn.

Attack. Mammon makes a melee attack.

Innate Spellcasting (1/round). Mammon casts a spell.

Teleport. Mammon magically teleports along with anything is carrying up to 60 feet to an unoccupied space his can see.

Ensnare (Costs 2 Action). Mammon makes a *constricting coils* attack. He can target creatures that are not prone without advantage.

Mammon, the lord of hell's third layer, Minauros, has long been a power-hungry schemer. He is the epitome of selfishness, lust, and, most prominently, greed.

Mammon's natural form was once that of a bloated, yet powerful, pit fiend. Although he can still adopt that form, after the Reckoning of Hell Asmodeus altered his natural form by transforming Mammon's body below the waist into the tail of a great serpent. Mammon now slithers through the fetid wastes of Minauros on his scaled tail clasping his great spear in his large muscular hands and spouting venom to his captives and charges alike through the fanged mouth of his massive head. Mammon's symbol is a pair of red scaled hands open and looming over a diamond-shaped, black gem.

Lord of Avarice. Mammon is the Arch-Devil patron of the sin of Avarice. Of all the trappings of power he covets wealth the most and uses it to further his goals with the shrewd cunning of the infinitely greedy. His lust for wealth is infectious and his touch alone can drive creatures mad with greed. He poisons the hearts of mortals and immortals with Avarice.

The Goals of Mammon. Mammon lusts for power—he craves a station and position above the one he currently holds, for he has no affection for Minauros, the layer he currently rules. Once the ally of Dispater and Mephistopheles, he was quick to betray them both at the end of the Reckoning, and thus no archdevil trusts him. However, in the eons since the Reckoning, Mammon has used his vast wealth to bolster his armies and build alliances and will soon be ready to set his schemes for greater power in motion.

The Cult of Mammon. Cultists worshiping Mammon look upon him as a patron of greed and lust. His followers can be found among the selfish and cruel of most humanoid races, as well as nonhumanoids such as beholders, mind flayers, and evil dragons. Temples of Mammon traditionally display vast wealth and audacious treasures—and have the appropriate guards, wards, and traps to defend them. Altars to Mammon are normally covered in gold and jewels. When a sacrifice is killed and offered to Mammon, it is done with a golden or jeweled blade. Clerics affiliated with Mammon, called covetors, wear red robes with gold trim and a lot of gold jewelry. Most of these individuals are very wealthy, having gained a great deal of money and power from evil schemes, exploitation, and coercion.

Mammon's Domain

The third layer of Hell, Minauros, is an endless bog of vile pollution. The weather consists of acidic rain, flesh-slicing hail, and harsh winds. Most of the layer is a vast dismal marsh of foul rotting soil, littered with carrion and pools of rancid water or boiling tar. Through murky fog and smoke, one often encounters carcasses soaking up the filthy rain.

Withering Cells. Minauros is dotted with large shallow pits, filled to a depth of two or three of water. Chains and manacles of brass and iron are attached to huge stones laying at the bottom of the cells, where intruders and others captured by Mammon's devilish sentinels are secured. The chained prisoners are forced to stand or sit in the fetid water until they are consumed by exposure, starvation or taken away for torture and interrogation. Fortunate prisoners escape, though occasionally the devil captors will allow a prisoner to escape in order to hunt it for sport.

City of Chains. Jangling Hilter, the kytton (chain devil) city is suspended from might chains above the fetid plains of Minauros. It is this horrific city of torture that the captives of the withering cells are taken for further abuse and interrogation. The cries of pain, despair, and clanging chains fill the labyrinth like halls of the city of torture.

Minauros the Sinking. The huge stone city of Minauros, Mammon's capital, lies below the Jangling Hilter and derives its title "the Sinking" because the great weight of the city is continually slipping beneath the slimy water of Minauros. Only the endless labor of thousands of damned souls prevent it from succumbing to the ceaseless pull of the bog it calls home. The foundations of Minauros the sinking are built on an even older city, said to be filled with riches beyond dreaming, that Mammon's greed ripped from its home world and brought to Minauros to serve as his seat of power. Within the sinking city, Mammon lives in a golden, jewel-encrusted palace resembling a great mausoleum.

Lord of Minauros. Like all of the Nine, Mammon's title has power and his might is greater while he is in his domain. While on Minauros Mammon is considered CR 30 (155,000XP) and he gains the following attributes:

- Mammon can use *legendary resistance* 4/day.
- Mammon can use 4 *legendary actions*.
- Mammon has advantage on all attack rolls.
- Mammon rolls a critical hit on a natural 19-20.
- Mammon regains 30 hit points at the start of this turn.
- Mammon can use domain actions.

DOMAIN ACTIONS

While anywhere within the plane of Minauros, Mammon can take a domain action as long as he is not incapacitated.

On initiative count 20 (losing initiative ties), Mammon can draw on the infernal power Minauros to take a domain action to cause one of the following effects:

- Mammon teleports (3/day) to any location within Minauros.
- Mammon causes acid rain to fall in a 240 foot radius centered on him until initiative count 20 of the next round. Any creature within the area must make a DC 25 Dexterity saving throw at the beginning of its turn, taking 36 (8d8) acid damage on a failed save, or half as much damage on a success. A creature with partial cover makes the save with advantage and a creature with full cover is immune to this effect.
- Mammon creates an illusion of treasure surrounding him. Anyone making an attack against Mammon must make a DC 25 Wisdom check or treat Mammon as having partial cover; area of effect attacks do not require this check. If he has partial cover (from hiding in a treasure hoard or swimming in a pit of tar), this action gives him total cover.
- Mammon creates a 20 foot radius pit of boiling tar that appears from a point within 120 feet of him that he can see. Anyone in the area must make a DC 25 Strength (Athletics) check or be restrained in the pit. A creature that starts its turn in the pit takes 36 (8d8) fire damage. The pit is difficult terrain for creatures that are not restrained. A creature can attempt another ability check at the end of each of its turns. Mammon cannot be restrained by the pits and can move freely through them, ignoring the difficult terrain.

MOLOCH

Large Fiend (Arch-devil), lawful evil

Armor Class 24 (natural armor)

Hit Points 630 (35d10+280)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28(+11)	18(+6)	26(+10)	22(+8)	27(+10)	24(+9)

Savings Throws Str +19, Con +18, Wis +18, Cha +17

Skills Arcana +16, Athletics +19, Intimidation +25, Religion +16

Damage Resistances lightning, refer to *Arch Devils* entry.

Damage Immunities Refer to *Arch Devils* entry.

Condition Immunities exhaustion; refer to *Arch Devils* entry.

Senses truesight 120 ft. Passive Perception 20

Languages celestial, common, deep speech, draconic, giant, infernal, telepathy to 240 ft.

Challenge 27 (105,000)

Banishment. Refer to *Arch Devils* entry.

Innate Spellcasting. Refer to *Arch Devils* entry. In addition, Moloch's spellcasting ability is Wisdom (spell save DC 26, +18 to hit with attack spells). Moloch can innately cast the following spells, requiring no material components:

At will: *burning hand*, *comprehend languages*, *geas*, *fly*
3/day each: *flame strike* (all fire damage), *symbol* (stunning),
teleport, *wall of fire*
1/day each: *prismatic spray* (each target is hit by 2 rays)

Legendary Resistance. Refer to *Arch Devils* entry.

Limited Magic Immunity. Refer to *Arch Devils* entry.

Magic Weapons. Refer to *Arch Devils* entry.

Kraken's Bite. Kraken's Bite is a +3 epic six-tailed whip that inflicts and extra 36 (8d8) lightening damage on a hit, included in the attack.

Regeneration. Moloch regains 20 hit points at the start of his turn if he has at least 1 hit point.

Actions

Multiattack. Moloch makes three *claw* or two *kraken's bite* attacks.

Claw. Melee Weapon Attack: +19 to hit, reach 10 ft., one target.

Hit: 42 (5d6 + 13) slashing damage.

Bite. Melee Weapon Attack: +19 to hit, reach 5 ft., one target. **Hit:**

32 (4d8 + 13) piercing damage.

Kraken's Bite. Melee Weapon Attack: +20 to hit, reach 15 ft., one target. **Hit:** 45 (12d4 + 15) slashing damage plus 45 (10d8) lightning damage and, if Moloch wishes, the creature must make a DC 27 Strength or Dexterity save or be grappled and pulled to an unoccupied space adjacent to Moloch. Grappled creatures are also restrained.

Fear Breath (recharge 5-6). Moloch exhales a cloud of poisonous gas that causes intense fear in a 60-foot cone. All creatures in the area must make a DC 26 Constitution saving throw. On a failure the creature takes 110 (20d10) poison damage and is frightened for 5 (1d10) rounds and it cannot attack Moloch while it is frightened. If a creature's saving throw is successful, or the effect ends for it, the creature is immune to the frightening effect of Moloch's breath for the next 24 hours.

Summon Devil (1/day). Moloch magically summons one of the following types of devils (100% chance of success): 1d6 horned devils.

Bonus Actions

Bite Moloch can use his bonus action to make a bite attack against a creature he has grappled.

Slide Moloch can use his bonus to move a creature grappled by *kraken's bite* up to 15 feet. The creature may attempt a DC 27 strength saving throw to resist the movement.

Legendary Actions

Moloch can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Moloch has unspent legendary actions at the end of the round, his may spend and immediately use his remaining legendary actions. Moloch regains spent legendary actions at the start of his turn.

Attack. Moloch makes a *claw* attack.

Move. Moloch can move up to half his speed.

Innate Spellcasting (1/round). Moloch casts a spell.

Kraken's Bite (Costs 2 Actions). Moloch makes a kraken's bite attack.

Teleport (Costs 2 Action2). Moloch magically teleports along with anything is carrying up to 120 feet to an unoccupied space his can see.

Recharged Fear (Costs 3 Actions, 1/day). Moloch recharges his fear breath and uses it immediately.

FIERNA

Medium Fiend (Arch-devil), lawful evil

Armor Class 26 (natural armor)

Hit Points 525 (35d8+245)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24(+9)	28(+11)	25(+9)	28(+11)	26(+10)	36(+15)

Savings Throws Dex +19, Wis +18, Cha +23

Skills Acrobatics +19, Arcana +19, Deception +23, Perception +18, Persuasion +23, Stealth +19,

Damage Resistances acid, necrotic; refer to *Arch Devils* entry.

Damage Immunities poison; refer to *Arch Devils* entry.

Condition Immunities charmed, exhaustion, poisoned; refer to *Arch Devils* entry.

Senses truesight 180 ft. passive Perception 28

Languages celestial, common, draconic, infernal, telepathy 120 ft.

Challenge 26 (90,000)

Banishment. Refer to *Arch Devils* entry.

Innate Spellcasting. Refer to *Arch Devils* entry. In addition, Fierna's spellcasting ability is Charisma (spell save DC 31, +23 to hit with attack spells). Fierna can innately cast the following spells, requiring no material components:

At will: *burning hands*, *fireball*, *fire shield*, *geas*, *locate creature*, *locate object*, *scrying*, *wall of fire*

3/day each: *counterspell*, *dominate person*, *fire storm*, *fly*, *project image*, *teleport*

1/day each: *meteor swarm*, *wish*

Legendary Resistance. Refer to *Arch Devils* entry.

Limited Magic Immunity. Refer to *Arch Devils* entry.

Magic Weapons. Refer to *Arch Devils* entry.

Regeneration. Fierna regains 30 hit points at the start of her turn.

Unwavering Charm. Fierna may use a bonus action, instead of a standard action, to exert precise control of a creature when a spell of effect allows a creature she has charmed to be controlled. And she does not need to use concentration on spells or effects that cause the charmed condition.

Actions

Multiattack. Fierna may make three *flame blade* attacks.

Flame Blade. *Melee Spell Attack:* +19 to hit, reach 10ft, one target. *Hit:* 30 (3d8 + 17) fire damage.

Flame Bolt. Fierna creates 4 bolts of fire and cast them at her enemies. *Ranged Spell Attack:* +23 to hit, range 180ft, up to four targets in range. *Hit:* 21 (1d8 + 17) fire damage per bolt

Lust (recharge 5-6). Fierna compels any creature within 120 feet of her that can see to look at her. The creatures must make a DC 31 Wisdom saving throw or be charmed by her. Charmed creatures can only move slowly, half speed, towards Fierna. They cannot take actions or bonus actions, but can make reactions. A charmed creature may attempt another saving throw at the end of each of its turns or if it takes damage from a creature other than Fierna, ending the effect on a success. A charmed creature is a willing target of Fierna's *kiss*.

Summon Devil (1/day). Fierna magically summons one of the following types of devils (100% chance of success): 1d6+3 barbed devils; or (75% chance of success) one of her Dukes.

Bonus Actions

Kiss. *Melee Weapon Attack:* +19 to hit, reach 5 ft., one willing creature (no attack roll), or a creature that is grappled by Fierna, incapacitated, or restrained. *Hit:* 28 (8d6) necrotic damage and the creature must make a DC 31 Wisdom saving throw or be dominated as in the spell *dominate monster*. A creature that is charmed by Fierna has disadvantage on the saving throw. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Fierna regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Reactions

Fire Shield. Fierna can use her reaction to cast *fire shield*.

Return Blow. Fierna can use her reaction to make a *flame blade* attack against a creature that has missed her with a melee attack.

Legendary Actions

Fierna can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Fierna has unspent legendary actions at the end of the round, she may spend and immediately use her remaining legendary actions. Fierna regains spent legendary actions at the start of her turn.

Attack. Fierna makes a *flame blade* attack.

Move. Fierna can move up to half her speed.

Innate Spellcasting (1/round). Fierna casts a spell.

Teleport (Cost 2 Actions). Fierna magically teleports along with anything she is carrying up to 120 feet to an unoccupied space she can see.

Flame Bolt (Costs 3 Actions). Fierna makes a *flame bolt* attack.

Consort of Phlegethos (Costs 3 Actions, 1/day). Fierna magically summons forth her father, Belial, to an unoccupied space she can see.

ZARIEL

Medium Fiend (Arch-devil), lawful evil

Armor Class 24 (natural armor)

Hit Points 560 (40d8+240)

Speed 40 ft., fly 80ft.

STR	DEX	CON	INT	WIS	CHA
26(+9)	24(+8)	22(+7)	24(+8)	23(+7)	27(+9)

Savings Throws Dex +16, Con +15, Int +16, Wis +15, Cha +17

Skills Acrobatics +16, Deception +17, Insight +15

Damage Resistances Refer to *Arch Devils* entry.

Damage Immunities poison, Refer to *Arch Devils* entry.

Condition Immunities poisoned; refer to *Arch Devils* entry.

Senses truesight 160 ft. passive Perception 22

Languages celestial, common, deep, infernal, telepathy 80 ft.

Challenge 25 (75,000)

Banishment. Refer to *Arch Devils* entry.

Death Throws. If Zariel hit points drop to 0, and she can't be banished, she explodes and each creature within 80 feet of her must make a DC 25 Constitution saving throw taking 67 (15d8) force damage on a failed save, or half as much on a success.

Innate Spellcasting. Refer to *Arch Devils* entry. In addition, Zariel's spellcasting ability is Charisma (spell save DC 25, +17 to hit with attack spells). Zariel can innately cast the following spells, requiring no material components:

At will: *burning hands* (9th level), *fireball*, *immolate*

3/day each: *counterspell*, *disintegrate*, *hold monster*, *wall of fire*

1/day each: *incendiary cloud*, *phantasmal killer* (9th level),

Legendary Resistance. Refer to *Arch Devils* entry.

Limited Magic Immunity. Refer to *Arch Devils* entry.

Magic Weapons. Refer to *Arch Devils* entry.

Regeneration. Refer to *Arch Devils* entry.

Frightful Presence. Zariel's inspires fear in those who surround her. Any creature within 180 ft. of Zariel must make a DC 25 Wisdom saving throw or be frightened. A creature may repeat this saving and the end of their turn, ending the effect on a success.

Actions

Multiattack. Zariel may make two *hellfire halberd* attacks.

Hellfire Halberd. *Melee Weapon Attack:* +17 to hit, reach 10ft, one target. *Hit:* 32 (4d10 + 10) slashing damage and 18 (4d8) fire damage

Death Symphony. *Ranged Spell Attack:* +17 to hit, range 200ft., one target. *Hit:* 39 (6d12) fire damage and the target must make a DC 25 Wisdom saving throw or be knocked unconscious until it takes damage, another creature uses the help action to wake it up, or 1 hour has elapsed. A creature who is frightened of Zariel makes the save with disadvantage.

Violent Explosion (recharge 5-6, 3/day). Zariel creates a massive explosion. The blast of fire extends in a 70ft radius centered on Zariel. Any creature within this area must make a DC 25 Dexterity saving throw or take 55 (10d10) fire damage and 55 (10d10) force damage or half as much on a success.

Summon Devil (2/day). Zariel magically summons one of the following types of devils (100% chance of success): 1d3+1 bone devils, 1d3+1 Erinyes, or (25% chance of success) one her Dukes.

Bonus Actions

Innate Casting (recharge 6). Zariel can use her bonus action to innately cast a spell.

Legendary Actions

Zariel can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Zariel has unspent legendary actions at the end of the round, her may spend and immediately use her remaining legendary actions. Zariel regains spent legendary actions at the start of her turn.

Attack. Zariel makes a *hellfire Halberd* attack.

Move. Zariel can move up to her movement speed.

Innate Spellcasting (1/round). Zariel casts a spell.

Death Symphonics (Costs 2 Actions). Zariel makes a *death symphony* attack.

Zariel, a bunch of flavor text about the Lord of the First that will be added later

Lord of Avernus. Like all of the Nine, Zariel's title has power and her might is greater while she is in her domain. While on Avernus Zariel is considered CR 28 (120,000XP) and she gains the following attributes:

- Zariel can use *legendary resistance* 4/day.
- Zariel has advantage on all attack rolls.
- Zariel rolls a critical hit on a natural 19-20.
- Zariel regains 30 hit points at the start of her turn.
- Zariel can use domain actions.

DOMAIN ACTIONS

While anywhere within the plane of Avernus, Zariel can take a domain action as long as she is not incapacitated.

On initiative count 20 (losing initiative ties), Zariel can draw on the infernal power Avernus to take a domain action to cause one of the following effects:

- Zariel teleports (2/day) to any location within Avernus.
- Zariel can (2/day) banish (as in the spell *banishment*) 10 creatures she can see. Zariel does not need to concentrate to use this ability and demons have disadvantage on their saving throws.
- Zariel can send a telepathic message to Tiamat, if Tiamat is in her lair. In addition (1/day) Zariel can open a portal, similar to the spell *gate*, large enough for Tiamat to use, in Tiamat's lair if Tiamat permits it. Creatures cannot enter Tiamat's lair through the portal, they can only leave it.
- Zariel summons (1/day) explosive fire to her aid. She chooses six spaces she can see. In each space she creates explosive balls of fire that act like the spell *flaming sphere* (9th level). She can use a bonus action or a reaction to detonate a sphere creating a 20-foot radius ball of fire centered on the sphere. Each creature in the area of the explosion must make a DC 24 Dexterity saving throw, taking 42 (12d6) damage on a failure or half as much damage on a success.

DUKES OF HELL

(ARCH-FIENDS)

Duke-of-hells are similar in power demigods, with some attaining power similar to lesser gods. Regardless, they generally have the abilities and traits in the list below. These abilities and traits are assumed to be a part of all duke-of-hell stat blocks. Only specific modifications to these traits and/or additional traits are listed in the individual stat blocks.

Damage Resistances cold, poison; bludgeoning, piercing, and slashing that is nonmagical

Damage Immunities fire

Banishment. When a duke-of-hell drops to 0 hit points, its body is destroyed but its essence travels back to its domain, and is unable to take physical form for 10-100 days. This process can be reduced to 1-10 days if the Arch-devil ruler of its hell so wishes.

Infernal Resistance (3/day). If a Duke-of-Hell fails a saving throw it can spend its reaction and 20 feet of movement to succeed instead.

Innate Spellcasting. Refer to individual entries for a duke-of-hell's spell casting ability, their save DC, and attack bonus. Duke-of-hells can innately cast the following spells at 5th level or higher, requiring no material components:

At will: *detect magic, dispel good and evil, fear*

3/day each: *hellish rebuke*

1/day each: *(un)holy aura*

Magic Resistance. The duke-of-hell has advantage on all other spells and magical effects.

Magic Weapons. A duke-of-hell's weapon attacks are treated as +1 magical weapons.

HUTIJIN

Large fiend (duke of hell), lawful evil

Armor Class 23 (natural armor)

Hit Points 513 (27d10 + 243)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+10)	20 (+5)	28 (+10)	21 (+6)	22 (+7)	27 (+9)

Savings Throws Str +17, Dex +12, Con +17, Wis +14

Skills Athletics +17, Deception +16, Insight +14, Intimidation +16, Perception +14

Damage Resistances acid; refer to Duke-of-Hell traits

Damage Immunities poison; refer to Duke-of-Hell traits

Condition Immunities poisoned

Senses darkvision, truesight 120 ft., passive Perception 24

Languages Abyssal, Celestial, Draconic, Giant, Infernal, Primordial, telepathy 120 ft.

Challenge 24 (62,000 XP)

Banishment. See Dukes of Hell

Frightening Speech. Any creature hostile to Hutijin, that hears him speak turn within 30 feet of him must make a DC 24 Wisdom saving throw. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, it is immune to Hutijin's frightening speech for the next 24 hours. Hutijin has advantage on attacks against frightened creatures.

Infernal Resilience (3/Day). See Dukes of Hell

Infernal Step. Refer to Dukes-of-Hell traits.

Innate Spellcasting. Refer to Duke-of-Hell traits. In addition, Hutijin's spellcasting ability is Charisma (spell save DC 24, +16 to hit with spell attacks). He can innately cast the following spells, requiring no material components.

At will: *animate dead, dispel magic, fire ball, produce flame*
3/day: *greater invisibility, hold monster, polymorph, shocking grasp*
1/day: *mass suggestion, teleport, wall of fire*

Magic Resistance. Hutijin has advantage on saving throws against spells and magical effects.

Magic Weapons. Refer to Duke-of-Hell Traits. In addition, Hutijin wields a +3 epic trident and +2 epic net.

Net Master. Hutijin can use a bonus action to throw his net, his attacks with a net do not suffer disadvantage from long range.

Savage Attacker. Hutijin can use a bonus action to make a trident attack against a restrained target or a bite attack against a grappled target. If Hutijin hits a restrained target with his trident, he inflicts an additional 14 (4d6) piercing damage.

ACTIONS

Multiattack. Hutijin makes two hell fire attacks or up to four melee attacks: one tail attack and three more attacks, any combination of claw, trident, and net attacks.

Trident. Melee Weapon Attack: +19 to hit, reach 10 ft., one target. *Hit:* 32 (5d6 + 15) piercing damage or 37 (5d8 + 15) piercing damage if wielded two-handed.

Claw. Melee Weapon Attack: +17 to hit, reach 5 ft., one target. *Hit:* 28 (5d6 + 11) slashing damage and the target must make a DC 25 Strength saving throw or be grappled.

Net. Ranged Weapon Attack: +19 to hit, range 30 ft., one Huge or smaller target. *Hit:* The creature is restrained. A creature can use its action to make a DC 20 Strength (Athletics) or Dexterity (Acrobatics) check, freeing itself or another creature within its reach on a success. Dealing 15 slashing damage to the net (AC 12) with a magical weapon also frees the creature without harming it, ending the effect.

Bite. Melee Weapon Attack: +17 to hit, reach 5 ft., one target. *Hit:* 28 (5d6 + 11) piercing damage.

Tail. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. *Hit:* 38 (5d10+11) bludgeoning damage and the target must make a DC 20 Strength saving throw or be knocked prone or pushed 10 feet, Hutijin's choice.

Hell Fire. Ranged Spell Attack: +16 to hit, range 240 ft., one target. *Hit:* 37 (6d8+10) fire and cold damage (counts as both types for overcoming resistances) and the target cannot take bonus actions or reactions until the end of Hutijin's next turn.

Summon Devils (2/day). Hutijin can summon (100% chance of success) 1d4 pit fiends.

REACTIONS

No Escape. Hutijin can make a trident attack on creature that attempt to escape from his net. On a hit, the check automatically fails.

LEGENDARY ACTIONS

Hutijin can take 3 legendary actions, choosing from the options Hutijinow. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Hutijin has unspent legendary actions at the end of the round, he may spend and immediately use its remaining legendary actions. Hutijin regains spent legendary actions at the start of his turn.

Attack. Hutijin makes a claw or trident attack, or a bite attack against a grappled opponent.

Move. Hutijin moves half his speed.

Regenerate. Hutijin regains 5 hit points.

Tail (Costs 2 Actions). Hutijin makes a tail attack.

Wings (Costs 2 Actions). Hutijin beats his wings. Each creature within 10 ft. of Hutijin must succeed on a DC 25 Dexterity saving throw or take 25 (4d6 + 11) bludgeoning damage and be knocked prone. Hutijin can then fly up to half his flying speed.

Spellcasting (Costs 2 Actions). Hutijin casts a spell.

Hell Fire (Costs 3 Actions). Hutijin makes two hellfire attacks.

Equipment

Abysbane.

Weapon (large-sized greatsword) epic (requires attunement by a devil)

You must have a minimum Strength score of 26 to wield this weapon.

You have a +3 bonus to attack and +6 bonus to damage rolls made with this weapon. In addition, on a hit it deals 8d6 slashing damage on a hit plus an additional 4d6 hellfire damage (or 8d6 fire damage when wielded by Hutijin). Hellfire ignores resistance to fire damage and treats immunity as resistance.

When you hit a demon with it, that creature takes an extra 4d10 radiant damage.

While you hold the sword drawn, it creates an aura in a 10-foot radius around you. You and all creatures friendly to in the aura have advantage on saving throws against spells and magical effects. While Hutijin wields this weapon the aura is 30 feet.

AMON

Large fiend (duke of hell), lawful evil

Armor Class 21 (natural armor)

Hit Points 450 (25d10 + 200)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+9)	23 (+7)	26 (+9)	22 (+7)	23 (+7)	26 (+9)

Savings Throws Str +16, Dex +14, Con +14, Wis +13, Cha +12

Skills Acrobatics +14, Arcana +14, Athletics +16, Nature +14, Intimidation +16, Perception +14, Stealth +14

Damage Resistances acid

Damage Immunities cold, fire, poison; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities charmed, poisoned, petrified

Senses darkvision 240 ft., truesight 120 ft., passive Perception 24

Languages Abyssal, Celestial, Common, Giant, Infernal, Winter Wolf, telepathy 120 ft..

Challenge 23 (50,000 XP)

Banishment. See Dukes of Hell

Infernal Resilience (3/Day). See Dukes of Hell

Infernal Step. Refer to Dukes-of-Hell traits.

Innate Spellcasting. Refer to Duke-of-Hell traits. In addition, Amon's spellcasting ability is Charisma (spell save DC 24, +16 to hit with spell attacks). He can innately cast the following spells, requiring no material components.

At will: *animate dead*, *detect magic*, *dispel magic*, *fly*, *ice knife* (5th level), *polymorph*, *produce flame* (17th level), *suggestion*
3/day: *charm monster*, *fireball*, *geas*, *teleport*, *wall of ice*
1/day: *greater invisibility*, *symbol*

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

Magic Resistance. Amon has advantage on saving throws against spells and magical effects.

Magic Weapons. Refer to Duke-of-Hell Traits. In addition, Amon wields the +3 epic two-handed mace Craver. Craver strikes as a maul.

Pact Tactics. Amon has advantage on an attack roll against a creature if at least one of his allies is within 5 ft. of the creature and the ally isn't incapacitated.

Rend. Amon can use a bonus action to make a bite or claw attack on a target he has grappled.

Regeneration. Amon regains 15 hit points at the start of his turn.

Savage Attacker. Amon can use a bonus action to make a claw or mace attack on a prone or incapacitated target.

ACTIONS

Multiattack. Amon makes three Craver attacks or two claw and one bite attack. The bite attack must target a creature that was already the target of a claw attack on the same turn.

Craver. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 42 (8d6 + 14) bludgeoning damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 27 (4d6 + 9) slashing damage and the target must succeed on a DC 24 Strength saving throw or be grappled.

Bite. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 27 (4d8 + 9) piercing damage.

Summon Allies (2/day). Amon summons (100% chance of success) 1d6 bone devils or 1d8+1 winter wolves.

BONUS ACTIONS

Gaze of the Wolf. Amon selects one creature that he can see within 120 feet of him. The creature must make a DC 24 Wisdom saving throw or suffer one of the following effects:

- **Gaze of Despair.** The target falls prone and can only move half its speed for 1 minute. A creature can make a saving throw at the end of each of its turns, end the effect on itself on a success.
- **Wolf's Glare.** The target is frightened for 1 minute and incapacitated until the start of Amon's next turn. A frightened creature can make a saving throw at the end of each of its turns, end the effect on itself on a success.

LEGENDARY ACTIONS

Amon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Amon has unspent legendary actions at the end of the round, he may spend and immediately use its remaining legendary actions. Amon regains spent legendary actions at the start of his turn.

Attack. Amon makes a Wolf's Howl or claw attack.

Quick Casting. Amon casts an at-will spell.

Move. Amon moves half his speed.

Soulfang. Amon gives Soulfang a command. Soulfang can use a reaction to move up to half its speed and make a bite attack.

Spell Casting (Costs 2 Actions). Amon casts a spell.

Winter's Howl (Costs 3 Actions). Amon bellows forth a chilling howl. Each creature of Amon's choice within 60 feet of him, and that can hear him, must make a DC 24 Wisdom saving throw, or be paralyzed until the end of Amon's next turn. Additionally, allies within 120 feet of him and that can hear him, gain a +5 bonus on to hit and saving throw rolls and AC until the end of Amon's next turn.

SOULFANG

Large monstrosity, lawful evil

Armor Class 17 (natural armor)

Hit Points 156 (12d10 + 36)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	16 (+3)	12 (+1)	14 (+2)	13 (+1)

Savings Throws Str +11, Dex +8, Con +19, Wis +6

Skills Athletics +11, Perception +10, Stealth +10

Damage Resistances bludgeoning, piercing, and slashing that is nonmagical

Damage Immunities cold

Senses darkvision 120 ft., passive Perception 20

Languages Common, Giant, Infernal, Winter Wolf

Challenge 10 (5,900 XP)

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

Magic Resistance. Soulfang has advantage on saving throws against spells and magical effects.

Magic Weapons. Soulfang's weapon attacks are treated as magical for overcoming resistances and immunities.

Pact Tactics. Amon has advantage on an attack roll against a creature if at least one of his allies is within 5 ft. of the creature and the ally isn't incapacitated.

Regeneration. Soulfang regains 10 hit points at the start of its turn.

Savage Attacker. Soulfang can use a bonus action to make a bite attack on a prone or incapacitated target.

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

Unstoppable. Soulfang has advantage on saving throws versus effects that would inflict the paralyzed, petrified, restrained, or stunned condition. On a failed save, Soulfang cannot use bonus actions or reactions and its speed is reduced by half for the duration of the spell or effect.

ACTIONS

Multiattack. Soulfang makes two bite attacks.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) piercing damage plus 9 (2d8) cold damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Cold Breath (Recharge 5-6). The wolf exhales a blast of freezing wind in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 36 (8d8) cold damage on a failed save, or half as much damage on a successful one.

BAEL

Large fiend (duke of hell), lawful evil

Armor Class 23 (natural armor)

Hit Points 408 (24d10 + 168)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+8)	20 (+6)	25 (+8)	20 (+6)	24 (+8)	22 (+7)

Savings Throws Str +16, Dex +13, Con +14, Wis +13, Cha +12

Skills Athletics +15, Deception +14, Intimidation +14, Perception +15, Persuasion +14

Damage Resistances acid, cold

Damage Immunities fire, poison; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities charmed, poisoned, petrified

Senses blindsight 120 ft., darkvision 240 ft., truesight 120 ft., passive Perception 24

Languages Abyssal, Celestial, Common, Draconic, Infernal, telepathy 120 ft..

Challenge 23 (50,000 XP)

Banishment. See Dukes of Hell

Great Weapon Fighter. If Bael rolls a 1-2 on a melee weapon damage die, it becomes a three instead. The weapon must be two-handed or versatile to gain this benefit (included in the attacks).

Infernal Resilience (3/Day). See Dukes of Hell

Infernal Step. Refer to Dukes-of-Hell traits.

Innate Spellcasting. Refer to Duke-of-Hell traits. In addition, Bael's spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). He can innately cast the following spells, requiring no material components.

At will: *alter self, animate dead, cause fear (all creatures of Bael's choice within 20 feet of him), detect magic, dispel magic, fly, fireball, produce flame (17th level)*

3/day: *harm, invisibility, suggestion, teleport*

1/day: *shapechange, symbol*

Magic Resistance. Bael has advantage on saving throws against spells and magical effects.

Magic Weapons. Refer to Duke-of-Hell Traits. In addition, Bael wields a +2 epic Morningstar that can be wielding one or two-handed.

Morningstar Master. Bael adds his Strength modifier in bludgeoning damage on a hit when wielding a morningstar (included in the attack).

Pact Tactics. Bael has advantage on an attack roll against a creature if at least on his allies is within 5 ft. of the creature and the ally isn't incapacitated.

Regeneration. Bael regains 5 hit points at the start of his turn.

Superior Critical. Bael scores a critical hit on a roll of 18-20.

ACTIONS

Multiattack. Bael makes three mace or slam attacks or two crossbow attacks.

Crossbow. *Ranged Weapon Attack:* +13 to hit, range 320 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage.

Morningstar. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 30 (4d8 + 12) piercing damage plus 12 bludgeoning damage, or 36 (4d10 + 12) piercing damage plus 12 bludgeoning damage when wielded two-handed. Additionally, the target must make a DC 19 strength saving throw or be knocked prone, pushed 15 feet, or rendered unable to take reactions until the end of Bael's next turn, Bael's choice.

Slam. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 20 (4d4 + 10) slashing damage and the target must succeed on a DC 24 Strength saving throw or be grappled.

Summon Devils (2/day). Bael summons (100% chance of success) 1d8 barbed devils.

LEGENDARY ACTIONS

Bael can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Bael has unspent legendary actions at the end of the round, he may spend and immediately use its remaining legendary actions. Bael regains spent legendary actions at the start of his turn.

Attack. Bael makes a morningstar attack.

Commander's Call. Bael command's his allies. One fiend of his choice within 60 feet of him, and that can hear or see him, may use a reaction to move half its speed and make one melee weapon attack. The attack scores a critical hit on a roll of 18-20.

Move. Bael moves half his speed.

Commander's Insight (Costs 2 Actions). Bael spots a weakness in his enemies. He and up to two of his allies within 30 feet of him, that can see or hear him, gain advantage on their next attack. If the attacks hit, they deal an extra 7 damage.

Crossbow (Costs 2 Actions). Bael makes crossbow attack.

Commander's Rally (Cost 3 Actions). Bael barks infernal words power. All fiends of Bael's choice within 30 feet of him gain 20 temporary hit points and can us a bonus action to take the Dash or Disengage action on their next turn.

Spellcasting (Costs 3 Actions). Bael casts a spell.

BEL

Large fiend (duke of hell), lawful evil

Armor Class 21 (natural armor)

Hit Points 408 (24d10 + 168)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+9)	18 (+5)	25 (+8)	23 (+7)	23 (+7)	26 (+9)

Savings Throws Str +16, Con +14, Wis +13, Cha +12

Skills Athletics +23, Arcana +20, Bluff +12, Insight +20, Intimidation +12, Perception +20, Persuasion +19, Stealth +9

Damage Resistances acid, lightning; refer to Duke-of-Hell traits

Damage Immunities poison; refer to Duke-of-Hell traits

Condition Immunities poisoned

Senses darkvision, passive Perception 30

Languages Abyssal, Celestial, Common, Draconic Infernal, telepathy 100 ft.

Challenge 23 (50,000 XP)

Banishment. See Dukes of Hell

Fear Aura. Any creature hostile to Bel that starts its turn within 30 feet of him must make a DC 24 Wisdom saving throw, unless the pit fiend is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, it is immune to the *fear aura* for the next 24 hours. Bel has advantage on attacks against frightened creatures.

Infernal Resilience (3/Day). See Dukes of Hell

Infernal Step. Refer to Dukes-of-Hell traits.

Innate Spellcasting. Refer to Duke-of-Hell traits. In addition, Bel's spellcasting ability is Charisma (spell save DC 24, +16 to hit with spell attacks). He can innately cast the following spells, requiring no material components.

At will: *darkness, dispel magic, fire ball, hold person, major image*
3/day: *delayed blast fireball, hold monster, magic circle, wall of fire*
1/day: *dominate monster, incendiary cloud, symbol*

Magic Resistance. Bel has advantage on saving throws against spells and magical effects.

Magic Weapons. Refer to Duke-of-Hell Traits. In addition, Bel wields the +3 epic greatsword Abyssbane which inflicts an additional 8d6 hellfire damage on a hit (included in the attack). Hellfire ignores resistance to fire damage and treats immunity as resistance.

Regeneration. Bel regains 10 hit points at the start of his turn.

ACTIONS

Multiattack. Bel makes up to four attacks: one tail attack and any combination of three Abyssbane and/or claw attacks.

Abyssbane. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 42 (8d6 + 14) slashing damage plus 28 (8d6) fire damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 27 (4d8 + 9) slashing damage and the target must succeed on a DC 24 Strength saving throw or become grappled.

Bite. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 23 (4d6 + 9) piercing damage and the target must succeed on a DC 23 Constitution save or become poisoned. While poisoned in this way, the target can't regain hit points, and it takes 28 (8d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tail. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 31 (4d10+9) bludgeoning damage and the target must make a DC 24 Strength saving throw or be knocked prone or pushed 20 feet, Bel's choice.

Wing. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6+9) bludgeoning damage and the target must succeed on a DC 24 Strength saving throw or be pushed 5 ft. away. On a failure of 10 or more they are also knocked prone.

Summon Devils (2/day). Bel can summon (100% chance of success) one of the following types of devils: 2d8 devils of CR ½ or below, 2d6 devils of CR1-3, 1d8 devils of CR 4-7, 1d6 devils of CR 8-10, 1d4 devils of CR11-13, or 1 devil of CR 14-15.

BONUS ACTIONS

Crush. Bel makes a claw attack with advantage against a target he has grappled.

Bite. Bel makes a bite attack with advantage against a target he has grappled.

Commander's Strike (Recharge 4-6). Bel commands a devil within 120 feet of him that can see or hear him. The devil can use a reaction to move up to half its speed and make a single weapon attack. The devil gains a +2 bonus on the attack and +6 bonus to the damage roll.

Fiendish Rally (Recharge 4-6). Bel chooses up to 10 devils within 120 feet of him and that can hear him. The devils gain 15 temporary hit points.

LEGENDARY ACTIONS

Bel can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Bel has unspent legendary actions at the end of the round, he may spend and immediately use its remaining legendary actions. Bel regains spent legendary actions at the start of his turn.

Move. Bel moves half his speed.

Tail. Bel makes a tail attack against a target that moved adjacent to him immediately prior to this attack.

Wing Attack. Bel makes a Wing attack.

Abyssbane (Costs 2 Actions). Bel makes an Abyssbane attack.

Claws (Costs 2 Actions). Bel makes two claw attacks.

Innate Casting (Costs 2 Actions). Bel casts an at-will spell.

Charge (Costs 3 Actions, 1/day). Bel shouts a command and all devils within 120 feet of him and that can hear him can use a reaction to move up to their speed and make up to two weapon attacks.

Wing Flurry (Costs 3 Actions). Bel makes a Wing attacks against up to two different targets and then can fly up to half of his speed without provoking attacks of opportunity

Equipment

Abyssbane.

Weapon (large-sized greatsword) epic (requires attunement by a devil)

You must have a minimum Strength score of 26 to wield this weapon.

You have a +3 bonus to attack and +6 bonus to damage rolls made with this weapon. In addition, on a hit it deals 8d6 slashing damage on a hit plus an additional 4d6 hellfire damage (or 8d6 fire damage when wielded by Bel). Hellfire ignores resistance to fire damage and treats immunity as resistance.

When you hit a demon with it, that creature takes an extra 4d10 radiant damage.

While you hold the sword drawn, it creates an aura in a 10-foot radius around you. You and all creatures friendly to in the aura have advantage on saving throws against spells and magical effects. While Bel wields this weapon the aura is 30 feet.

TITIVILUS

Medium fiend (duke of hell), lawful evil

Armor Class 20 (natural armor)

Hit Points 360 (24d8 + 168)

Speed 50 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	24 (+7)	24 (+7)	24 (+7)	28 (+9)

Savings Throws Dex +12, Con +14, Wis +14, Cha +16

Skills Deception +23, Persuasion +16, Intimidation +16, Arcana +14, Stealth +12, Perception +14, Survival +14

Damage Resistances cold, acid; bludgeoning, piercing, and slashing that is either silvered or magical

Damage Immunities fire, poison; bludgeoning, piercing, and slashing that is nonmagical and not silvered

Condition Immunities poisoned

Senses darkvision 60 ft. (can see in magical darkness), permanent magic sight, permanent *detect good and evil* sight, passive Perception 24

Languages Abyssal, Celestial, Common, Draconic, Giant, Goblin, Infernal, Primordial, telepathy 100 ft., can read all languages

Challenge 21 (33,000 XP)

Banishment. Refer to Duke-of-Hell traits.

Infernal Resistance (3/day). Refer to Duke-of-Hell traits.

Infernal Scribe. Titivilus can read all languages and interpret any written mad ramblings.

Infernal Step. Refer to Duke-of-Hell traits.

Innate Spellcasting. Refer to Duke-of-Hell traits. In addition, Titivilus' spellcasting ability is Charisma (spell save DC 24, +16 to hit with spell attacks). Titivilus can innately cast the following spells, requiring no material components:

At will: *bestow curse, charm person, dispel magic, illusory script, magic circle, message, polymorph, tongues, prestidigitation*
3/day each: *confusion (bonus action), charm monster, greater invisibility*
1/day each: *feblemind, mass suggestion, symbol*

Magic Resistance. Refer to Duke-of-Hell traits.

Magic Weapons. Refer to Duke-of-Hell traits. In addition, Titivilus wields the +3 epic longsword Tongue Lasher, refer to Equipment.

Scathing Tongue. Titivilus can, as a bonus action, use confusing, obscene, or demeaning language to confuse or enrage enemies. Creatures within 60 feet, and that can hear him, must make a DC 22 Wisdom saving throw. On a failure, they are unable to take bonus actions or reactions until after the end of their next turn.

ACTIONS

Multiattack. Titivilus can make four attacks with Tongue Lasher longsword or Fear Touch.

Tongue Lasher. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 19 (2d8 + 10) slashing damage or 21 (2d10+10) when wielded with two hands and the target is wounded. A wounded creature takes 1d4 necrotic damage at the start of its turns for every wound it has. It can then make a DC 22 Constitution save to end the effect of all wounds it has. Alternatively, an adjacent creature can use an action to make a DC 22 Wisdom (Medicine) check to remove all wounds from a creature. Hit points lost from this weapon cannot be recovered unless restored via resting.

Fear Touch. *Melee Spell Attack:* +16 to hit, reach 5 ft., one target. *Hit:* The target must succeed on a DC 24 Wisdom save or fall under the effects of the *Fear* spell. Titivilus does not need to concentrate on this. In addition, any target who succeeds on a saving throw against Titivilus' fear touch is immune from it for one round.

Scribe of Madness (Recharge 5-6). Titivilus writes blasphemous words of power in the air. Anyone Titivilus wishes within 10 feet of him, which can see him, must make a DC 24 Wisdom saving throw or suffer the effects of the spell *Confusion*. If the target fails by 5 or more it also gains 1 short term *Madness*. If the target fails by 10 or more, it gains 1 short and 1 long term *Madness*. If the target fails by 15 or more it gains 1 short, 1 long, and 1 indefinite *Madness*. If the target fails by 20 or more is charmed by Titivilus as in the spell *Dominate Monster*. A creature that succeeds on the saving throw, or the effect ends for it, is immune to Titivilus' *Scribe of Madness* for 24 hours. Titivilus must have a hand free to do use this ability, and the words, and the effects they cause, remain suspended in air as long as Titivilus uses a bonus action to sustain them.

A creature can choose to avoid looking at the words. If they do, they must use a bonus action to avert their gaze and they automatically succeed on their saving throw; however, they also suffer disadvantage on their attacks that target any creatures within 10 feet of the words.

Summon Devils (1/Day). Titivilus magically summons (100% chance of success) 4d10 lemures, 2d6 Bearded Devils, 1d8 Barbed Devils, 1d3 Bone Devils, 1d2 horned devils, or 1d4 Erinyes.

LEGENDARY ACTIONS

Titivilus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Titivilus has unspent legendary actions at the end of the round, he may spend and immediately use his remaining legendary actions. Titivilus regains spent legendary actions at the start of his turn.

Attack. Titivilus makes a Tongue Lasher or Fear Touch attack.

Move. Titivilus moves up to half his speed.

At-will Spell (Costs 2 Actions). Titivilus casts an at-will spell.

Kick (Cost 2 Actions). *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage and if the target is Large or smaller it must make a DC 20 Strength saving throw or be pushed 20 feet and knocked prone. Titivilus can then move up to half his speed.

Innate Casting (Costs 3 Actions). Titivilus casts a spell.

Maddening Writing (Costs 3 Actions). Titivilus' *Scribe of Madness* flares. All creatures within 30 of the words, and who can see them, must make a DC 24 Wisdom saving throw or suffer the effects of *Scribe of Madness*. In addition, anyone who is already suffering from the effects of Titivilus' *Scribe of Madness* or his *Fear Touch* must succeed on a DC 24 Wisdom save or take 55 (10d10) psychic damage.

LAIR ACTIONS

Inside of his tower, Martyr's Curse, on the second plane of Hell, Titivilus has great power to mold it and shape it to his will. Titivilus may take one Lair Action per turn on initiative count 20 (losing ties), and cannot use the same lair action two turns in a row.

- He can summon a book that immediately casts a spell. Roll a 1d6+2 to determine the level of the spell. From there Titivilus can cast any Wizard or Warlock spell at that level or lower, cast at the level rolled.
- The Martyr itself delivers a curse to all Good aligned creatures, acting like an unhallow specifically against good-aligned creatures. Titivilus can choose the secondary effect. This effect lasts until initiative count 20 of the following round.
- Corrupt ink stains spill around the floor of the tower from the ceilings, resulting in all humanoid creatures falling under the effects of *Grease* (DC 24). In addition, any creature that starts their turn in the poison must succeed on a DC 24 Constitution save or take 27 (5d10) poison damage. This lasts until initiative count 20 of the following round.
- He can teleport to any location inside Martyr's Curse.

Equipment

Tongue Lasher.

Weapon (longsword) epic (requires attunement by a fiend)

You have a +3 bonus to attack and a +6 damage rolls made with this weapon.

Hit points lost to this weapon's damage can be regained only through a Short or Long Rest, rather than by regeneration, magic, or any other means.

Once per turn, when you hit a creature with an Attack using this weapon, you can wound the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time you've wounded it, and it can then make a DC 15 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

Additionally, when this weapon is wielded by Titivilus, he can inflict a wound on each hit and increase the save DC to 22.

PIT FIEND

Large fiend (devil), lawful evil

Armor Class 21 (natural armor)

Hit Points 300 (24d10+168)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	18 (+4)	24(+7)	22 (+6)	18(+4)	24(+7)

Savings Throws Str +14, Dex +10, Con +13, Wis +10,

Skills Athletics +14, Intimidation +13, Perception +16

Damage Resistances cold; bludgeoning, piercing, and slashing that is nonmagical

Damage Immunities fire, poison

Condition Immunities frightened, poisoned

Senses truesight 180 ft., passive Perception 26

Languages Common, Infernal, telepathy 120 ft.

Challenge 20 (25,000 XP)

Fear Aura. Any creature hostile to the pit fiend that starts its turn within 20 feet of it must make a DC 21 Wisdom saving throw, unless the pit fiend is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, it is immune to the *fear aura* for the next 24 hours. The pit fiend has advantage on attacks against frightened creatures.

Innate Spellcasting. The pit fiend's spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). The pit fiend can innately cast the following spells, requiring no material components.

At will: *darkness*, *detect magic*, *dispel magic*, *fire ball*

3/day: *delayed blast fireball*, *hold monster*, *wall of fire*

1/day: *dominate monster*, *incendiary cloud*, *symbol*

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

Magic Weapons. The pit fiend's weapon attacks are magical and it wields a +2 epic mace.

Regeneration. The pit fiend regains 10 hit points at the start of its turn.

Actions

Multiattack. The pit fiend makes up to four attacks: one *tail* attack and any combination of three *mace* and/or *claw* attacks.

Mace. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 26 (4d6 + 12) bludgeoning damage plus 21 (6d6) fire damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage and the target must make a DC 22 Strength saving throw or be grappled.

Tail. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 8) bludgeoning damage.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 18 (4d4 + 8) piercing damage. The target must succeed on a DC 21 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points, and it takes 21 (6d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Summon Devils (1/day). The pit fiend can summon one of the following types of demons: 2d4 bearded devils, 1d4 barbed devils, or one erinyes.

Bonus Action

Bite. If the pit fiend has a creature grappled it can use its bonus action to make a bite attack targeting the grappled creature.

Teleport. The pit fiend magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Reactions

Tail lash. When the pit fiend is engaged with an enemy and another creature moves into a position adjacent to it. The pit fiend can use its reaction to make a *tail* attack targeting the creature that moved adjacent to it.

HUMANOIDS



IGGWILV

Medium humanoid (human), chaotic evil

Armor Class 24 (see *equipment*)

Hit Points 102 (20d8+20)

Speed 30 ft., fly 30 ft. (hover)

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

Savings Throws Str +5, Dex +7, Con +7, Int +16, Wis +14, Cha +14

Skills Arcana +10, History +10, Insight +10, Persuasion +8, Religion +10

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 19+

Languages Abyssal, Celestial, Common, Draconic, Infernal

Challenge 15 (13,000 XP)

Discorporation. When Iggwilv drops to 0 hit points her physical body is destroyed but her essence, *Fiend's Embrace*, and the *Staff of Iggwilv* travel back to Graz'zt's fortress in Azzagrat, and she is unable to take physical form for a time.

Innate Spellcasting. While wearing *Fiend's Embrace* Iggwilv can innately cast the follow spells (refer to spellcasting for spell DC):

At-will each: *detect magic*

3/day each: *fireball*

Magic Resistance. Iggwilv has advantage on saving throws against spells and magical effects while wearing *Fiend's Embrace*.

Spellcasting. Iggwilv is a 20th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 23, +15 to hit with spell attacks). Iggwilv typically has the following wizard spells prepared:

Cantrips (at will): *chill touch, mage hand, mending, prestidigitation, true strike, vicious mockery*

1st level (4 slots): *grease, magic missile, shield, tasha's hideous laughter*

2nd level (3 slots): *blindness/deafness, mirror image, web*

3rd level (3 slots): *fear, fly, magic circle, stinking cloud, vampiric touch*

4th level (3 slots): *dimension door, evard's black tentacles, greater invisibility*

5th level (3 slots): *scrying, telekinesis, wall of force*

6th level (2 slots): *chain lightning, disintegrate, trueseeing*

7th level (2 slots): *finger of death, forcecage*

8th level (1 slot): *abdi-dalzim's horrid wilting, mind blank*

9th level (1 slot): *gate, wish*

Signature Spells (1/rest each). Iggwilv can cast *fear* and *vampiric touch* without expending a spell slot.

Spell Mastery. Iggwilv can cast *tasha's hideous laughter* and *mirror image* at-will without expended spell slots.

Spell Sniper. When Iggwilv cast a spell that requires an attack roll the spell's range is doubled and the attacks ignore half and three-quarters cover.

War Caster. Iggwilv has advantage on saving throws to maintain concentration on a spell when she takes damage. In addition, she can use her reaction when a creature provokes and opportunity attack to cast a spell at the creature. The spell must have a casting time of 1 action and target only the triggering creature.

Actions

Staff of Iggwilv. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 4 (1d8) acid, cold, fire, lightning, poison, or thunder damage (Iggwilv's choice) per charge spent.

Reactions

Parry. When Iggwilv is wearing *Fiend's Embrace* and she is targeted by a ranged attack that would hit her, she gains a +5 bonus to her AC against the attack.

IGGWILV (THE WITCH QUEEN)

Medium humanoid (human), chaotic evil

Armor Class 25/30 (see *equipment/shield*)

Hit Points 162 (20d8+40)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	24 (+7)	18 (+4)	20 (+5)

Savings Throws Str +5, Dex +8, Con +8, Int +20, Wis +17, Cha +18

Skills Arcana +14, History +14, Insight +14, Persuasion +12, Religion +14

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., truesight 60 ft., passive Perception 19

Languages Abyssal, Celestial, Common, Draconic, Infernal

Challenge 24 (62,000 XP)

Boon of Spell Recall (1/day). Iggwilv can cast one spell she knows without expending a spell slot.

Boon of Undetectability. Iggwilv has a +10 bonus to Dexterity (Stealth) checks, included in the stats, and she can't be detected by divination magic, including scrying sensors.

Discorporation. When Iggwilv drops to 0 hit points her physical body is destroyed but her essence, cloak, and staff travel back to Graz'zt's fortress in Azzagrat, and she is unable to take physical form for a time.

Immortal. Iggwilv does not age and she is immune to any effect that would age her, and she cannot die from old age.

Innate Spellcasting. While wearing *Fiends Embrace* Iggwilv can innately cast the follow spells (refer to spellcasting for spell DC):

At-will each: *detect magic*

3/day each: *fireball*

Magic Resistance. Iggwilv has advantage on saving throws against spells and magical effects while wearing *Fiends Embrace*.

Spellcasting. Iggwilv is a 20th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 25, +17 to hit with spell attacks). Iggwilv typically has the following wizard spells prepared:

Cantrips (at will): *chill touch, mage hand, mending, prestidigitation, true strike, vicious mockery*

1st level (4 slots): *grease, magic missile, shield, tasha's hideous laughter*

2nd level (3 slots): *blindness/deafness, mirror image, web*

3rd level (3 slots): *fear, fly, magic circle, stinking cloud, vampiric touch*

4th level (3 slots): *dimension door, evard's black tentacles, greater invisibility*

5th level (3 slots): *scrying, telekinesis, wall of force*

6th level (2 slots): *chain lightning, disintegrate, trueseeing*

7th level (2 slots): *finger of death, forcecage*

8th level (1 slot): *abdi-dalzim's horrid wilting, mind blank*

9th level (2 slot): *gate, meteor swarm, wish*

Signature Spells (1/rest each). Iggwilv can cast *fear* and *vampiric touch* without expending a spell slot.

Spell Mastery. Iggwilv can cast *shield, tasha's hideous laughter*, and *mirror image* at-will without expending spell slots.

Spell Sniper. When Iggwilv cast a spell that requires an attack roll the spell's range is doubled and the attacks ignore half and three-quarters cover.

War Caster. Iggwilv has advantage on saving throws to maintain concentration on a spell when she takes damage. In addition, she can use her reaction when a creature provokes and opportunity attack to cast a spell at the creature. The spell must have a casting time of 1 action and target only the triggering creature.

Actions

Staff of Iggwilv. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 4 (1d8) acid, cold, fire, lightning, poison, or thunder damage (Iggwilv's choice) per charge spent.

Boon of Dimensional Travel (1/short rest). Iggwilv teleports up to 30 ft. to an unoccupied space she can see.

Boon of Planar Travel (1/short rest). Iggwilv plane shifts from the Material Plane to Azzagrat or from Azzagrat to the Material Plane.

Call Lover (1/day). Iggwilv conjures an aspect of the Demon Prince Graz'zt to an unoccupied space within 100-feet of her. Use the static for Graz'zt found in *Out of the Abyss*.

Reactions

Parry. When Iggwilv is wearing *Fiends Embrace* and she is targeted by a ranged attack that would hit her, she gains a +5 bonus to her AC against the attack.

Shield. When Iggwilv is targeted by an attack that would hit her, or the *magic missile* spell, she gains a +5 bonus to her AC against the attack, and takes no damage from *magic missile*.

Bonus Actions

Boon of Quick Casting. Iggwilv can cast *fireball*, at 3rd level, as a bonus action, if she has a spell slot available.

Boon of Recovery (1/day). Iggwilv regains 81 hit points.

Equipment

Fiend's Embrace.

Wondrous Item, artifact (requires attunement by chaotic evil wizard)

Fiend's Embrace, also known as the Cloak of the Witch Queen, is a cloak fashioned from the skin of a pit fiend given to Iggwilv by the Demon Prince Graz'zt.

You gain these benefits while wearing the cloak:

- If you aren't wearing armor, your base Armor Class is 17 + your Dexterity modifier.
- Advantage on saving throws against spells and magical effects.
- Immunity to fire and poison damage and the poisoned condition.
- Resistance to cold damage and nonmagical bludgeoning, piercing, and slashing weapon damage.
- You can fly 30 ft. (hover).
- You can innately cast detect magic at-will and fireball 3/day as a bonus action.
- As a reaction the cloak will provide you with a +5 bonus to your AC against a ranged attack that would hit you.

In addition to the benefits listed above, while the cloak is worn by Iggwilv, she does not need to be attuned to the cloak to gain the benefits and it provides her the ability to attune to one additional magic item, increasing her total to 4.

Ring of Epic Protection.

Ring, legendary (requires attunement)

You gain a +3 bonus to AC and saving throws while wearing this ring.

Ring of Demon Command.

Ring, legendary (requires attunement)

This ring is linked to the Abyss and the demons that live there.

While wearing this ring you have advantage on attack rolls against demons and they have disadvantage on attack rolls against you. You can spend 2 of the ring's charges to cast *dominate monster* on a demon. You can speak and understand Abyssal.

The ring has 5 charges. It regains 1d4+1 expended charges daily at dawn. Spells cast from the ring have a save DC of 17.

If you help slay a demon while attuned to the ring, you gain the following additional benefits:

- You have resistance to acid, cold, fire, or lightning damage. You choose the resistance type at the beginning of each day and can change it to another type after 24 hours.
- You can cast the following spells from the ring, expending the necessary number of charges: command (1 charge), hold monster (3 charges), mass suggestion (4 charges), slow (2 charges)

Robe of the Abyss.

Wondrous Item, legendary (requires attunement by chaotic evil wizard)

This tight fitting garment of exquisite black cloth swirls with every changing patterns of symbols and demonic imagery. While wearing this robe you gain protection from good and lawful creatures. They have disadvantage on attack rolls that target you and they cannot charm, frighten or possess you.

In addition, you gain these benefits while wearing the cloak:

- Your spell save DC and spell attack bonus each increase by 2.
- You gain darkvision to 120 ft.
- You gain resistance to acid, cold, fire, lightning, or poison damage, the DM chooses.

Staff of Iggwilv.

Staff, artifact (requires attunement by chaotic evil wizard)

This staff can be wielded as a magic quarterstaff that grants a +3 bonus to attack and damage rolls made with it. While holding it you gain a +3 bonus to Armor Class, saving throws, spell save DC and attack rolls.

The staff has 30 charges for the following properties. The staff regains 2d10+4 expended charges daily at dawn.

Chaos Strike. When you hit with a melee attack using this staff, you can expend 1 or more charges to deal 1d8 damage of the following types, your choice, per charge spent: acid, cold, fire, lightning, poison, or thunder.

Spells. While holding this staff, you can use a bonus action to cast on of the following spells: *Conjure Lesser Demon* (3 charges), *Conjure Bargura* (4 charges), *Conjure Shadow Demon* (4 charges), *Conjure Vrock* (5 charges), *Conjure Hezrou* (7 charges), *Conjure Glabrezu* (8 charges), *Conjure Yoclochol* (9 charges)

Retributive Strike. You can use an action to break the staff, performing a retributive strike. The staff is destroyed and releases its remaining magic in an explosion that fills a 30-foot radius sphere centered on it. All creatures in the area of the sphere must make a DC 20 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one. In addition, a balor demon is summoned to an unoccupied space within the blast of the sphere.

Epic Boons (the Witch Queen)

Boon of Spell Mastery
Boon of Truesight
Boon of Immortality
Boon of Planar Travel
Boon of High Magic
Boon of Fortitude
Boon of Quick Casting
Boon of Dimensional Travel
Boon of Spell Recall
Boon of Recovery
Boon of Undetectability

ELMINSTER

Medium humanoid (human), neutral

Armor Class 22 (see equipment)

Hit Points 273 (26d8 + 156)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	22 (+6)	20 (+5)	18 (+4)	15 (+3)

Savings Throws Str + 10, Dex +12, Con +15, Int +14, Wis +13, Cha +12

Skills Acrobatics +10, Animal Handling +10, Arcana +17, Athletics +7, History +11, Insight +11, Persuasion +9, Religion +11, Sleight of Hand +10, Stealth +10

Damage Resistances f

Senses passive Perception 19

Languages Abyssal, Celestial, Common, Elvish, Gnomish, Infernal
Challenge 21 (33,000 XP)

Arcane Scholar. Elminster can use a bonus action to attune to a magic item, and does not need to spend a short rest to do so.

Boon of High Magic. Elminster gains one 7th level, 8th level, and 9th level spell slots. He can also prepare a number of spells equal to his spellcasting level plus his intelligence score.

Boon of Quick Casting. Elminster can cast fireball, at 3rd level, as a bonus action, if he has a spell slot available.

Boon of Spell Recall (1/Day). Elminster can cast one spell he knows without expending a spell slot.

Chosen of Mystra. Elminster gains a +5 bonus to his Constitution score.

Cunning Action. Elminster can take a bonus action to take the Dash, Disengage, or Hide action.

Dueler. When Elminster is wielding a melee weapon in one hand and no other weapons, he gains +2 bonus to damage rolls with that weapon (included in the attack).

Elemental Master. When Elminster cast a spell that causes acid, cold, fire, lightning, or thunder damage, the damage ignores resistance and any roll of a 1 on a damage die becomes a 2.

Empowered Evocation. Elminster adds 5 to the damage roll of any evocation spell he casts.

Mage Slayer. Elminster can use a reaction to make a melee weapon attack against a creature within 5 feet of him that casts a spell. When he damages a creature that is concentrating on a spell, that creature has disadvantage on its concentration saving throw. In addition, he has advantage on saving throws against spells cast by a creature within 5 feet of him.

Magic Resistance. Elminster has advantage on saving throws against spells and magical effects while wearing the *Red Cloak of the Sage*.

Mastery of Elements. When Elminster cast a spell that causes acid, cold, fire, lightning, and thunder damage, he can cast it with a different damage type.

Overchannel (1/Short Rest). Elminster maximizes the damage of one 5th level or lower wizard spell.

Potent Cantrip. When a creature succeeds on its saving throw against a damaging cantrip cast by Elminster, the creature takes half the cantrip's damage (if any), but suffers no additional effect from the cantrip.

Sculpt Spells. When Elminster cast an evocation spell, he can choose up to 10 creatures within the spells area of effect. Those creatures automatically succeed on their saving throw, and take no damage if they would normally take half damage on a successful save.

Second Wind. Elminster can use a bonus action to regain 6 (1d10 + 1) hit points

Signature Spells (1/Rest each). Elminster can cast *dispel magic* and *fireball* without expending a spell slot.

Sneak Attack (1/Turn). Elminster deals an extra 3 (1d6) damage to one creature he hits with an attack if he has advantage while using a finesse or ranged weapon.

Spellcasting. Elminster is a 20th-level spellcaster (20th level wizard & 3rd level cleric). His spellcasting ability is Intelligence (spell save DC 22, +14 to hit with spell attacks). Elminster typically has the following wizard and cleric spells prepared (evocation spells marked with an *):

Cantrips (at will): *mage hand, mending, sacred flame, shocking grasp*, thaumaturgy, true strike*

1st level (at will): *burning hands*, shield*

1st level (4 slots): *bane, bless, charm person, detect magic, disguise self, magic missile*, sleep, thunderwave**

2nd level (at will): *misty step*

2nd level (3 slots): *blur, detect thoughts, locate object, gust of wind**

3rd level (at will): *counterspell*

3rd level (3 slots): *dispel magic, fear, fireball*, fly, lightning bolt**

4th level (3 slots): *banishment, greater invisibility, ice storm**

5th level (3 slots): *cone of cold*, dominate person, scrying*

6th level (2 slots): *chain lightning*, disintegrate, trueseeing*

7th level (2 slots): *firestorm*, forcecage, plane shift, teleport*

8th level (2 slots): *dominate monster, holy aura, sunburst**

9th level (2 slots): *meteor swarm*, prismatic wall, wish*

Spell Sniper. When Elminster cast a spell that requires an attack roll the spell's range is doubled and the attacks ignore half and three-quarters cover.

Epic Spell Mastery. Elminster can cast *burning hands, counterspell, misty step*, and *shield* at-will without expended spell slots.

War Caster. Elminster has advantage on saving throws to maintain concentration on a spell when he takes damage. In addition, she can use his reaction when a creature provokes an opportunity attack to cast a spell at the creature. The spell must have a casting time of 1 action and target only the triggering creature.

Actions

Thundering Longsword. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage plus 27 (6d8) thunder damage and the target must make a DC 15 Constitution saving throw or be deafened.

Turn Undead. Elminster speaks a prayer and presents a holy symbol. Each Undead that can see or hear him within 30 feet of him must make a DC 18 Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action

Reactions

Master of Counterspelling (4/Round). Elminster casts *counterspell* and his ability to take reactions recharges.

Equipment

Elminster has the following possessions. The stats provided for him here assume he is wearing, carrying, or wielding some of these items, as noted below:

Epic Ring of Protection (included in the stats above)

Ring of Regeneration

Red Cloak of the Sage (included in the stats above)

Thundering Longsword (included in the stats above)

Elminster's Eversmoking Pipe

Ring of Spell Storing

Necklace of Fireballs

Elminster's Eversmoking Pipe

Wonderous item, Legendary (requires attunement)

This powerful magic item appears as nothing more than an ordinary tool for smoking pipeweed. This pipe can be lit or extinguished by spending a bonus action to use a command word. The pipe can be summoned, as in the spell *drawmij's instant summons*, but without requiring material components. While the pipe is lit, it has the following properties:

- Tiny vermin are repelled and cannot come closer than 10 feet to the pipe.
- If the smoker of the pipe is the target of a magic missile spell, the smoker is unaffected, and the effect is reflected back at the caster as though it originated from the smoker, turning the caster into the target.
- The smoker can exhale forcefully from the pipe, extinguishing the pipe, and cast the spell *produce flame* (17th level).

Additionally, the pipe has 40 charges for the following properties. It regains 4d6 + 6 expended Charges daily at dawn.

- **Spells:** While smoking the pipe the smoker can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: *dimension door* (4 charges), *pyrotechnics* (2 charges), and *water breathing* (3 charges).

Epic Ring of Protection

Ring, Legendary (requires attunement)

While wearing this ring you gain a +3 bonus to AC and saving throws while wearing this ring.

Red Cloak of the Sage (included in the stats above)

Wonderous Item, Legendary (requires attunement by a wizard)

While wearing this cloak you gain the following benefits:

- If you aren't wearing armor, your base Armor Class is 15 + Dexterity modifier.
- You have advantage on saving throws against spells and other magical effects.
- Your spell save DC and spell attack bonus each increase by 3.

ECLAVDRA

Medium humanoid (elf), chaotic evil

Armor Class 24 (+3 elven chain, ring of protection, +3 shield)

Hit Points 202 (25d8 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	17 (+3)	20 (+5)	18 (+4)

Savings Throws Str +2, Dex +11, Con +9, Int +10, Wis +12, Cha +11

Skills Arcana +9, Deception +10, Insight +9, Perception +11, Persuasion +10, Religion +9, Stealth +10

Senses darkvision 120 ft., passive Perception 21

Damage Resistances necrotic

Damage Immunities poison

Languages Abyssal, Celestial, Common, Elvish, Undercommon

Challenge 20 (25,000 XP)

Blessing of Lolth (3/Day). Eclavdra's can cast a 5th level or lower spell as a bonus action, if she has a spell slot available.

Boon of Fortitude. Eclavdra's hit point maximum is increased by 40 hit points (included in her hit points).

Boon of Immortality. Eclavdra does not age and she is immune to any effect that would age her, and she can't die from old age.

Boon of Recovery (1/day). Eclavdra can use a bonus action to regain 101 hit points.

Channel Divinity (3/Rest). Eclavdra can channel divin energy from Lolth. Using that energy to fuel the following magical effects.

- **Command Undead.** As an action Eclavdra controls undead within 30 feet of her, as if they are charmed by the spell Dominate Monster. An undead creature of CR 11 or greater may resist this effect by succeeding on a successful DC 19 Wisdom saving throw.
- **Cloak of Shadows.** As in the cleric trickster domain feature of the same name.
- **Invoke Duplicity.** As in the cleric trickster domain feature of the same name.
- **Turn / Destroy Undead.** As in the cleric feature of the same name.

Divine Emissary. Eclavdra can telepathically communicate with fiends that serve Lolth or are chaotic evil, that are within 60 feet of her. Additionally, she is immune to poison and she can call on the aid of her goddess, Lolth, as in the cleric feature Divine Intervention.

Divine Strike (1/Turn). When Eclavdra hits a creature with a weapon attack, it deals an extra 9 (2d8) poison damage.

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

Innate Spellcasting. Eclavdra's spellcasting ability is Charisma (spell save DC 18). She can innately cast the following spells, requiring no material components:

At will: dancing lights

1/day each: darkness, faerie fire, levitate (self only)

Magic Resistance. Eclavdra has advantage on saving throws against spells and magical effects.

Magic Weapons. Eclavdra wields a +3 unholy mace, refer to Equipment.

Poison Master. When Eclavdra cast a spell that causes poison damage, the damage ignores resistance to poison damage and any roll of a 1 on a damage die becomes a 2.

Spellcasting. Eclavdra is a 20th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 22, +14 to hit with spell attacks). Eclavdra typically has the following cleric spells prepared:

Cantrips (at will): *guidance, poison spray, resistance, spare the dying, thaumaturgy, toll the dead*

1st level (4 slots): *animal friendship, bane, charm person, cure wounds, disguise self, ray of sickness*

2nd level (3 slots): *lesser restoration, mirror image, pass without a trace, web*

3rd level (3 slots): *blink, conjure animals (spiders), dispel magic*

4th level (3 slots): *banishment, dimension door, divination, freedom of movement, polymorph*

5th level (3 slots): *contagion, dominate person, insect plague, mass cure wounds, modify memory*

6th level (2 slot): *blade barrier, harm, true seeing, word of recall*

7th level (2 slot): *divine word, firestorm, planeshift, symbol*

8th level (1 slot): *antimagic field, earth quake*

9th level (1 slot): *gate, mass heal*

Spell Sniper. When Eclavdra cast a spell that requires an attack roll the spell's range is doubled and the attacks ignore half and three-quarters cover.

War Caster. Eclavdra has advantage on saving throws to maintain concentration on a spell when she takes damage. In addition, she can use her reaction when a creature provokes and opportunity attack to cast a spell at the creature. The spell must have a casting time of 1 action and target only the triggering creature.

ACTIONS

Multiattack. Eclavdra makes two unholy mace attacks.

Unholy Mace. Melee Weapon Attack: +10 to hit, reach 5 ft. *Hit:* 7 (1d6 + 4) bludgeoning damage and an additional 14 (4d6) necrotic damage if the creature has a good alignment.

Equipment

Eclavdra has the following possessions. The stats provided for her here assume she is wearing, carrying, or wielding at some of these items, as noted below:

Amulet of the Demon Web Pits (included in the stats above)

Masterwork Eleven Chain +3 (included in the stats above)

Shield +3 (included in the stats above)

Rod of Absorption

Ring of Protection (included in the stats above)

Unholy Mace +3 (included in the stats above)

Wand of Binding

Masterwork Eleven Chain +3

Armor (chain shirt), very rare

You gain a +3 bonus to your AC while you wear this armor.

Unholy Mace +3

Weapon (mace), very rare

You gain a +3 bonus to attack and damage rolls when you use this weapon. In addition, on a hit, the target is a creature of good alignment, it deals an extra 4d6 necrotic damage.

Amulet of the Demon Web Pits

Wondrous Item, artifact (requires attunement by a chaotic evil cleric)

While wearing this amulet you gain the following benefits: a +3 bonus to your spell save DC and spell attack rolls; you have advantage on saving throws against spells and magic effects; and you gain resistance to necrotic damage.

In addition, twice per day, you can use a bonus action to summon a swarm of spiders. The spiders fill the area within a 20-foot radius of you. All creatures of your choice that enter the swarm, or starts it turn in the swarm, must make a Constitution saving throw equal to your spell save DC. On a failed save the creature takes 55 (10d10) piercing damage, or half as much damage on a successful one. The swarm remains for 2c4 +2 rounds, or until you use a bonus action to dismiss it.

MERLIN

Medium fiend (cambion), neutral

Armor Class 22 (bracers of defense, staff of merlin)

Hit Points 232 (29d8 + 116)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	18 (+4)	25 (+7)	24 (+7)	16 (+3)

Savings Throws Str + 11, Dex +7, Con +13, Int +16, Wis +10, Cha +12

Skills Arcana +20, Deception +8, History +13, Insight +13, Perception +13, Persuasion +8

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing that is nonmagical

Damage immunities poison

Senses darkvision 60 ft., passive Perception 23

Languages Abyssal, Common, Elvish, Infernal, Sylvan

Challenge 20 (25,000 XP)

Boon of Spell Recall (1/day). Merlin can cast one spell he knows without expending a spell slot.

Fiendish Blessing. Merlin includes his Charisma bonus in his AC.

Land Stride. Moving through nonmagical difficult terrain costs Merlin no extra Movement. He can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede Movement, such those created by the *Entangle* spell.

Immortal. Merlin does not age and he is immune to any effect that would age him, and he cannot die from old age.

Innate Spellcasting. Merlin's spellcasting ability is Charisma (spell save DC 17, +9 to hit with attack spells). Merlin can innately cast the following spells, requiring no material components:

3/day: *alter self, command, detect magic*

1/day each: *plane shift (self only)*

Nature's Ward. Merlin can't be Charmed or Frightened by elementals or fey, and is immune to poison and disease.

Portent (1/day). Roll three d20s. Once per turn Merlin can replace any attack roll, saving throw, or ability check he or a creature he can see makes with one of these rolls. He must choose to do so before the roll is made.

Spellcasting. Merlin is a 15th-level wizard and 14th-level druid. His spellcasting ability is Intelligence for wizard spells and Wisdom for druid spells (spell save DC 21, +13 to hit with spell attacks). Merlin typically has the following spells prepared:

Cantrips (at will): *druidcraft, guidance, mage hand, mending, poison spray, shocking grasp*

1st level (4 slots): *fog cloud, healing word, magic missile, shield, speak with animals*

2nd level (3 slots): *detect thoughts, heat metal, pass without trace, scorching ray*

3rd level (3 slots): *call lightning, counterspell, lightning bolt, plant growth, protection from energy*

4th level (3 slots): *dimension door, divination, dominate beast, stoneskin*

5th level (2 slots): *scrying, tree stride, wall of force*

6th level (1 slots): *disintegrate, heal, trueseeing, wall of thorns*

7th level (1 slots): *delayed blast fireball, mirage arcane, teleport*

8th level (1 slot): *dominate monster, sunburst*

Boon of Spell Mastery. Merlin can cast *Shield* without expending a spell slot.

Spell Sniper. When Merlin cast a spell that requires an attack roll the spell's range is doubled and the attacks ignore half and three-quarters cover.

War Caster. Merlin has advantage on saving throws to maintain concentration on a spell when he takes damage. In addition, he can use his reaction when a creature provokes and opportunity attack to cast a spell at the creature. The spell must have a casting time of 1 action and target only the triggering creature.

Actions

Staff of Merlin. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) bludgeoning damage.

Fiendish Charm. One humanoid Merlin can see within 30 ft. of him must succeed on a DC 20 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the Merlin's spoken commands. If the target suffers any harm from Merlin or another creature or receives a suicidal command from Merlin, the target can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to the Merlin's Fiendish Charm for the next 24 hours.

The Third Eye (1/rest). Merlin increases his powers of perception. Until he is incapacitated or takes a rest have can either one of the following abilities:

- **Ethereal Sight.** He can see into the Ethereal Plane within 60 feet of himself.
- **Greater Comprehension.** He can read any language.
- **See Invisibility.** He can see invisible creatures and objects within 10 feet of him and in his line of sight.

Wild Shape. Merlin can assume the shape of a CR 1 or lower beast for up to 7 hours as in the Druid feature Wild Shape.

Reactions

Shield. When Merlin is targeted by an attack that would hit him, or the *magic missile* spell, until the start of his next turn he gains a +5 bonus to his AC, including the triggering attack, and takes no damage from the spell *magic missile*.

Bonus Actions

Boon of Quick Casting. Merlin can cast lightning bolt, at 3rd level, as a bonus action, if he has a spell slot available.

Equipment

Bracers of Defense.

Wondrous Item (requires attunement)

While wearing these bracers, you gain a +2 bonus to AC if you are wearing no armor and using no shield.

Staff of Merlin.

Staff, artifact (requires attunement by a 10th level wizard/ 10th level druid)

This staff can be wielded as a magic quarterstaff that grants a +3 bonus to attack and damage rolls made with it. While holding it you gain a +3 bonus to Armor Class, saving throws, spell save DC and attack rolls.

The staff has 30 charges for the following properties. The staff regains 2d10+4 expended charges daily at dawn.

Empowered Strike. When you hit with a melee attack using this staff, you can expend 1 or more charges to deal an additional 1d8 thunder damage per charge spent.

Spells. While holding this staff, you can use a bonus action to cast on of the following spells: *Produce Flame*, *Thorn Whip*, *Long Strider* (1 charge), *Jump* (1 charge), *Thunderwave* (1 charge), *Dispel Magic* (3 charges), *Blight* (4 charges), *Wall of Stone* (5 charges), *Find the Path* (6 charges), *Regenerate* (7 charges), *Control Weather* (8 charges), *Foresight* (9 charges)

Epic Boons

Boon of Immortality

Boon of Quick Casting

Boon of Spell Recall

ARTHUR PENDRAGON

Medium humanoid (human), lawful good

Armor Class 23 (+3 shield, plate armor)

Hit Points 185 (19d8 + 76)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	15 (+2)	17 (+3)	18 (+4)

Savings Throws Dex +9, Wis +9, Cha +10

Skills Athletics +9, History +7, Insight +14, Persuasion +14, Perception +9

Damage Resistances nonmagical piercing and slashing damage

Senses passive Perception 19

Languages Common, Elvish, Sylvan

Challenge 17 (18,000 XP)

Aura of Courage, Devotion, and Protection. When Arthur is conscious, he and any allies within 10 feet of him gain a +4 bonus to their saving throws, and they cannot be Charmed or Frightened.

Jack of All Trades. Arthur's gains a +3 bonus to all ability checks that do not included his proficiency bonus.

King's Inspiration (4/short rest). Arthur can use a bonus action to inspire others. Arthur chooses one creature within 60 feet of him that can hear him. That creature gains a +4 (1d8) bonus to one ability check, Attack roll, damage roll, saving throw, or to its AC (as a reaction when an attack roll is made against the creature). This bonus must be used within 10 minutes of Arthur's inspire action.

In addition, Arthur can spend 10 minutes inspiring his companions. When he does so, he can choose up to six creatures friendly to him and within 30 feet of him, to gain, once per rest, 23 temporary hit points.

Improved Divine Smite. When Arthur hits a creature with a melee weapon attack, he can expend on spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 3d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 6d8. The damage increases by 1d8 if the target is an undead or fiend.

Divine Health. Arthur is immune to disease.

Mage Slayer. Arthur can use a reaction to make a melee weapon attack against a creature within 5 feet of him that casts a spell. When he damages a creature that is concentrating on a spell, that creature has disadvantage on its concentration saving throw. In addition, he has advantage on saving throws against spells cast by a creature within 5 feet of him.

Magic Weapons. Arthur poses the magic longsword Excalibur and the magic dagger Carnwenna. Refer to Equipment for more information.

Shield Master. Arthur can use his shield for more than defense. If he is holding a shield he gains the following benefits:

- When he takes the Attack action, he can use a bonus action to shove a creature within 5 feet of him.
- If he isn't incapacitated, he can add his shields AC bonus to any Dexterity saving throw against a spell or harmful effect that targets him.
- If he is subject to an effect that allows him to make a Dexterity saving throw to take only half damage, he can use a reaction to take no damage if he succeeds on the saving throw.

Divine Sense (5/day). Arthur can use an action to detect any celestial, fiend, or undead within 60 feet of him that is not behind total cover.

Spellcasting. Arthur is a 12th-level spellcaster. His spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). Arthur typically has the following spells prepared:

Cantrips (at will): *mending, message, truestrike*

1st level (4 slots): *detect magic, divine favor, heroism, protection from evil and good, sanctuary*

2nd level (3 slots): *branding smite, calm emotions, lesser restoration, zone of truth*

3rd level (3 slots): *beacon of hope, dispel magic, sending*

4th level (3 slots): *death ward, freedom of movement, guardian of faith*

5th level (2 slots): --

6th level (1 slots): --

ACTIONS

Multiattack. Arthur makes two Excalibur attacks.

Excalibur. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 19 (1d8 + 11) slashing damage. In addition, on a roll of 20 on the attack roll, the target takes and extra 14 (4d6) slashing damage.

Carnwenna. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft., or ranged 20/40, one target. *Hit:* 7 (1d4 + 5) piercing damage.

Channel Divinity (1/rest). Arthur can perform one of the following actions:

Sacred Weapon. Arthur can take an action to use his channel divinity feature and gain a +4 bonus to attack rolls with one weapon he is holding. The bonus last for 1 minute.

Turn the Unholy. Arthur can use an action to use his channel divinity feature to turn any fiend or undead within 30 feet of him that fails A DC 18 Wisdom saving throw.

Lay on Hands. Arthur has a pool of healing power he can draw upon to heal up to 70 hit points of damage per day. As an action, he can touch a creature and draw from this pool and restore a number of hit points to the creature, up to the maximum amount remaining in the pool. Alternatively, he can cure the target of one disease or neutralize one poison by spending 5 hit points of restoring power from the pool.

REACTIONS

Maneuvers (1/short rest). Arthur can use one of the following maneuvers:

Parry. When Arthur is damaged by a melee attack it can use a maneuver to reduce the damage by 6 (1d6 + 3).

Riposte. When a creature misses Arthur with an attack, he can use a maneuver to make a melee weapon attack against the creature. If the attack hits, add 6 slashing damage to the attack.

Equipment

Excalibur.

Weapon (longsword) legendary (requires attunement by a lawful good fighter or paladin)

You have a +5 bonus to attack and damage rolls made with this weapon.

When you attack an object with this magic sword and hit, maximize your weapon damage dice against the target. If you are a paladin, you also maximize your *divine smite* damage dice, if you use them.

When you attack an object with this weapon and roll a 20 on the attack roll, that target takes an extra 4d6 slashing damage. Then roll another d20. If you roll a 20, you lop off one of the target's limbs, with the effect of such a loss determined by the GM. If the creature has no limb to sever, you lop off a portion of its body instead.

In addition, you can speak the sword's command word to cause the blade to shed bright light in a 10-foot radius and dim light for an additional 10 feet. Speaking the command word again or sheathing the sword puts out the light.

You gain resistance to nonmagical piercing and slashing damage. You must be wearing the scabbard of Excalibur to gain this trait.

Wynebgwrthucher.

Armor (shield), legendary

While holding this shield, you have a +3 bonus to AC.

Carnwennan.

Weapon (dagger), uncommon

You have a +1 bonus to attack and damage rolls made with this weapon.

MORDENKAINEN

Medium humanoid (human), neutral

Armor Class 22 (see equipment)

Hit Points 162 (20d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	18 (+4)	20 (+5)	15 (+2)	16 (+3)

Savings Throws Str +4, Dex +7, Con +8, Int +15, Wis +12, Cha +7

Skills Arcana +17, History +11, Investigation +11, Perception +8

Damage Resistances fire (staff of fiery power)

Senses passive Perception 18

Languages Abyssal, Celestial, Common, Elvish, Gnomish, Infernal

Challenge 16 (15,000 XP)

Arcane Scholar. Mordenkainen can attune to a magic item as an action and does not need to spend a short rest. In addition, he always has the following spells prepared, they do not count against is prepared total, and he can cast each once per day without spending a spell slot:

4th level: *mordenkainen's faithful hound*, *mordenkainen's private sanctum*

7th level: *mordenkainen's magnificent mansion*, *mordenkainen's sword (concentration 1 hour)*

Boon of Quick Casting. Mordenkainen can cast fireball, at 3rd level, as a bonus action, if he has a spell slot available.

Elemental Adept. When Mordenkainen cast a spell that causes fire damage, the damage ignores resistance to fire damage and any roll of a 1 on a damage die becomes a 2.

Greater Portent (1/Long Rest). Roll three d20s, Mordenkainen can replace any attack roll, saving throw, or ability check he or a creature he can see makes with one of the rolls. Mordenkainen must choose to do so before the roll, and can use this trait only once per turn.

Magic Resistance. Mordenkainen has advantage on saving throws against spells and magical effects while wearing *Robes of the Archmagi*.

Spellcasting. Mordenkainen is a 20th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 21, +16 to hit with spell attacks while wearing *Robes of the Archmagi* and wielding the *Staff of Fiery Power*). Mordenkainen typically has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *message*, *sacred flame*, *thaumaturgy*, *thunderclap*

1st level (4 slots): *comprehend languages*, *detect magic*, *identify*, *shield*

2nd level (3 slots): *calm emotions*, *detect thoughts*, *locate object*

3rd level (3 slots): *clairvoyance*, *counterspell*, *fireball*, *tongues*

4th level (3 slots): *arcane eye*, *dimension door*, *greater invisibility*

5th level (3 slots): *cone of cold*, *dominate person*, *screaming*

6th level (2 slots): *chain lightning*, *disintegrate*, *true seeing*

7th level (2 slots): *forcecage*, *plane shift*, *teleport*

8th level (1 slot): *dominate monster*

9th level (1 slot): *foresight*, *wish*

Signature Spells (1/Rest each). Mordenkainen can cast *fireball* and *counterspell* without expending a spell slot.

Spell Mastery. Mordenkainen can cast *detect magic* and *shield* at-will without expending spell slots.

Third Eye (1/Rest). Mordenkainen can use an action to gain one of the following benefits:

- **Darkvision.** He gains darkvision 60 ft.
- **Ethereal Sight.** He can see into the Ethereal Plane within 60 ft.
- **Greater Comprehension.** He can read any language.
- **See Invisibility.** He can see invisible creatures and objects within 10 feet of him.

War Caster. Mordenkainen has advantage on saving throws to maintain concentration on a spell when he takes damage. In addition, she can use his reaction when a creature provokes an opportunity attack to cast a spell at the creature. The spell must have a casting time of 1 action and target only the triggering creature.

Actions

Staff of Fiery Power. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage plus 4 (1d8) fire damage.

Equipment

Mordenkainen has the following possessions. The stats provided for him here assume he is wearing, carrying, or wielding at some of these items, as noted below:

Ring of Protection (included in the stats above)

Robes of the Archmagi (included in the stats above)

Ioun Stone (Fortitude)

Carpet of Flying (6'x9')

Wand of Fireballs

Bag of Holding

Bracers of Defense

Crystal Ball (True Seeing)

Rod of Absorption

Silver Key of Portals

Wonderous Item, Artifact (requires attunement)

This minor artifact works like a Chime of Opening. Additionally you can use a bonus action while holding the key to dispel the arcane lock spell, or an action to cast one of the following spells:

Spells: While holding this key, you can cast, two times per day, each of the following spells: *Etherealness*, *Passwall*, *Word of Recall*

Staff of Fiery Power (included in the stats above)

Staff, legendary (requires attunement by an 18th level wizard)

This staff can be wielded as a magic Quarterstaff that grants a +3 bonus to Attack and Damage Rolls made with it. While holding it, you gain a +3 bonus to Armor Class, saving throws, and spell Attack rolls.

The staff has 30 Charges for the following properties. The staff regains 3d8 + 6 expended Charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff retains its +3 bonus to Attack and damage roll but loses all other properties. On a 20, the staff regains 1d8 + 4 Charges.

Power Strike: When you hit with a melee Attack using the staff, you can deal an extra 1d8 fire damage to the target. You can increase this damage by spending charges, increasing the damage 1d8 per charge spent.

Spells: While holding this staff, you can use an action to expend 1 or more of its Charges to cast one of the following Spells from it, using your spell save DC and spell Attack bonus: *Delayed-Blast Fireball* (7 charges), *Melf's Minute Meteors* (3 charges), *Meteor Swarm* (20 charges), *Summon Elder Fire Elemental* (9 charges), or *Wall of Fire* (4 charges).

Retributive Strike: Refer to *Staff of Power*.

MORGAN LE FAY

Medium humanoid (half-fey), chaotic evil

Armor Class 19 (+3 ring of protection, garments of morgan)

Hit Points 98 (14d8 + 42)

Speed 30 ft.

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

Savings Throws Str +3, Dex +6, Con +6, Int +12, Wis +11, Cha +12

Skills Arcana +10, Deception +10, Persuasion +10

Senses darkvision 60 ft., passive Perception 13

Languages Common, Draconic, Elvish, Sylvan

Challenge 13 (10,000 XP)

Amphibious. Morgan can breathe air and water.

Fey Ancestry. Morgan does not age and she cannot die from old age. In addition, she can be a member of a Hag Coven.

Illusory Reality (1/Rest). As a bonus action, when Morgan cast an illusion spell of 1st level or higher, she can make one inanimate, nonmagical object in her illusions real. The object remains real for 1 minute and it cannot deal damage or otherwise directly harm anyone.

Innate Spellcasting. Morgan's spellcasting ability is Charisma (spell save DC 20, +12 to hit with attack spells). Morgan can innately cast the following spells, requiring no material components:

3/day: *dancing lights, minor illusion (sound and image)*

1/day each: *sleep*

Magic Resistance. Morgan has advantage on saving throws against spells and magical effects.

Malleable Illusions. When Morgan cast an illusion spell that has a duration of 1 minute or longer, she can use an action to change the nature of the illusion, within the spell's normal parameters, provided she can see the illusion.

Magic Weapons. Morgan wields a +3 magic dagger, Assassin's Kiss.

Spellcasting. Morgan is a 14th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 18, +9 to hit with spell attacks). Morgan typically has the following wizard spells prepared:

Cantrips (at will): *fire bolt, mage hand, minor illusion, prestidigitation, vicious mockery*

1st level (4 slots): *charm person, disguise self, magic missile, shield*

2nd level (3 slots): *blur, detect thoughts, mirror image, scorching ray*

3rd level (3 slots): *fireball, hypnotic pattern, lightning bolt, slow*

4th level (3 slots): *banishment, greater invisibility, phantasmal killer, polymorph*

5th level (2 slots): *cone of cold, dominate person, mislead, telekinesis*

6th level (1 slot): *chain lightning, disintegrate, programmed illusion*

7th level (1 slot): *fire storm, mirage arcane*

Spell Sniper. When Morgan cast a spell that requires an attack roll the spell's range is doubled and the attacks ignore half and three-quarters cover.

War Caster. Morgan has advantage on saving throws to maintain concentration on a spell when she takes damage. In addition, she can use her reaction when a creature provokes and opportunity attack to cast a spell at the creature. The spell must have a casting time of 1 action and target only the triggering creature.

ACTIONS

Multiattack. Morgan makes an Assassin's Kiss attack..

Assassin's Kiss. *Melee Weapon Attack:* +10 to hit, reach 5 ft., or range 20/60, one target. *Hit:* 7 (1d4 + 5) piercing damage plus 14 (4d6) poison damage and the target must make a DC 15 Constitution saving throw or be poisoned.

REACTIONS

Illusory Self (1/Rest). When Morgan is the target of an attack roll, she interposes an illusory duplicate of herself between her and the attacker. The attack automatically misses and the illusion dissipates.

Bonus Actions

Boon of Quick Casting. Morgan can cast fireball, at 3rd level, as a bonus action, if she has a spell slot available.

Boon of Recovery (1/day). Morgan regains 49 hit points.

Equipment

Garments of Morgan.

Wondrous Item, legendary (requires attunement by a wizard)

This tight fitting garment of fine linen provides no hint to the powerful magic woven into its threads.

In addition, you gain these benefits while wearing the cloak:

- If you aren't wearing armor, your base Armor Class is 13 + your Dexterity modifier.
- You have advantage on saving throws against spells and other magical effects
- Your spell save DC and spell attack bonus each increase by 2.
- You can prepare one additional spell per spell level.

Ring of Epic Protection.

Ring, legendary (requires attunement)

You gain a +3 bonus to AC and saving throws while wearing this ring.

Assassin's Kiss

Weapon (dagger), legendary (requires attunement)

You gain a +3 bonus to hit and damage rolls. When you hit a creature it takes and additional 4d6 poison damage and must make a DC 15 Constitution saving throw or be poisoned for 1 minute.

GIANTS



ABERRATIONS



ELDRAZI SWARM

Gargantuan swarm of Large aberrations, chaotic evil

Armor Class 12

Hit Points 900 (72d20 + 192)

Speed 40 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	6 (-2)	13 (+1)	4 (-3)

Savings Throws Str +8, Dex +5, Con +6, Wis +3, Cha +2

Skills Acrobatics +5, Athletics +8, Perception +5, Stealth +5

Damage Resistances psychic; bludgeoning piercing, and slashing

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 15

Languages understand Common, Elvish, and Sylvan but can't speak.

Challenge 23 (50,000 XP)

Colossal. The pack occupies an area 40 feet by 40 feet.

Swarm. The swarm can occupy another creature's space and vice versa, the swarm can move through a Large space without squeezing, and can take 20 bonus actions. If the swarm is reduced to 675 hit points or less, it loses one use of its legendary actions and is can only take 15 bonus actions. If the swarm is reduced to 450 hit points or less change its size to Gargantuan, it loses an additional use of its legendary actions, and it can only take 10 bonus actions. If the swarm is reduced to 225 hit points or less, replace the swarm with 5 eldrazi scions t in unoccupied spaces within the former area of the swarm.

Swarm Tactics. The swarm has advantage on attack rolls against a creature if it is occupying the same space as the pack. In addition, if it hits the same creature with more than one tentacle attack on its turn, each attack after the initial attack adds a cumulative +2 bonus to the escape DC, up to a maximum bonus of +10. In addition, the swarm can grapple Huge creatures if two attacks hit the same target and Gargantuan creatures if four attacks hit.

Swarm Resistance. When a spell or effect would impose the frightened, paralyzed, petrified, prone, restrained, or stunned condition, the pack loses one legendary action for the duration of the spell or effect instead. This loss is cumulative.

ACTIONS

Multiattack. The swarm makes five tentacle attacks.

Tentacles. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 16). Until the grapple ends, the target is also restrained and the scion can't use its tentacle attack on another target.

BONUS ACTIONS

Proboscis. The swarm attacks a creature it has grappled. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and 3 (1d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the swarm regains hit points equal to that amount. The reduction last until the target takes a long rest, and the target dies if this effect reduces its hit point maximum to 0.

LEGENDARY ACTIONS

The swarm can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the swarm has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. The swarm regains spent legendary actions at the start of its turn.

Multiattack. The swarm makes 5 tentacle attacks. In addition, when a creature is grappled by a tentacle attack, the swarm can spend a bonus action to make a proboscis attack targeting the grappled creature.

Move. The pack can move up to half its speed.

ELDRAZI SCION

Large aberration, chaotic evil

Armor Class 12

Hit Points 45 (6d10 + 12)

Speed 40 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	6 (-2)	13 (+1)	4 (-3)

Savings Throws Str +5, Dex +4, Wis +3

Skills Athletics +5, Perception +5, Stealth +4

Damage Resistances psychic

Senses darkvision 60 ft., passive Perception 15

Languages understand eldrazi but can't speak, telepathy 120 ft., or 1 mile with Ulamog

Challenge 1 (200 XP)

Alien Mind. The scion has advantage on Wisdom saving throws.

ACTIONS

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 16). Until the grapple ends, the target is also restrained and the scion can't use its tentacle attack on another target.

BONUS ACTIONS

Proboscis. The scion attacks a creature it has grappled. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and 3 (1d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the scion regains hit points equal to that amount. The reduction last until the target takes a long rest, and the target dies if this effect reduces its hit point maximum to 0.

GIBBERING ORB

Huge aberration, chaotic evil

Armor Class 18 (natural armor)

Hit Points 375 (30d12 + 180)

Speed fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
25 (+8)	16 (+4)	22 (+7)	17 (+4)	15 (+3)	6 (-1)

Savings Throws Str +15, Dex +11, Con +14, Int +11, Wis +10, Cha +6

Skills Acrobatics +18, Arcana +11, Athletics +15, Perception +21

Damage Resistances lightning, poison, thunder; bludgeoning, piercing, and slashing damage that is nonmagical.

Damage Immunities psychic

Condition Immunities charmed, frightened, prone

Senses truesight 120 ft., passive Perception 31

Languages All, telepathy 120 ft.

Challenge 23 (50,000 XP)

Aberrant Aura. Reality is warped in a 30-foot radius around the orb. The area is difficult terrain and flying creatures or objects, including non-magical ranged attacks fall to the ground when they enter the area. Flying creatures can make a DC 17 Dexterity saving throw to avoid taking falling damage. In addition, each creature that starts its turn in the area must make a DC 17 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

Aberrant Resistance (3/day). If the orb fails a saving throw, it can use a reaction and suffer 20 damage to succeed instead.

Alien Mind. The orb is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the orb's intentions automatically fail.

All-Around Sense. The orb has advantage on Wisdom (Perception) checks and on saving throws against being blinded, deafened, stunned, and knocked unconscious.

Amorphous. The orb can move through a Medium space without squeezing and it is not subject to critical hits.

Gibbering. The orb babbles incoherent obscenities while it isn't incapacitated. Each creature that starts its turn within 60 feet of the orb and can hear the gibbering must succeed on a DC 17 Wisdom saving throw or suffer the effects of the spell Confusion (no concentration) until the start of the creatures next turn.

Limited Magic Immunity. The orb is immune to cantrips and has advantage on saving throws against spells and magic effects of 3rd level or lower.

Magic Weapons. The orb's attacks are considered magical for overcoming resistances.

Reactive. The orb can use 2 reactions per round.

Regenerate. The orb regains 20 hit points at the start of its turn.

ACTIONS

Multiattack. Gibbering makes three attacks, any combination of Bite or Eye Ray attacks.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 18 (3d6 + 8) piercing damage and 14 (4d6) acid damage and the mouth detaches from the orb. The mouth makes a bite attack, with advantage, at the start of each of the target's turns. If the mouth misses, or is removed (DC 18 Strength check), it falls and turns to useless, dead gray flesh.

Eye Rays. The orb shoots a magical eye ray (chosed from the list below or roll randomly), choosing one targets it can see within 180 feet of it.

1. **Mindcarving Ray.** The target must make a DC 25 Intelligence saving throw, taking 44 (8d10) psychic damage and is Incapacitated until the end of the orb's next turn on a failed save, or half as much damage on a successful one.

2. **Flesheating Ray.** The target must make a DC 25 Constitution saving throw, taking 55 (10d10) necrotic damage on a failed save, or half as much damage on a successful one.

3. **Weakening Ray.** The target must make a DC 25 Strength saving throw. On a failed save the target takes 33 (6d10) force damage, gains one level of exhaustion, and has disadvantage on Strength-based attack rolls, checks, and saving throws for 1 minute. On a successful save the target takes half as much damage.

4. **Bloodfeasting Ray.** The target must make a DC 25 Dexterity saving throw, taking 44 (8d10) damage on a failed save, or half as much damage on a successful one. Additionally, the target takes 11 (2d10) damage at the start of each of its turns. The target can make a saving throw at the end of each of its turns, ending the effect on itself with a success.

5. **Farsending Ray.** The target must make a DC 25 Wisdom saving throw, taking 22 (4d10) psychic damage and be banished as in the spell Banishment on a failed save, or half as much damage on a successful one.

6. **Souleating Ray.** The target must make a DC 25 Charisma saving throw taking 22 (4d10) necrotic damage and is Restrained on a failed save, or half as much damage on a success. Additionally, on a failed save, the creature must repeat the saving throw at the end of its turns. On the first failed save the target is unconscious. On the second failed save the target dies. On a success the effects on it end.

LEGENDARY ACTIONS

Gibbering orb can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Gibbering orb has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. Gibbering orb regains spent legendary actions at the start of her turn.

Move. Gibbering orb can move up to half its speed.

Regenerate. Gibbering orb regenerates 30 hit points

Attack: Gibbering orb makes a bite or an eye ray attack.

Swallow Whole (Costs 3 Actions). The gibbering orb makes a bite attack and on large or smaller creature. On a hit the creature takes and addition 21 (6d6) piercing damage and the target must make a DC 25 Strength saving throw or be swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the orb, and it takes 28 (8d6) acid damage at the start of each of its turns. If a creature is reduced to 0 hit points while swallowed, it dies and the orb regains 50 hit points.

A swallowed creature can cut its way out of the orb by inflicting at least 30 slashing damage on a single turn. If successful, the creature falls prone in a space within 5 feet of the orb. If the orb dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

HIVE MOTHER

Huge aberration, usually lawful evil

Armor Class 20 (natural armor)

Hit Points 299 (26d12 + 130)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	21 (+5)	20 (+5)	17 (+3)	18 (+4)

Savings Throws Str +12, Con +12, Int +12, Wis +11, Cha +11

Skills Arcana +12, Intimidation +11, Perception +17

Damage Resistances force, psychic

Condition Immunities charmed, frightened, prone

Senses darkvision 120 ft., passive Perception 27

Languages Deep Speech, Undercommon, telepathy 120 ft.

Challenge 21 (33,000 XP)

Anti-magic Cone. The hive mother's central eye creates an area of antimagic, as in the antimagic field spell, in a 300-foot cone. At the start of each of its turns, the beholder decides which way the cone faces and whether the cone is active. The area works against the beholder's own eye rays.

Aberrant Resistance (3/day). If the hive mother fails a saving throw, it can use a reaction and suffer 20 damage to succeed instead.

Hive Mother. The hive mother can cast, as a bonus action, *dominate monster* at-will against beholders and beholder-kin it can see within 180 feet of it. The hive mother does not need to concentrate to maintain control of dominated creatures and can exert precise control as a bonus action. The hive mother can control a number of creatures whose total average hit points do not exceed 1000 and it has a telepathic link to the dominated creatures to a range of 10 miles. An unwilling beholder can resist a hive mother's control by succeeding on a DC 20 Wisdom saving throw and hive mothers are immune to this effect.

Limited Magic Immunity. The hive mother is immune to cantrips and has advantage on saving throws against spells and magic effects of 3rd level or lower.

Reactive. The hive mother can use two reactions per round, but only one per turn. In addition, it can use its reaction when a creature provokes and opportunity attack to cast a spell at the creature.

ACTIONS

Multiattack. The hive mother makes up to four attacks: one Bite attack and three Eye Ray attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage and the creature must make a DC 20 Strength saving throw or be grappled. A creature grappled in this way is also restrained.

Eye Rays. The hive mother shoots a magical eye ray (chosen from the list below or roll randomly), choosing one target it can see within 180 feet of it.

1. Charm Ray. The targeted creature must succeed on a DC 20 Wisdom saving throw or be charmed by the beholder for 12 hours, or until the beholder harms the creature.

2. Paralyzing Ray. The targeted creature must succeed on a DC 20 Constitution saving throw or be paralyzed for 2 minutes. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. Fear Ray. The targeted creature must succeed on a DC 20 Wisdom saving throw or be frightened for 2 minutes. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

4. Slowing Ray. The targeted creature must succeed on a DC 20 Dexterity saving throw. On a failed save, the target's speed is halved for 2 minutes. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

5. Enervation Ray. The targeted creature must make a DC 20 Constitution saving throw, taking 44 (8d10) necrotic damage on a failed save, or half as much damage on a successful one.

6. Telekinetic Ray. If the target is a creature, it must succeed on a DC 20 Strength saving throw or the beholder moves it up to 40 ft. in any direction. It is restrained by the ray's telekinetic grip until the start of the beholder's next turn or until the beholder is incapacitated.

If the target is an object weighing 1,000 pounds or less that isn't being worn or carried, it is moved up to 40 ft. in any direction. The beholder can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

7. Sleep Ray. The targeted creature must succeed on a DC 20 Wisdom saving throw or fall asleep and remain unconscious for 2 minutes. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.

8. Petrification Ray. The targeted creature must make a DC 20 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

9. Disintegration Ray. If the target is a creature, it must succeed on a DC 20 Dexterity saving throw or take 55 (10d10) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust.

If the target is a Huge or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Gargantuan or larger object or creation of magical force, this ray disintegrates a 15-foot cube of it.

10. Death Ray. The targeted creature must succeed on a DC 16 Dexterity saving throw or take 65 (10d12) necrotic damage. The target dies if the ray reduces it to 0 hit points.

Spawn Beholder-kin (1/week). A piece of the hive mother drops off it and it suffers 100 hit points of damage. 3d8 gazers, 1d8 spectators, 1d6 gauths, or 1 beholder.

LEGENDARY ACTIONS

The hive mother can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the hive mother has unspent legendary actions at the end of the round, it may spend and use its remaining legendary actions. The hive mother regains spent legendary actions at the start of its turn.

Move. The hive mother can move up to half its speed.

Bite: The hive mother makes a bite attack.

Eye Ray: The hive mother makes an eye ray attack.

Regenerate. Gibbering hive mother regenerates 15 hit points.

Swallow Whole (Costs 2 Actions). The hive mother makes a bite attack and on a Large or smaller creature it has grappled. On a hit the creature is also swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the hive mother, and it takes 28 (8d6) acid damage at the start of each of its turns. If a creature is reduced to 0 hit points while swallowed, it dies and the hive mother regains 40 hit points.

If the hive mother dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 5 feet of movement, exiting prone.

ELDEST

Gargantuan aberration (aboleth), lawful evil

Armor Class 20 (natural armor)

Hit Points 403 (26d20 + 130)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	9 (-1)	20 (+5)	26 (+8)	23 (+6)	26 (+8)

Savings Throws Str +9, Con +10, Int +9, Wis +6, Cha +9

Skills History +13, Insight +9, Perception +10, Stealth +3

Damage Resistances acid, psychic; bludgeoning, piercing, and slashing damage.

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 20

Languages Deep Speech, telepathy 120 ft.

Challenge 20 (8,850 XP)

Amphibious. The Eldest can breathe air and water.

Aquatic. While underwater, the Eldest's Dexterity score is 17 (+3), it is skilled in Acrobatics (+9), and it has advantage on melee weapon attacks against creatures that do not have a swim speed.

Infectious Touch. When a creature is hit by a melee attack by the Eldest it must succeed on a DC 19 Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature's skin become translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can only be removed by heal or another disease-curing spell of 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes has passed.

Limited Magic Immunity. The Eldest is immune to cantrips.

Magic Weapons. The Eldest's weapon attacks are considered magical weapons for overcoming resistances.

Mucous Cloud. While underwater, the Eldest is surrounded by transformative mucous. A creature that touches the Eldest or that hits it with a melee attack while within 5 feet of it must make a DC 19 Constitution saving throw. On a failure, the creature is diseased for 2 (1d4) hours. The diseased creature can breathe only underwater.

Psion. The Eldest is a 20th-level psion. Its psionic ability is Intelligence (spell save DC 22, +14 to hit with discipline attacks). The Eldest has 80 psi points, a psi limit of 8, and knows the following talents and disciplines:

Talents (at will): *blind spot*, *mind slam* (17th level), *mind thrust* (17th level), *mystic charm*, *mystic hand*

Discipline (1 psi): *desiccate*, *eye of horror*, *mend wounds*, *push*

Discipline (2 psi): *acid spray*, *psychic backlash*

Discipline (3 psi): *command to strike*, *shadow beasts*, *wall of repulsion*

Discipline (5 psi): *danger sense*, *vision of disgust*

Discipline (6 psi): *water sphere*

Discipline (7 psi): *invoke awe*, *world of horror*

Potent Psionic. Once per turn, when the Eldest hits a creature with a weapon attack, the attack deals an additional 7 (2d8) psychic damage.

Probing Telepathy. If a creature communicates telepathically with the Eldest, the Eldest learns the creature's greatest desires if the Eldest can see the creature.

Psionic Mastery (4/day). The Eldest gains access to a pool of 11 psi points that it can spend only on disciplines that require a bonus action or action. It may not spend any normal psi points when using this trait, but if more than one discipline requires concentration, the Eldest can concentrate on all of them when using this trait.

Unstoppable. If the Eldest is subject to an effect that would inflict the paralyzed, petrified, restrained, or stunned condition; it instead loses its next use of legendary actions (one action) and its speed is reduced by half for the duration of the spell or effect. The loss of legendary actions is cumulative.

ACTIONS

Multiattack. The Eldest makes three tentacle attacks.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage plus 14 (4d6) acid damage.

Tentacle. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 22 (4d6 + 8) bludgeoning damage and if the target is Medium or smaller it must make a DC 22 Strength saving throw or be knocked prone, pushed 10 feet, or grappled, the Eldest's choice.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage and if the target is Large or smaller it must make a DC 22 Strength saving throw or be pushed 20 feet or knocked prone, the Eldest's choice.

Enslave (3/Short Rest). The Eldest targets one creature it can see within 60 feet of it. The target must succeed on a DC 20 Wisdom saving throw or be magically charmed by the Eldest until it dies or until it is on a different plane of existence from the target. The charmed target is under the Eldest's control and can't take reactions, and the Eldest and the target communicate telepathically with each other over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least one mile away from the Eldest.

LEGENDARY ACTIONS

The Eldest can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the Eldest has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. The Eldest regains spent legendary actions at the start of its turn.

Attack. The Eldest can make one tail or tentacle attack.

Bite. The Eldest makes a bite attack on grappled target.

Detect. The Eldest can make a Wisdom (Perception) check.

Move. If the Eldest is underwater it can move half its speed.

Discipline (Costs 2 Actions). The Eldest uses a psionic talent or discipline.

Psionic Drain (Costs 2 Actions). One creature charmed by the Eldest takes 21 (6d6) psychic damage, and the Eldest regains hit points equal to the damage the creature takes.

Enslave (Costs 3 Actions). The Eldest uses its Enslave action.

ELDRITCH TITANS

(ABERRATIONS)

Eldritch Titans are aberrations of immense power. These Elder Gods of the Far Realm are as varied as they are grotesque; however, they do possess some basic abilities and traits that are common to their kind. Eldritch Titans generally have the abilities and traits in the list below. These abilities and traits are assumed to be part of the Eldritch Titan's stat block. Specific modifications to these traits and/or additional traits are listed in the individual stat blocks.

Damage Resistances bludgeoning, piercing, and slashing from a +4 or lesser magic

Damage Immunities bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities exhaustion, frightened

Banishment. When an Eldritch Titan drops to 0 hit points, its body is destroyed but its essence travels back to its domain, and is unable to take physical form for a time.

Colossal. An Eldritch Titan commands more area than the typical gargantuan creature. The exact space is defined in the individual stat block. In addition, any creature 1/4 the Eldritch Titan's size can enter its space and must do so to be able to attack the Eldritch Titan with melee attacks with a reach of 10 feet or less. An Eldritch Titan's melee attacks can cover a vast area, which requires targets adjacent to a primary target that is Large or smaller to make a Dexterity saving throw or take equal damage. The DC for this collateral attack is listed in the individual stat block. The Eldritch Titan has advantage on Strength (Athletics) checks versus Huge or smaller creatures.

Innate Spellcasting. Refer to individual entries for an Eldritch Titan's member's spell casting ability, their save DC, and attack bonus. An Eldritch Titan can innately cast the following spells at 9th level or higher, requiring no components. In addition, all spell ranges, except touch and self spells, are tripled:

At will: *arms of hadar*, *counterspell*, *detect magic*, *detect thoughts*, *dispel magic*, *eldritch blast (8 beams)*, *scrying*, *sending*, *telekinesis*, *teleport*

3/day each: *arcane gate*, *antimagic field*, *etherealness*, *mass suggestion*, *plane shift*, *reverse gravity*, *symbol*, *telepathy*

1/day each: *feblemind*, *gate*, *timestop*, *weird*, *wish*

Magic Weapons. An Eldritch Titan's weapon attacks are treated as +4 magical weapons for overcoming resistances.

Old Ones. An Eldritch Titan's attacks and effects ignore the resistances and immunities of creatures CR 20 and below. An Eldritch Titan's attacks and effects targeting creatures of CR 21-30 ignore resistances and treat immunities as resistance (condition immunities provide advantage in lieu of immunity).

Regeneration. An Eldritch Titan regains 40 hit points at the start of its turn.

Siege Monster. The Eldritch Titan deals double damage to objects and structures.

Unstoppable. If the Eldritch Titan is subject to an effect that would inflict the charmed, paralyzed, petrified, prone, restrained, or stunned condition; it has disadvantage on its attacks, targets have advantage on saving throws to resist effects inflicted by the Eldritch Titan, and its speed is reduced by half for the duration of the spell or effect. Alternatively, the Eldritch Titan may spend two Legendary Action for each condition it wishes to remove.

Warp Reality. An Eldritch Titan emanates an aura that warps space and time. Refer to the individual stat block for the size of this aura. Ranged attacks and spells cast outside the aura cannot target or have any effect on creatures within the aura, unless the Eldritch Titan wishes it. In addition, ranged attacks (weapon and spell) inside the aura have disadvantage.

ACTIONS

Maddening Presence. An Eldritch Titan emanates an aura of madness. Refer to the individual stat block for the size of this aura, and the save DC is equal to the Eldritch Titan's Innate Spellcasting save DC. Creatures in the aura of the Eldritch Titan's choice must succeed on a Wisdom saving throw or become afflicted with short-term madness (DMG pg. 259). If a creature afflicted with short-term madness fails its saving throw, it becomes afflicted with long-term madness. If a creature afflicted with long-term madness fails its saving throw, it becomes afflicted with indefinite madness. If a creature afflicted with indefinite madness fails its saving throw, it dies. If a creature's saving throw is successful, or the effect ends for it, the creature is immune to the Eldritch Titan's Maddening Presence for the next 24 hours.

AZATHOTH, THE DAEMON SULTAN

Gargantuan aberration (eldritch titan), chaotic evil

Armor Class 20 (natural armor)

Hit Points 410 (20d20 + 200), see Mitosis

Speed --

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	30 (+10)	1 (-4)	1 (-4)	30 (+10)

Savings Throws Str +25, Dex +13, Con +24, Wis +18, Cha +22

Skills Arcana +20, Athletics +25, Perception +18

Damage Resistances all

Damage Immunities psychic; refer to Eldritch Titan traits

Condition Immunities all

Senses blindsense 120 ft. (see also Mitosis), passive Perception 28

Languages All, telepathy plane

Challenge – see Mitosis

Alien Mind. Azathoth is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain Azathoth's intentions automatically fail.

Amorphous. Azathoth is not subject to critical hits.

Banishment. Refer to Eldritch Titan traits.

Colossal. Refer to Eldritch Titan traits. In addition, refer to Mitosis for Azathoth's space, the collateral area of its attacks, and the save DC of the collateral targets.

Engulf. When Azathoth sizes increase, any creature in the space of its growth must make a Strength saving throw or be swallowed. Refer to Mitosis for the DC. On a successful save, the creature is pushed to an unoccupied space adjacent to Azathoth's new space.

Magic Weapons. Azathoth's weapon attacks are treated as +5 magical weapons for overcoming resistances.

Mitosis. At the start of each of Azathoth's turns, except the first, it grows in size. Refer to the Azathoth Mitosis Table for the modifications to Azathoth's statistics and abilities at each growth stage. At the end of Azathoth's turn its hit point total must be no less than the HP Threshold on the Azathoth Mitosis Table or it shrinks to the next stage down.

Old Ones. Refer to Eldritch Titan traits.

Regenerate. Refer to the Hit Point Increase on the Azathoth Mitosis Table.

Siege Monster. Refer to Eldritch Titan traits.

Spawn Eldritch Horrors. When Azathoth takes 30 or more hit points of damage from a single attack, it spawns a gibbering moulder adjacent to it. The gibbering moulder appears in an unoccupied space closet to the location where the damage was inflicted.

Unstoppable. Refer to Eldritch Titan traits.

Warp Reality. Refer to Eldritch Titan traits. Refer also to Mitosis for the range of the aura.

ACTIONS

Multiattack. Azathoth can use its Maddening Presence. It then makes two pseudopod attacks, refer also to Mitosis.

Pseudopod. Melee Weapon Attack: +25 to hit, reach 15 ft., one target. *Hit:* 30 (4d8 + 12) bludgeoning damage and the target must make a DC 33 Strength saving throw or be pushed 15 feet, knocked prone, or grappled, Azathoth's choice. A grappled creature is also restrained. See also Mitosis.

Bite. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. *Hit:* 26 (4d6 + 12) piercing damage and 21 (6d6) acid damage.

Maddening Presence. Refer to Eldritch Titan traits. Refer also to Mitosis for the range and DC of its Maddening Presence.

BONUS ACTIONS

Swallow. Azathoth makes a bite attack on a Large or smaller creature it has grappled. On a hit the creature is also swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the orb, and it takes 52 (8d12) acid damage at the start of each of its turns. If a creature is reduced to 0 hit points while swallowed, it dies and the Azathoth regains 50 hit points. The size of a creature that can be swallowed increases by one category for every 2 stages of Azathoth's growth, refer to Mitosis.

A swallowed creature can cut its way out of Azathoth. The creature must inflict 30 slashing damage to move 5 feet and Azathoth's space is considered difficult terrain. If the creature reaches the edge of Azathoth's space it can exit to an unoccupied space adjacent to Azathoth with an additional 5 feet of movement.

Azathoth Mitosis Table

Stage	Hit Point		Strength	Colossal		Warp Range	Actions		Attack Modifier	Save DC	Attack Reach	Damage Increase		Presence		CR	XP
	Increase	Threshold		Space	Collateral		Pseudopod	Swallow				Pseudopod	Bite	Range	CR		
1	410	0	26	20x20	--	40 ft.	2	1	+15	20	15 ft.	--	--	40 ft.	21	33,000	
2	+100	411	28	25x25	--	50 ft.	3	1	+18	23	20 ft.	+6	+5	50 ft.	24	62,000	
3	+100	511	30	30x30	--	60 ft.	4	2	+19	24	25 ft.	+13	+11	60 ft.	27	105,000	
4	+150	611	31	40x40	--	80 ft.	6	3	+20	25	30 ft.	+17	+14	80 ft.	30	155,000	
5	+150	761	32	50x50	--	100 ft.	7	3	+22	27	35 ft.	+28	+23	100 ft.	33	215,000	
6	+150	911	33	60x60	--	120 ft.	8	4	+23	28	45 ft.	+42	+34	120 ft.	36	290,000	
7	+200	1061	34	80x80	5 ft.	160 ft.	10	5	+25	30	60 ft.	+62	+50	160 ft.	39	375,000	
8	+200	1261	35	100x100	5 ft.	200 ft.	12	6	+26	31	75 ft.	+84	+67	200 ft.	43	515,000	
9	+200	1461	35	120x120	10 ft.	240 ft.	14	7	+26	31	90 ft.	+84	+67	240 ft.	45	595,000	
10	+250	1661	36	160x160	10 ft.	320 ft.	18	9	+29	34	120 ft.	+113	+90	320 ft.	53	1,005,000	

BOLOTHAMOGG / YOG-SOTHOTH

Huge aberration (eldritch titan), unaligned

Armor Class 26

Hit Points 1,320 (60d12+600)

Speed 0 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
0 (+0)	32 (+16)	30 (+15)	40 (+20)	36 (+18)	34 (+17)

Savings Throws Dex +25, Con +25, Int +30, Wis +28, Cha +27

Skills Arcana +30, History +30, Insight +28, Perception +28, Persuasion +27, Religion +30

Damage Resistances lightning, thunder; refer to Eldritch Titan traits

Damage Immunities cold, necrotic, poison, psychic; refer to Eldritch Titan traits

Condition Immunities blinded, charmed, deafened, paralyzed, petrified, poisoned, prone; refer to Eldritch Titan traits

Senses blindsight, truesight 480 ft., passive Perception 38

Languages All, telepathy 2,000'

Challenge 38 (345,000 XP)

Banishment. Refer to Eldritch Titan traits.

Supernatural Speed. **When** Bolothamogg takes the Dash action it can fly at 10 times its normal speed.

Elder Evil. Bolothamogg's attacks and effects ignore the resistances and immunities of creatures CR 30 and below. Additionally, Bolothamogg's attacks and effects targeting creatures of CR 31-35 ignore resistance and treat immunities as resistance (condition immunities provide advantage in lieu of immunity).

Innate Spellcasting. Refer to Eldritch Titan traits. In addition, Bolothamogg's spell casting ability is Intelligence (spell save DC 38, +30 to hit with attack spells). Bolothamogg can innately cast the following spells, requiring no components:

At will: *gate, timestop*

1/day each: *all spells*

Magic Weapons. Bolothamogg's weapon attacks are treated as +5 magical weapons for overcoming resistances.

Regeneration. Bolothamogg regains 50 hit points at the start of its turn.

Unstoppable. Refer to Eldritch Titan traits.

Warp Continuum. Bolothamogg can use a bonus action to increase the reach of its next melee attack to be 120 feet.

Warp Reality. Refer to Eldritch Titan traits. In addition, Bolothamogg's aura extends 300 feet in all directions from its space.

ACTIONS

Multiattack. Bolothamogg makes either three attacks: any combination of Touch and Iridescent Bolt attacks.

Touch. *Melee Weapon Attack:* +26 to hit, reach 15 ft., one target. *Hit:* 156 (24d12) necrotic damage. If this attack reduces the target to 0 hit points or less it is reduce to a pile of salt.

Iridescent Bolt. *Ranged Spell Attack:* +30 to hit, range 240 ft., up to four targets. *Hit:* 35 (10d6) fire damage, plus 35 (10d6) lightning damage, plus 35 (10d6) radiant damage.

Banishment. Bolothamogg selects one creature it can see within 120 feet of it. That creature must make a DC 38 Charisma saving throw or be banished to a location of Bolothamogg's choice on the astral, elemental, ethereal, prime material, or shadow planes

Open the Veil. Bolothamogg reveals the horrors of the Far Realm to one creature that can see it within 60 feet of Bolothamogg. The creature must make a DC 38 Wisdom saving throw or take 210 (20d20) psychic damage and gain one form of short-term, long-term, and indefinite madness (DMG pg 258-269).

Change Shape. Bolothamogg magically polymorphs into a creature with a challenge rating of 30 or less, or back into its true form. It reverts to its true form if it dies.

In a new form, Bolothamogg retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, traits, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its Statistics and capabilities are otherwise replaced by those of the new form, except any Class Features or legendary actions of that form.

Summon Titan (1/day). Bolothamogg summons (75% chance of success) and eldritch titan.

LEGENDARY ACTIONS

Bolothamogg can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Bolothamogg has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. Bolothamogg regains spent legendary actions at the start of its turn.

Attack. Bolothamogg can makes a *Touch* or *Iridescent Bolt* attack.

Move. Bolothamogg can move up to half its speed.

Regenerate. Bolothamogg regains 50 hit points.

Eldritch Magic (Costs 3 Actions). Bolothamogg makes a Banishment attack and casts a spell.

Dread Banishment (Costs 3 Actions). Bolothamogg banishes a creature it can see within 120 feet to the Far Realm. The creature must make a DC 38 Charisma saving throw or disappear to the Far Realm. On a failed save the creature is trapped in the Far Realm until the end of Bolothamogg's next turn, taking 210 (20d20) psychic damage and then returning to an unoccupied space within 20 feet of the space it left. When the creature returns it cannot take reactions, bonus actions, and its speed is reduced to half for 1 minute. The creature can make an additional saving throw at the end of each of its turns, ending the effect on itself on a success.

EMRAKUL, THE AEONS TORN

Gargantuan aberration (eldritch titan), chaotic evil

Armor Class 30 (natural armor)

Hit Points 1,440 (48d20 + 480)

Speed fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
35 (+16)	10 (+4)	30 (+14)	30 (+14)	28 (+13)	34 (+16)

Savings Throws Str +26, Dex +14, Con +24, Int +24, Wis +23, Cha +26

Skills Arcana +24, Athletics +26, Insight +23, Perception +23

Damage Resistances acid, cold, fire, lightning; refer to Eldritch Titan traits

Damage Immunities psychic; refer to Eldritch Titan traits

Condition Immunities charmed, paralyzed; refer to Eldritch Titan traits

Senses truesight 300 ft., passive Perception 33

Languages Eldrazi, telepathy 500 ft.

Challenge 37 (315,000 XP)

Banishment. Refer to Eldritch Titan traits.

Eldritch Mites. Any creature that occupies the space underneath Emrakul at the beginning of its turn, must make a DC 24 Constitution saving throw or take 22 (4d10) psychic damage and become poisoned. While they are poisoned in this manner, they are charmed by Emrakul and they gain a +2 bonus to attack and damage rolls and Strength and Constitution checks and saves, and gain 50 temporary hit points.

Colossal. Refer to Eldritch Titan traits. In addition, Emrakul's space is 120' x 120'. In addition and any creature within 10 feet of the target of its melee attacks must make a DC 26 Dexterity saving throw or suffer the same damage as the initial target.

Infinite Mind. Emrakul does not need to maintain concentration on spells or effects that would normally require it. In addition, it can use a bonus action to exert precise control over creatures it has charmed as in the spell *dominate monster*.

Innate Spellcasting. Refer to Eldritch Titan's traits. In addition, Emrakul's spell casting ability is Charisma (spell save DC 34, +26 to hit with attack spells). Emrakul can innately cast the following spells, requiring no components:

At will: *hypnotic pattern*, *major image*, *modify memory*
3/day each: *crown of madness*, *dissonant whispers*, *timestop*
1/day each: *antimagical field*, *psychic scream*

Magic Weapons. Emrakul's weapon attacks are treated as +5 magical weapons for overcoming resistances.

Old Ones. Refer to Eldritch Titan traits.

Regenerate. Refer to Eldritch Titan traits.

Siege Monster. Refer to Eldritch Titan traits.

Strip the Flesh. When Emrakul reduces a creature to 0 hit points, the creature's skin becomes a pile of yellow dust.

Unstoppable. Refer to Eldritch Titan traits.

Warp Reality. Refer to Eldritch Titan traits. In addition, Emrakul's aura extends 360 feet in all directions from its space.

ACTIONS

Multiattack. Emrakul can use its Madden Presence or Gravity Distortion. It then makes four tentacle attacks.

Tentacle. Melee Weapon Attack: +26 to hit, reach 120 ft., one target. *Hit:* 83 (21d6 + 20) bludgeoning damage and the target must make a DC 34 Strength saving throw or be pushed 40 feet, knocked prone, or grappled (DC 34 escape), Emrakul's choice. Grappled creatures are also restrained.

Spine Maelstrom. Emrakul ejects barbed spines at one or multiple targets. *Ranged Weapon Attack:* +14 to hit, range 600 ft., up to ten targets. *Hit:* 39 (11d4 + 12) piercing damage and the target's speed is reduced by 5 feet for each spine that hits it. The loss of speed remains until the target takes an action to make a DC 22 Dexterity or Strength check to remove them.

Gravity Distortion. Each creature of Emrakul's choice within 120 feet of it must succeed on a DC 26 Strength saving throw or suffer one of the following effects until the start of Emrakul's next turn.

- **Crushing Burden.** The creature's speed becomes 0 and it is knocked prone. If the creature is flying, it falls 60 ft. per round until this effect ends or it hits the ground, taking falling damage, and is knocked prone.
- **Gravitational Vice.** The creature takes 22 (4d10) force damage.
- **Upheaval.** The creature flies directly up at 60 ft. per round until this effect ends, or it hits a solid object, taking falling damage.

Maddening Presence. Refer to Eldritch Titan traits. In addition, Maddening Presence extends 400 feet beyond its space.

Spawn Eldrazi (Recharge 5-6). Emrakul summons an eldrazi swarms.

LEGENDARY ACTIONS

Emrakul can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Emrakul has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. Emrakul regains spent legendary actions at the start of her turn.

Move. Emrakul can move up to half its speed.

Quick Casting. Emrakul casts an at-will spell.

Regenerate. Emrakul regenerates 40 hit points.

Tentacle. Emrakul makes a tentacle attack.

Spellcasting (Costs 2 Actions). Emrakul casts a spell.

Throw (Costs 2 Actions). One object or creature held or grappled by Emrakul is thrown up to 400 ft. in a direction of its choosing. The target must make a DC 34 Dexterity saving throw or take 3 (1d6) bludgeoning damage for every 10 feet it was thrown and knocked prone on a failure, or half as much damage on a success. If the target is thrown at another creature, that creature must succeed on a DC 34 Dexterity saving throw or take the same damage and be knocked prone.

Spawn (Costs 3 Actions). Emrakul uses *Spawn Eldrazi* if it is available.

Annihilator (Costs 3 Actions). Each creature of Emrakul's choice with 100 hit points or less, and within 120 feet of him, must make a DC 32 Constitution saving throw or be instantly reduced to 0 hit points.

ITYAK-ORTHEEL, THE ELF EATER

Gargantuan aberration (eldritch titan), chaotic evil

Armor Class 30 (natural armor)

Hit Points 1,200 (40d20 + 400)

Speed 90 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
34 (+16)	14 (+6)	30 (+14)	6 (+2)	20 (+9)	24 (+11)

Savings Throws Str +26, Dex +16, Con +24, Wis +19, Cha +21

Skills Athletics +26

Damage Resistances lightning, piercing, thunder; refer to Eldritch Titan traits

Damage Immunities acid, cold, poison; refer to Eldritch Titan traits

Condition Immunities charmed, poisoned, petrification; refer to Eldritch Titan traits

Senses blindsight 240 ft., passive Perception 19

Languages Understands All, but does not speak

Challenge 36 (215,000 XP)

Banishment. Refer to Eldritch Titan traits.

Colossal. Refer to Eldritch Titan traits. In addition, Ityak-Ortheel's space is 80-feet x 80-feet. In addition, unlike other Eldritch Titans, Ityak-Ortheel doesn't make collateral attacks.

Innate Spellcasting. Refer to Eldritch Titan's traits. In addition, Ityak-Ortheel's spell casting ability is Charisma (spell save DC 29, +21 to hit with attack spells).

Magic Weapons. Refer to Eldritch Titan traits.

Old Ones. Refer to Eldritch Titan traits.

Reflective Carapace. Any time Ityak-Ortheel is targeted by a magic missile spell, line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1-2, Ityak-Ortheel is unaffected. On a 3-4, Ityak-Ortheel is unaffected, and the effect is reflected in a random direction as though it originated from Ityak-Ortheel. On a 5-6, Ityak-Ortheel is unaffected, and the effect is reflected back at the caster as though it originated from the tarrasque, turning the caster into the target.

Regenerate. Refer to Eldritch Titan traits.

Sense Life. Ityak-Ortheel has advantage and expertise when making Wisdom (Perception) checks to discern the location of all living creature within 5 miles of it. In addition, if Ityak-Ortheel perceives a creature in this way it can instantly determine its type and race.

Siege Monster. Refer to Eldritch Titan traits.

Trampling Legs. When Ityak-Ortheel moves it can enter another creature's space, refer to Colossal. The first time it enters a creature's space it can make a Stomp attack, costing 30 feet of movement. Additionally, Ityak-Ortheel has three legs and each leg has AC 22, 240 hit points and can be targeted separately. If a leg is reduced to 0 hit points it is incapacitated, cannot attack, and Ityak-Ortheel's speed is reduced by 40 feet. If all three legs are reduced to 0 hit points Ityak-Ortheel is knocked prone and it can no longer make stomp, bite, or swallow attacks. Hit points lost to leg damage do not count against Ityak-Ortheel's total.

Unstoppable. Refer to Eldritch Titan traits.

Writhing Tentacles. Ityak-Ortheel has forty, 100-foot, tentacles. When it makes a tentacle attack (slam or grab) it can target eight Large or smaller targets (each with a separate tentacle), four Huge targets (each with two tentacles), two gargantuan targets (each with four tentacles), or one creature (with eight tentacles) whose size is greater than 30-feet by 30-feet. Additionally, each tentacle has AC 20, 30 hit points and can be targeted separately. If a tentacle is reduced to 0 hit points it is severed and can no longer be used to attack until it is regenerated or reattached. Hit points lost to tentacle damage do not count against Ityak-Ortheel's total.

ACTIONS

Multiattack. Ityak-Ortheel can use its Maddening Presence. It then makes up to two tentacle attacks.

Bite. *Melee Weapon Attack:* +25 to hit, reach 50 ft., one target. *Hit:* 122 (16d12 + 18) bludgeoning damage.

Tentacle Slam. *Melee Weapon Attack:* +24 to hit, reach 100 ft., one target. *Hit:* 27 (2d8 + 18) bludgeoning damage and the target must make a DC 26 Strength saving throw or be pushed 20 feet or knocked prone, Ityak-Ortheel's choice.

Tentacle Grab. *Melee Weapon Attack:* +24 to hit, reach 100 ft., one target. *Hit:* 22 (1d8 + 18) bludgeoning damage and if the target is Large or smaller it is grappled. A grappled target is also restrained. Ityak-Ortheel can grapple a Huge creature if it hits it with two tentacle grabs on the same turn or a Gargantuan creature with four tentacle grabs. Additionally, if Ityak-Ortheel chooses, a grappled creature takes 22 (1d8 + 18) bludgeoning damage, per tentacle, at the start of each of its turns.

Stomp. *Melee Weapon Attack:* +24 to hit, reach 20 ft., one target. *Hit:* 106 (16d10 + 18) bludgeoning damage and if the target is Huge or smaller it must make a DC 34 Strength saving throw or be knocked prone and grappled. A grappled creature is also restrained. If Ityak-Ortheel leaves the creature's space it takes an additional 52 (8d12) bludgeoning damage and is no longer grappled.

LEGENDARY ACTIONS

Ityak-Ortheel can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Ityak-Ortheel has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. Ityak-Ortheel regains spent legendary actions at the start of her turn.

Move. Ityak-Ortheel can move up to half its speed.

Regenerate. Ityak-Ortheel regenerates 40 hit points or reattaches a severed body part.

Tentacle. Ityak-Ortheel makes a tentacle slam or grab attack.

Swallow. *Melee Weapon Attack:* +25 to hit, reach 50 ft., one grappled target. *Hit:* 122 (16d12 + 18) piercing damage and the target must make a DC 34 Strength saving throw or be swallowed. While swallowed the creature is blinded and restrained, it has total cover against attacks and other effects outside of Ityak-Ortheel, and it takes 55 (10d10) acid damage and 55 (10d10) bludgeoning damage at the start of each of Ityak-Ortheel's turns.

If the Ityak-Ortheel takes 500 damage or more on a single turn from a creature inside it, Ityak-Ortheel must succeed on a DC 35 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 600 feet of the Ityak-Ortheel.

If a creature is reduced to 0 hit points while swallowed by Ityak-Ortheel it dies and Ityak-Ortheel consumes its soul.

SHUB-NIGGURATH

Gargantuan aberration (eldritch titan), chaotic evil

Armor Class 25 (natural armor)

Hit Points 1,400 (40d20+600)

Speed 60 ft., climb 60 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
32 (+15)	16 (+7)	40 (+19)	34 (+16)	30 (+14)	35 (+16)

Savings Throws Str +25, Dex +17, Con +29, Int +26, Wis +24, Cha +26

Skills Arcana +26, Athletics +25, History +26, Intimidation +26, Perception +34, Religion +26

Damage Resistances fire, lightning, thunder; refer to Eldritch Titan traits

Damage Immunities poison, psychic; refer to Eldritch Titan traits

Condition Immunities charmed, paralyzed, petrified, poisoned, prone; refer to Eldritch Titan traits

Senses truesight 600 ft., passive Perception 44

Languages All, telepathy 1200'

Challenge 36 (290,000 XP)

Alien Mind. Shub-Niggurath is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the orb's intentions automatically fail.

All-Around Sense. Shub-Niggurath has advantage on Wisdom (Perception) checks and on saving throws against being blinded, deafened, stunned, and knocked unconscious.

Amorphous. Shub-Niggurath can move through a Large space without squeezing and it is not subject to critical hits.

Banishment. Refer to Eldritch Titan traits;

Colossal. Refer to Eldritch Titan traits. In addition, Shub-Niggurath's space is 50' x 50', creatures cannot enter its space, and it does not inflict collateral damage. In addition, Shub-Niggurath has advantage on saving throws against being pulled or pushed.

Elder Evil. Refer to Eldritch Titan traits;

Gibbering. Shub-Niggurath babbles incoherent obscenities while it isn't incapacitated. Each creature that starts its turn within 120 feet of it and can hear the gibbering must succeed on a DC 26 Wisdom saving throw or suffer the effects of the spell Confusion (no concentration) until the start of the creatures next turn.

Innate Spellcasting. Refer to Eldritch Titan traits. In addition, Shub-Niggurath's spell casting ability is Charisma (spell save DC 34, +26 to hit with attack spells). Shub-Niggurath can innately cast the following spells, requiring components:

At will: *abi-dalzim's horrid wilting*, *dominate monster*, *feblemind*, *maddening darkness*, *psychic scream*, *weird*

Limited Magic Immunity. Refer to Eldritch Titan traits.

Magic Weapons. Refer to Eldritch Titan traits.

Reactive. Shub-Niggurath can use four reactions per round.

Regeneration. Shub-Niggurath regains 50 hit points at the start of its turn.

Siege Monster. Refer to Eldritch Titan traits.

Unstoppable. Refer to Eldritch Titan traits.

Warp Reality. Refer to Eldritch Titan traits. In addition, Shub-Niggurath's aura extends 400 feet in all directions from its space.

ACTIONS

Multiattack. Shub-Niggurath can use its Maddening Presence. It then makes up to four attacks: any combination of its bite, tentacle, or eye ray attacks.

Bite. *Melee Weapon Attack:* +25 to hit, reach 20 ft., one target. *Hit:* 50 (9d6 + 19) piercing damage and 28 (8d6) acid damage and the mouth detaches from Shub-Niggurath. The mouth makes an additional bite attack on the creature, with advantage, at the start of each of the target's turns. If the mouth misses, or is removed (DC 25 Strength check), it falls and turns to useless, dead gray flesh.

Tentacle. *Melee Weapon Attack:* +25 to hit, reach 60 ft., one target. *Hit:* 69 (9d10 + 19) bludgeoning damage and the target must make a DC 33 Strength saving throw or be grappled, knocked prone, or pushed 20 feet, Shub-Niggurath's choice. A grappled creature is also restrained. Shub-Niggurath can grapple up to 10 Large or smaller targets with its tentacles.

Fling. One Large or smaller object held or grappled by Shub-Niggurath is thrown up to 200 ft. in a direction of its choosing and knocked prone. If a thrown target strikes a solid surface the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 33 Dexterity saving throw or take the same damage and be knocked prone.

Eye Rays. Shub-Niggurath shoots a magical eye ray (chose from the list below or roll randomly), choosing one targets it can see within 240 feet of it.

1. **Mindcarving Ray.** The target must make a DC 34 Intelligence saving throw, taking 55 (10d10) psychic damage and is Incapacitated until the end of the Shub-Niggurath's next turn on a failed save, or half as much damage on a successful one.

2. **Flesheating Ray.** The target must make a DC 34 Constitution saving throw, taking 66 (12d10) necrotic damage on a failed save, or half as much damage on a successful one.

4. **Bloodfeasting Ray.** The target must make a DC 34 Dexterity saving throw, taking 55 (10d10) damage on a failed save, or half as much damage on a successful one. Additionally, the target takes 22 (4d10) damage at the start of each of its turns. The target can make a saving throw at the end of each of its turns, ending the effect on itself with a success.

5. **Farsending Ray.** The target must make a DC 34 Wisdom saving throw, taking 33 (6d10) psychic damage and be banished as in the spell Banishment on a failed save, or half as much damage on a successful one.

Maddening Presence. Refer to Eldritch Titan traits. In addition, Shub-Niggurath's Maddening Presence extends to 1200 feet beyond its space.

Summon Spawn (Recharge 5-6). Shub-Niggurath summons 1d6 Dark Young of Shub-Niggurath or 1 Gibbering Orb.

LEGENDARY ACTIONS

Shub-Niggurath can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Shub-Niggurath has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. Shub-Niggurath regains spent legendary actions at the start of its turn.

Attack. Shub-Niggurath can make a *bite*, *tentacle*, *fling*, or *eye ray attack*.

Move. Shub-Niggurath can move up to half its speed.

Regenerate. Shub-Niggurath regains 50 hit points.

Eldritch Magic (Costs 3 Actions). Shub-Niggurath casts a spell.

CTHULHU

Gargantuan aberration (eldritch titan), chaotic evil

Armor Class 28 (natural armor)

Hit Points 1178 (38d20+440)

Speed 60 ft., swim 120 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
34 (+16)	10 (+4)	32 (+15)	28 (+13)	26 (+12)	34 (+16)

Savings Throws Str +25, Con +25, Int +21, Wis +22, Cha +26

Skills Arcana +23, Athletics +25, Perception +22, Religion +23

Damage Resistances acid, bludgeoning, cold, lightning, thunder; refer to Eldritch Titan traits

Damage Immunities poison, psychic; refer to Eldritch Titan traits

Condition Immunities blinded, charmed, deafened, paralyzed, petrified, poisoned; refer to Eldritch Titan traits

Senses darkvision, truesight 480 ft., passive Perception 32

Languages Deep speech, telepathy 1000'

Challenge 34 (240,000 XP)

Amorphous. Cthulhu can use a bonus action to double the reach of a melee attack.

Amphibious. Cthulhu can breathe air and water.

Banishment. Refer to Eldritch Titan traits; Cthulhu is dispelled back to its prison in R'lyeh and is unable to take action until released from the seal of the Elder Sign.

Colossal. Refer to *Eldritch Titan traits*, Cthulhu's space is 70' x 70' and its collateral attack save DC is 33. In addition, Cthulhu has advantage on saving throws against being knocked prone or pushed.

Innate Spellcasting. Refer to Eldritch Titan traits. In addition, Cthulhu's spell casting ability is Charisma (spell save DC 34, +26 to hit with attack spells). Cthulhu can innately cast the following spells, requiring no material components:

At will: *abi-dalzim's horrid wilting*, *hunger of hadar* (60' radius & 8d6 for each damage type), *phantasmal killer*

3/day each: *antipathy/sympathy*, *etherealness*, *power word kill*

1/day each: *true polymorph*, *weird* (10d10 damage)

Magic Weapons. Refer to Eldritch Titan traits.

Old Ones. Refer to Eldritch Titan traits.

Ravenous. Cthulhu can use a bonus action to make a bite attack against a creature it has grappled.

Regeneration. Refer to Eldritch Titan traits.

Siege Monster. Refer to Eldritch Titan traits.

Unstoppable. Refer to Eldritch Titan traits.

Warp Reality. Refer to Eldritch Titan traits. In addition, Cthulhu's aura extends 200 feet in all directions from its space.

ACTIONS

Multiattack. Cthulhu can use its Maddening Presence. It then makes either three tentacle attacks or two claw attacks.

Bite. *Melee Weapon Attack:* +26 to hit, reach 20 ft., one target. *Hit:* 60 (16d4 + 20) piercing damage. In addition, if Cthulhu chokes and the target is a Large or smaller creature, it is also swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks and effects outside Cthulhu, and it takes 55 (10d10) acid damage at the start of each of Cthulhu's turns.

If Cthulhu is reduced to 0 hit points all swallowed creatures are no longer restrained and appear, prone, in the space formerly occupied by Cthulhu (refer to *Banishment*). The creature continues to take 55 (10d10) acid damage at the start of its turn until it succeeds on a DC 25 Dexterity check to remove or neutralize the acid.

Claw. *Melee Weapon Attack:* +26 to hit, reach 70 ft., one target.

Hit: 92 (16d6 + 20) slashing and the target must make a DC 34 Strength saving throw or be grappled, knocked prone, or pushed 10 feet for each point the fail the save by, Cthulhu's choice.

Tentacle. *Melee Weapon Attack:* +26 to hit, reach 100 ft., one target. *Hit:* 76 (16d6 + 20) bludgeoning damage and the target is grappled (escape DC 34). Until the grapple ends the target is also restrained. Cthulhu can grapple up to 10 Large or smaller targets with its tentacles.

Psychic Bolt. *Ranged Spell Attack:* +26 to hit, range 240 ft., up to four targets. *Hit:* 22 (4d10) psychic damage and the target must make a DC 34 Wisdom saving throw or have disadvantage on all of its attacks, checks, and saving throws until the end of its next turn.

Fling. One Large or smaller object held or grappled by Cthulhu is thrown up to 300 ft. in a direction of its choosing and knocked prone. If a thrown target strikes a solid surface the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 33 Dexterity saving throw or take the same damage and be knocked prone.

Psychic Blast (Recharge 5-6). Cthulhu emits a wave of psychic energy in a 500-foot radius. Each creature in that area must succeed on a DC 34 Charisma saving throw or take 262 (25d20) psychic damage and be stunned for 5 minutes, taking half damage on a successful save. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Maddening Presence. Refer to Eldritch Titan traits. In addition, Cthulhu's Maddening Presence extends to 1000 feet beyond its space.

Summon Star Spawn (Recharge 5-6). Cthulhu summons 1d4 star spawn.

LEGENDARY ACTIONS

Cthulhu can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Cthulhu has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. Cthulhu regains spent legendary actions at the start of its turn.

Grappled. Cthulhu can make a *bite* on a grappled target.

Move. Cthulhu can move up to half its speed.

Psychic Hold. Cthulhu chooses a creature within 500 feet of it, or one mile if there Intelligence or Wisdom score is above 16. The creature must make a DC 34 Wisdom or Intelligence saving throw. On a failure the creature is paralyzed for 1 hour. The creature may attempt additional saving throws at the end of its turn, ending the effecting on itself on a success. If the creature succeeds on the saving throw, or the effect ends for it, it is immune to this attack for 12 hours.

Tentacle. Cthulhu makes a *tentacle* attack.

Attack (Costs 2 Actions). Cthulhu makes a *claw* or *fling* attack.

Eldritch Magic (Costs 3 Actions). Cthulhu casts a spell.

ULAMOG, THE CEASELESS HUNGER

Gargantuan aberration (eldritch titan), chaotic evil

Armor Class 25 (natural armor)

Hit Points 1,302 (42d20 + 462)

Speed 60 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
35 (+15)	10 (+3)	33 (+14)	25 (+10)	26 (+8)	28 (+12)

Savings Throws Str +25, Dex +13, Con +24, Wis +18, Cha +22

Skills Arcana +20, Athletics +25, Perception +18

Damage Resistances acid, cold, fire, lightning; refer to Eldritch Titan traits

Damage Immunities psychic; refer to Eldritch Titan traits

Condition Immunities charmed, refer to Eldritch Titan traits

Senses truesight 120 ft., passive Perception 28

Languages Eldrazi, telepathy 500 ft.

Challenge 33 (215,000 XP)

Banishment. Refer to Eldritch Titan traits.

Colossal. Refer to Eldritch Titan traits. In addition, Ulamog's space is 100' x 100'. In addition and any creature within 5 feet of the target of its melee attacks must make a DC 25 Dexterity saving throw or suffer the same damage as the initial target.

Innate Spellcasting. Refer to Eldritch Titan's traits. In addition, Ulamog's spell casting ability is Charisma (spell save DC 30, +22 to hit with attack spells). Ulamog can innately cast the following spells, requiring no components:

At will: *detect magic, dispel magic, phantasmal killer*

3/day each: *banishment, confusion, counterspell, weird*

1/day each: *divine word, feeblemind, plane shift, teleport*

Magic Weapons. Refer to Eldritch Titan traits.

Old Ones. Refer to Eldritch Titan traits.

Regenerate. Refer to Eldritch Titan traits.

Scour from Existence. When Ulamog reduces a creature to 0 hit points, the creature's body becomes a pile of white dust and can only be restored to life by means of a true resurrection or wish spell.

Siege Monster. Refer to Eldritch Titan traits.

Unstoppable. Refer to Eldritch Titan traits.

Warp Reality. Refer to Eldritch Titan traits. In addition, Ulamog's aura extends 120 feet in all directions from its space.

ACTIONS

Multiattack. Ulamog can use its Madden Presence. It then makes two attacks, any combination of claw and tentacle attacks.

Claw. Melee Weapon Attack: +25 to hit, reach 50 ft., one target. *Hit:* 91 (21d6 + 18) bludgeoning damage. If the creature is Huge or smaller it must make a DC 25 strength saving throw or be grappled. A grappled target is also restrained.

Tentacle. Melee Weapon Attack: +25 to hit, reach 100 ft., one target. *Hit:* 112 (21d8 + 18) bludgeoning damage and the target must make a DC 33 Strength saving throw or be pushed 50 feet or knocked prone, Ulamog's choice.

Maddening Presence. Refer to Eldritch Titan traits. In addition, Maddening Presence extends 240 feet beyond its space.

Spawn Eldrazi (1/short rest). Ulamog summons an eldrazi swarm.

BONUS ACTIONS

Squeeze. Ulamog crushes a creature it has grappled. The creature must make a DC 33 Strength saving throw or take 91 (21d6 + 18) bludgeoning damage on a failed save, or half as much damage on a successful save.

Throw. One object or creature held or grappled by Ulamog is thrown up to 300 ft. in a direction of its choosing. The target must make a DC 33 Dexterity saving throw or take 3 (1d6) bludgeoning damage for every 10 feet it was thrown and knocked prone on a failure, or half as much damage on a success. If the target is thrown at another creature, that creature must succeed on a DC 33 Dexterity saving throw or take the same damage and be knocked prone.

REACTIONS

Tentacle. Ulamog makes a tentacle attack against a creature that ends its turn in Ulamog's space.

LEGENDARY ACTIONS

Ulamog can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Ulamog has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. Ulamog regains spent legendary actions at the start of her turn.

Move. Ulamog can move up to half its speed.

Quick Casting. Ulamog casts an at-will spell.

Regenerate. Ulamog regenerates 40 hit points

Attack (Costs 2 Actions): Ulamog makes a claw or tentacle attack.

Spellcasting (Costs 3 Actions). Ulamog casts a spell.

Consume (Costs 4 Actions, 1/short rest). Ulamog makes a claw attack. On a hit, the target must make a DC 30 Constitution saving throw or be reduced to 0 hit points. On a successful save the target takes the claw attacks damage, but it is not subject to the grapple.

KOZILEK, THE BUTCHER OF TRUTH

Gargantuan aberration (eldritch titan), chaotic evil

Armor Class 25 (natural armor)

Hit Points 1,102 (38d20 + 342)

Speed 60 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
33 (+14)	10 (+3)	28 (+12)	26 (+11)	26 (+11)	26 (+11)

Savings Throws Str +23, Dex +12, Con +21, Wis +20, Cha +20

Skills Arcana +20, Athletics +23, Perception +29

Damage Resistances acid, cold, fire, lightning; refer to Eldritch Titan traits

Damage Immunities psychic; refer to Eldritch Titan traits

Condition Immunities charmed, refer to Eldritch Titan traits

Senses blindsight 240 ft., truesight 120 ft., passive Perception 39

Languages Eldrazi, telepathy 400 ft.

Challenge 32 (195,000 XP)

Aura of Lies. All creature within 150 feet of Kozilek must succeed on a DC 21 Wisdom saving throw when they willfully speak the truth or take 22 (4d10) psychic damage.

Banishment. Refer to Eldritch Titan traits

Colossal. Refer to Eldritch Titan traits. In addition, Kozilek's space is 70' x 70'. In addition and any creature within 5 feet of the target of its melee attacks must make a DC 24 Dexterity saving throw or suffer the same damage as the initial target.

Innate Spellcasting. Refer to Eldritch Titan's traits. In addition, Kozilek's spell casting ability is Charisma (spell save DC 30, +22 to hit with attack spells). Kozilek can innately cast the following spells, requiring no components:

At will: *command*, *compulsion*

3/day each: *confusion*, *dominate monster*, *mass suggestion*

1/day each: *psychic scream*, *teleport*

Magic Weapons. Refer to Eldritch Titan traits.

Mindbreaker Savant. Kozilek does not need to maintain concentration on Enchantment spells that grant it control over other creatures. In addition, it can use a bonus action or legendary to exert precise control over dominated targets.

Old Ones. Refer to Eldritch Titan traits.

Regenerate. Refer to Eldritch Titan traits.

Shatter the Mind. When Kozilek reduces a creature to 0 hit points, the creature's mind broken, its Intelligence score is reduced to 0, and it has disadvantage on its death saves..

Siege Monster. Refer to Eldritch Titan traits.

Unstoppable. Refer to Eldritch Titan traits.

Warp Reality. Refer to Eldritch Titan traits. In addition, Kozilek's aura extends 120 feet in all directions from its space.

ACTIONS

Multiattack. Kozilek can use its Madden Presence. It then makes two blade, claw, or insanity gaze attacks and two tentacle attacks.

Blade. *Melee Weapon Attack:* +23 to hit, reach 50 ft., one target. *Hit:* 71 (12d8 + 17) slashing damage.

Claw. *Melee Weapon Attack:* +23 to hit, reach 40 ft., one target. *Hit:* 59 (12d6 + 17) slashing damage. If the creature is Huge or smaller it must make a DC 24 Strength saving throw or be grappled. A grappled target is also restrained.

Tentacle. *Melee Weapon Attack:* +23 to hit, reach 70 ft., one target. *Hit:* 59 (12d6 + 17) bludgeoning damage and the target must make a DC 31 Strength saving throw or be pushed 30 feet or knocked prone, Kozilek's choice.

Insanity Gaze. Kozilek choose a creature it can see within 300 feet of it. The creature must make a DC 30 Intelligence saving throw, taking 22 (4d10) psychic damage and going insane for 1 minute on a failure, or half as much damage on a success. An insane target can't take actions, can't understand what other creatures are saying, can't read, and speaks only gibberish. The DM controls the creatures' movements while it is insane. A creature may make additional saving throws at the end of its turns, ending the effect on itself on a success. If the creature succeeds on its saving throw, or the effect ends for it, it is immune to this effect for 1 hour.

Maddening Presence. Refer to Eldritch Titan traits. In addition, Maddening Presence extends 200 feet beyond its space.

Spawn Eldrazi (1/short rest). Kozilek summons an eldrazi swarm.

LEGENDARY ACTIONS

Kozilek can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Kozilek has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. Kozilek regains spent legendary actions at the start of her turn.

Move. Kozilek can move up to half its speed.

Quick Casting. Kozilek casts an at-will spell.

Regenerate. Kozilek regenerates 40 hit points.

Tentacle. Kozilek makes a tentacle attack.

Attack (Costs 2 Actions): Kozilek makes a claw, tentacle, or insanity attack.

Spellcasting (Costs 3 Actions). Kozilek casts a spell.

Throw (Costs 2 Actions). One object or creature held or grappled by Kozilek is thrown up to 240 ft. in a direction of its choosing. The target must make a DC 31 Dexterity saving throw or take 3 (1d6) bludgeoning damage for every 10 feet it was thrown and knocked prone on a failure, or half as much damage one a success. If the target is thrown at another creature, that creature must succeed on a DC 31 Dexterity saving throw or take the same damage and be knocked prone.

Crushing Slither (Costs 4 Actions). Kozilek moves up to his speed and makes a tentacle attack on each creature in the path of its movement. On a hit the target is knocked prone and must make a DC 31 Strength saving throw or take an additional 24 (7d6) bludgeoning damage as Kozilek passes over it, or half as much damage on a success. On a miss, the target is pushed to an unoccupied space adjacent to Kozilek.

ABOMINATIONS



HECATONCHEIRES

Gargantuan monstrosity (titan), unaligned

Armor Class 23 (natural armor)

Hit Points 1,332 (65d20 + 650)

Speed 300 ft.

STR	DEX	CON	INT	WIS	CHA
36 (+17)	13 (+5)	30 (+14)	19 (+8)	22 (+10)	25 (+11)

Savings Throws Str +27, Con +24, Wis +20, Cha +21

Skills Athletics +37, Intimidation +27, Perception +20

Damage Resistances force, radiant, thunder

Damage Immunities lightning; bludgeoning, piercing, and slashing that is +2 magical or less.

Condition Immunities poisoned

Senses truesight 1,000 ft., passive Perception 30

Languages All, telepathy 1,200 ft.

Challenge 36 (290,000 XP)

Colossal. Hecatoncheires's space is 200 feet by 200 feet and it stands approximately 280 feet tall. Any creature Huge or smaller can enter its space and any such creature must be within a hecatoncheires's space to be considered adjacent. In addition, any creature Huge or smaller can only target a hecatoncheires's limbs unless it is able to fly, the attack range is greater than 100 feet, or it is using the *climb onto a bigger creature* rules in the DMG. It cost a hecatoncheires 150 feet of speed when it takes a Stomp action. If the hecatoncheires is targeted by an area of effect, the DM will determine if the effect targets its limbs, body, or a combination of its parts. If multiple parts are affected, each body part takes damage separately.

Fragmented Strength. Each of the Hecatoncheires arms has a Strength of 28 (included in the attacks). It must be able to use at least 8 arms on a single task to achieve its full strength score.

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

Innate Spellcasting. The hecatoncheires's spell casting ability is Charisma (spell save DC 26, +18 to hit with attack spells). It can innately cast the following spells with no components:

At will: *bestow curse, chain lightning, dispel magic, sending*

3/day each: *heal, mass suggestion, scrying*

1/day each: *dominate monster, imprisonment, storm of vengeance*

Limited Magic Immunity. The hecatoncheires is immune to 3rd level and lower level spells and magical effects and has advantage on all other spells and magical effects.

Magic Weapons. The hecatoncheires's attacks are considered +5 magical for overcoming resistances and immunities.

Multiple Heads. The hecatoncheires has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Multiple Limbs The hecatoncheires's arms and legs can be targeted separately. Each arm has 50 hit points and each leg has 300 hit points. Damage done to a limb does not reduce the hecatoncheires's current hit point total. If a limb is reduced to 0 hit points, that limb can no longer take actions or reactions until it has at least 1 hit point. If a limb is reduced to -50 hit points it is destroyed and cannot function until it has been restored to full hit points. Additionally, the hecatoncheires's speed is reduced by 150 feet for each leg that is at or below 0 hit points and it is knocked prone if both legs are reduced to 0 hit points or less.

Reactive. The hecatoncheires can take 50 reactions, but only 4 per turn.

Siege Monster. The hecatoncheires deals double damage to objects and structures.

Trample. When the hecatoncheires moves, it can enter a Huge or smaller creature's space. The first time it enters a creature's space, the hecatoncheires can make a stomp attack on that creature.

Unstoppable. If the hecatoncheires is subject to an effect that would incapacitate it, or inflict the restrained or stunned condition, or knock it unconscious; it losses one legendary action for the duration of the spell or effect instead. This loss is cumulative.

ACTIONS

Multiattack. The hecatoncheires makes 40 attacks: any combination of slam or rock attacks. The hecatoncheires can make one attack on a Medium or smaller target, two attacks on a Large target, four attacks on a Huge target and eight attacks on a Gargantuan target. If a creature has the colossal trait, the DM determines how many attacks can target that creature.

Slam. *Melee Weapon Attack:* +23 to hit, reach 140ft., one target. *Hit:* 45 (5d6 + 13) bludgeoning damage and the creature must make a DC 27 Strength saving throw be knocked prone, pushed 5 feet for each point it fails the save by, or, if it is medium or smaller, grappled.

Stomp. *Melee Weapon Attack:* +27 to hit, reach 40ft., one target. *Hit:* 169 (27d10 + 21) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +24 to hit, range 300 ft., one target. *Hit:* 35 (4d10 + 13) bludgeoning damage and any creature within 10 feet of a Medium or smaller target must make a DC 27 Dexterity saving throw or take the same damage as the initial target.

Planar Leap (1/Year). The hecatoncheires cast the plane shift spell (self only). It arrives on the new plane by falling from the sky, crashing to the ground in an explosion of thunder and fire. Each creature within 1,000 feet of the point where the hecatoncheires lands must make a DC 26 Dexterity saving throw, taking 20d6 bludgeoning damage, 20d6 fire damage, and 20d6 thunder damage on a failed save, or half as much damage on a successful one. Additionally, the area becomes difficult terrain for all Huge or smaller creatures.

REACTIONS

Parry. The hecatoncheires adds 5 to its AC against one attack that would hit it. If the attack becomes a miss, one of the hecatoncheires arms takes the damage instead. Refer to Multiple Limbs.

LEGENDARY ACTIONS

Hecatoncheires can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Hecatoncheires has unspent legendary actions at the end of the round, she may spend and immediately use her remaining legendary actions. Hecatoncheires regains spent legendary actions at the start of her turn.

Many Hands. The hecatoncheires makes 20 attacks: any combination of slam or rock attacks. Refer to Multiattack.

Regenerate: The hecatoncheires regains 30 hit points.

Move (Costs 2 Actions). The hecatoncheires moves half its speed.

Spellcasting (Costs 3 Actions). The hecatoncheires cast as spell..

PHAETHON

Gargantuan elemental (titan), chaotic evil

Armor Class 25 (natural armor)

Hit Points 741 (38d20 + 342)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+12)	10 (+3)	29 (+12)	12 (+4)	10 (+3)	25 (+10)

Savings Throws Str +21, Dex +12, Con +21, Wis +12, Cha +19

Skills Athletics +21, Perception +12

Damage Resistances cold, radiant; bludgeoning, piercing, and slashing damage that is +2 magical less

Damage Immunities fire; bludgeoning, piercing, and slashing damage that is nonmagical

Condition Immunities charmed, petrified, poisoned

Senses darkvision 500 ft., truesight 240 ft., passive Perception 22

Languages Celestial, Ignan, Primordial, telepathy 1,000 ft.

Challenge 30 (155,000 XP)

Aura of Heat. All creatures within 30 feet of the phaethon suffer the effects of the heat metal spell (DC 20 Constitution saving throw).

Deific Resistance (3/day). If the phaethon fails a saving throw, it can spend a reaction to succeed instead.

Illumination. The phaethon sheds dim light in a 60-foot radius.

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

Innate Spellcasting. The Phaethon's spell casting ability is Charisma (spell save DC 27, +19 to hit with attack spells). It can innately cast the following spells with no components:

At will: *delayed blast fireball*, *flame strike*, *wall of fire*

3/day each: *fire storm*

1/day each: *scrying*

Limited Magic Immunity. The phaethon is immune to 3rd level and lower level spells and magical effects and has advantage on all other spells and magical effects.

Elemental Attacks. The phaethon's attacks are considered magical for overcoming resistances and immunities. Additionally, its melee attacks deal an extra 28 (8d6) fire damage on a hit (included in the attack). Additionally, fire damage caused by the phaethon ignores resistance to fire of creatures CR25 or below and fire resistance of creatures CR 20 and below.

Magma Form. The phaethon can move through a space as narrow as 1 foot wide without squeezing. A creature that touches the phaethon or hits it with a melee attack within 5 feet of it takes 28 (8d6) fire damage.

Regeneration. The phaethon regains 20 hit points at the start of its turn. If the phaethon takes at least 30 cold damage, this trait doesn't function at the start of the phaethon's next turn. The phaethon dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. Phaethon makes five slam attacks or two eruption attacks.

Slam. Melee Weapon Attack: +21 to hit, reach 15ft., one target. *Hit:* 32 (5d6 + 15) bludgeoning damage plus 28 (8d6) fire damage and if the target is Large or smaller it must make a DC 22 Strength saving throw or be grappled.

Fiery Trample (Recharge 5-6). The phaethon moves up to its speed and attempts to engulf Large or smaller creatures in its path. When it attempts to engulf a creature in its path, the creature must make a DC 27 Strength saving throw or be engulfed and the phaethon continues its movement, moving through the space the creature occupied as difficult terrain. On a successful save the creature takes 28 (8d6) fire damage and phaethon's movement and this attack stop.

Summon Phaethon (10/day, Recharge 5-6). The phaethon summons an elder fire phaethon.

LEGENDARY ACTIONS

Phaethon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Phaethon has unspent legendary actions at the end of the round, she may spend and immediately use her remaining legendary actions. Phaethon regains spent legendary actions at the start of her turn.

Attack. The phaethon makes a slam attack.

Move. The phaethon can move up to 20 feet.

Regenerate. The phaethon regains 20 hit points.

Engulf (Costs 2 Actions). The phaethon pulls a Large or smaller grappled creature into its body. The creature must succeed on a DC 22 Strength saving throw or be engulfed by the phaethon. An engulfed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 70 (20d6) fire damage and 35 (10d6) bludgeoning at the start of each of the phaethon's turns.

If the phaethon dies, an engulfed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone. The space of the corpse is considered difficult terrain. The corpse continues to inflict 35 (10d6) fire damage per round on the phaethon's initiative to creatures inside the corpse for 1d4 rounds.

Spellcasting (Costs 2 Actions). The phaethon cast a spell.

Fiery Teleport (Costs 3 Actions). The phaethon teleports in a burst of flame to an unoccupied space within 120 feet of it. Each creature within 30 feet the space the phaethon leaves and the space where it arrives must make a DC 22 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

ELDER FIRE ELEMENTAL

Huge elemental, neutral

Armor Class 14

Hit Points 168 (16d12 + 64)

Speed 0 ft., fly 100 ft. (hover)

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

Savings Throws Dex +8, Wis +5, Cha +5

Skills Intimidation +5, Perception +5, Persuasion +5

Damage Resistances bludgeoning, piercing, and slashing that is nonmagical.

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 90 ft., passive Perception 11

Languages Ignan

Challenge 10 (11,800 XP)

Consume. If the elemental is hit by an attack or effect that does fire damage, the elemental takes no damage and instead gains hit points equal to the amount of fire damage.

Elemental Attacks. The elemental's attacks are treated as magical for overcoming resistances.

Fire Form. The elemental 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 within 5 feet of it takes 13 (3d8) 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 13 (3d8) fire damage and catches fire. Until the creature takes an action to douse the fire, the target takes 4 (1d8) fire at the start of each of its turns.

Fire Aura. At the start of each of the elemental's turns, each creature within 15 feet of it takes 7 (2d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite.

Innate Spellcasting. The elemental's spell casting ability is Charisma (spell save DC 13, +5 to hit with attack spells). It can innately cast the following spells, requiring no material components:

At will: *control flames*, *fire bolt* (5th level), *produce flame*

3/day each: *burning hands* (2nd level)

2/day each: *fireball*

1/day each: *wall of fire*

Limited Magic Resistance. The elemental has advantage on saving throws against spells and magical effects of 3rd level or lower.

Water Susceptibility. For every 10 feet the elemental moves in water, or for every two gallons of water splashed on it, it takes 1 cold damage.

ACTIONS

Multiattack. The elemental makes two burning touch or flame spear attacks.

Burning Touch. *Melee Weapon Attack:* +8 to hit, reach 30 ft., one target. *Hit:* 17 (3d8 + 4) fire damage, the target ignites, see fire form. In addition, the target must succeed on a DC 16 Constitution saving throw or it loses any resistance to fire damage for the next 12 hours,

Flame Spear. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 14 (3d8 + 1) fire damage.

Inferno (Recharge 6). The primal elemental makes a flame spear attack on all targets within 120 feet of it.

Summon Elementals (1/day). The elemental summons 1d6 fire elementals to unoccupied spaces within 80 feet of the elemental.

BONUS ACTIONS

Quick Casting (Recharge 4-6). The elemental can use a bonus action to cast an at-will spell.

In addition, the elemental sheds bright light in a 60-foot radius and dim light in an additional 60 feet.

XIXECAL

Gargantuan elemental (titan), chaotic evil

Armor Class 25 (natural armor)

Hit Points 880 (40d20 + 400)

Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
34 (+15)	10 (+3)	30 (+13)	12 (+4)	10 (+3)	28 (+12)

Savings Throws Str +24, Con +22, Wis +12, Cha +21

Skills Arcana +13, Athletics +24, Intimidation +21

Damage Resistances force, necrotic, psychic, radiant, thunder; refer to Greater God traits

Damage Immunities cold, fire, lightning, poison; refer to Greater God traits

Condition Immunities blinded, charmed, deafened, frightened, poisoned, stunned; refer to Greater God traits

Senses blindsight 480 ft., darkvision 600 ft., truesight 240 ft., passive Perception 44

Languages All, telepathy 1,200 ft.

Challenge 30 (155,000 XP)

Aura of Cold. The xixecal is surrounded by a perpetual snow storm. The area within 1 mile of the xixecal is lightly obscured from the intense snowfall. A creature that starts its turn within 1,000 feet of the xixecal takes 7 (2d6) cold damage, or 14 (4d6) cold damage if it is within 120 feet of the xixecal.

Colossal. Xixecal's space is 80 feet by 80 feet and it stands approximately 120 feet tall. Any creature Large or smaller can enter its space and any such creature must be within Xixecal's space to be considered adjacent. In addition, any creature Large or smaller can only target Xixecal's limbs unless it is able to fly, the attack range is greater than 50 feet, or it is using the *climb onto a bigger creature* rules in the DMG. It costs Xixecal 30 feet of speed when it takes a limb action. Additionally, any creature adjacent to a Medium or smaller target that is hit by one of Xixecal's melee attacks must make a DC 25 Dexterity saving throw or take the same damage as the initial target. If Xixecal is targeted by an area of effect, the DM will determine if the effect targets its limbs, body, or a combination of its parts. If multiple parts are affected, each body part takes damage separately.

Innate Spellcasting. The Xixecal's spell casting ability is Charisma (spell save DC 29, +21 to hit with attack spells). It can innately cast the following spells with no components:

At will: *cone of cold*, *dispel magic*, *hold monster*, *wall of ice*
3/day each: *haste*, *investiture of ice* (*willing target within 120 ft.*)
1/day each: *control weather*, *dominate monster*

Limited Magic Immunity. The xixecal is immune to 3rd level and lower level spells and magical effects and has advantage on all other spells and magical effects.

Elemental Attacks. The xixecal's attacks are considered magical for overcoming resistances and immunities. Additionally, its melee attacks deal an extra 14 (4d6) cold damage on a hit (included in the attack).

Multiple Limbs The xixecal's arms and legs can be targeted separately. Each arm has 200 hit points and each leg has 300 hit points. Damage done to a limb does not reduce the xixecal's current hit point total. If a limb is reduced to 0 hit points, that limb can no longer take actions or reactions until it has at least 1 hit point. If a limb is reduced to -100 hit points it is destroyed and cannot function until it has been restored to full hit points. Additionally, the xixecal's speed is reduced by 50 feet for each leg that is at or below 0 hit points and it is knocked prone if both legs are reduced to 0 hit points or less.

Regeneration. The xixecal regains 20 hit points at the start of its turn. It can regain these hit points to its current hit point total or one of its limbs' pool of hit points.

Siege Monster. The xixecal deals double damage to objects and structures.

Trample. When the xixecal moves, it can enter a Large or smaller creature's space. The first time she enters a creature's space, the xixecal can make a stomp attack on that creature.

ACTIONS

Multiattack. Xixecal makes to slam attacks.

Slam. Melee Weapon Attack: +24 to hit, reach 60ft., one target.
Hit: 74 (16d6 + 18) bludgeoning damage plus 28 (8d6) cold damage.

Stomp. Melee Weapon Attack: +24 to hit, reach 40ft., one target.
Hit: 90 (16d8 + 18) bludgeoning damage plus 28 (8d6) cold damage.

Cold Breath (Recharge 5-6). The xixecal exhales cold in a 300-foot cone. Each creature in the cone must succeed on a DC 30 Constitution saving throw, taking 156 (24d12) cold damage on a failed save and half as much damage on a successful one. In addition, on a failed save the target cannot take bonus actions, and its speed is reduced in half until it takes an action and succeeds on a DC 23 Constitution saving throw to warm itself.

Summon Dragons (1/Day). The xixecal summons 1d4 adult white dragons.

LEGENDARY ACTIONS

Xixecal can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Xixecal has unspent legendary actions at the end of the round, she may spend and immediately use her remaining legendary actions. Xixecal regains spent legendary actions at the start of her turn.

Blinding Snow. Ranged weapon attacks that target the xixecal, or a creature within 120 feet of the xixecal, have disadvantage until the start of the xixecal's next turn.

Biting Cold (Costs 2 Actions). All creatures within 120 feet of the xixecal and that are not immune to cold must make a DC 23 Constitution saving throw, gain one level of exhaustion on a failure.

Swirling Winds (Costs 2 Actions). Any flying creature of the xixecal's choice within 120 feet of it must make a DC 23 Strength saving throw or be knocked prone until the end of the xixecal's next turn.

ASTRAL DREADNOUGHT

Gargantuan abomination (titan), neutral

Armor Class 22

Hit Points 533 (26d20+260)

Speed 0 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
30 (+11)	12 (+2)	30 (+11)	6 (-1)	14 (+3)	18 (+5)

Savings Throws Str +18, Dex +9, Con +18, Wis +10

Skills Athletics +18, Perception +10, Stealth +9

Damage Resistances necrotic

Damage Immunities bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities frightened, prone

Senses darkvision 360 ft., truesight 120 ft., passive Perception 20

Languages understands All but does not speak

Challenge 24 (62,000 XP)

Antimagic cone. The dreadnought's central eye creates an area of antimagic, as in the antimagic field spell, in a 240-foot cone. At the start of each of its turns, the beholder decides which way the cone faces and whether the cone is active.

Colossal. The dreadnought's space is 30' x 30' and it has advantage on saving throws against being pushed or pulled.

Limited Magic Immunity. The dreadnought is immune to cantrips and has advantage on saving throws of spells and magical effects of 3rd level or less.

Magic Weapons. The dreadnought's weapon attacks are considered magical for overcoming resistances.

Regeneration. The dreadnought regains 10 hit points at the start of its turn.

Rend. If the dreadnought hits the same target with two pincer attack on the same turn, it can use its reaction to tear at its opponent causing an additional 45 (6d10 + 12) slashing damage.

Relentless Attacker. If the dreadnought has a creature grappled, it can use a bonus action to make a bite or fling attack against it.

Siege Monster. The dreadnought deals double damage to objects and structures.

Sever Silver Cord. When the dreadnought makes critical hit against a creature who is projecting into the astral plane, it severs their astral cord and the target dies.

Unstoppable. If the dreadnought is subject to an effect that would inflict the paralyzed, petrified, restrained, or stunned condition; it instead loses its next use of legendary actions (one action) and its speed is reduced by half for the duration of the spell or effect. The loss of legendary actions is cumulative.

Variable Resistance (3/day). When the dreadnought is subject to acid, cold, fire, force, lightning, poison, psychic, radiant, or thunder damage it gains resistance to that damage type (including against the triggering attack) for the next 24 hours or until it uses this trait again.

ACTIONS

Multiattack. The dreadnought uses its frightful presence. It then makes two pincer attacks.

Pincer. Melee Weapon Attack: +18 to hit, reach 15ft., one target. *Hit:* 45 (6d10 + 12) slashing damage and if the target is huge or smaller it must make a DC 26 Strength saving throw or be grappled. A grappled target is also restrained. The dreadnought can only have one creature grappled in each of its pincers.

Bite. Melee Weapon Attack: +18 to hit, reach 5ft., one target. *Hit:* 51 (6d12 + 12) piercing damage and if the target is Huge or smaller, and the dreadnought wishes to, it is also swallowed. While swallowed the creature is blinded and restrained, it has total cover against attacks and other effects outside of The dreadnought, and it takes 22 (4d10) acid and 22 (4d10) bludgeoning damage at the start of each of the dreadnought's turns.

If the dreadnought dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Fling. One Huge or smaller object held or a creature grappled by the dreadnought is thrown up to 100 feet and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 26 Dexterity saving throw or take the same damage and be knocked prone.

Frightful Presence. Each creature of the dreadnought's choice that is within 120 feet of the dreadnought and aware of it must succeed on a DC 19 Wisdom saving throw or become Frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dreadnought's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

The dreadnought can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the dreadnought has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. The dreadnought regains spent legendary actions at the start of its turn.

Antimagic Cone. The dreadnought changes the direction of its antimagic cone.

Move. Dreadnought can move up to half his speed.

Pincer. The dreadnought makes a pincer attack.

Bite (Costs 2 Actions). The dreadnought makes a swallow attack against a target it has grappled.

ATROPAL

Large undead (titan), neutral evil

Armor Class 20

Hit Points 435 (28d10+270)

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

STR	DEX	CON	INT	WIS	CHA
25 (+8)	15 (+3)	28 (+10)	25 (+8)	20 (+6)	24 (+8)

Savings Throws Dex +10, Con +17, Int +15, Wis +13

Skills Arcana +15, Perception +13, Stealth +10

Damage Vulnerabilities radiant

Damage Resistances lightning; bludgeoning, piercing, and slashing that is +1 or less magical

Damage Immunities cold, necrotic; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities exhaustion, frightened, paralyzed, poisoned, prone

Senses darkvision 180 ft., truesight 120 ft., passive Perception 23

Languages understands Celestial but utters only obscene nonsense, telepathy 90 ft.

Challenge 24 (62,000 XP)

Divine Resistance. If the atropal fails a saving throw, it can spend a legendary action to re-roll the save with advantage.

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

Innate Spellcasting. The atropal's spell casting ability is Intelligence (spell save DC 23, +15 to hit with attack spells). Atropal can innately cast the following spells, requiring no material components:

At-will: *animate dead*, *create undead*, *cone of cold*, *dispel magic*
3/day each: *finger of death*, *greater invisibility*, *plane shift*, *teleport*
1/day each: *haste*, *project image*, *(un)holy aura*, *weird*

Limited Magic Immunity. The atropal is immune to cantrips and has advantage on saving throws of spells and magical effects of 6th level or less.

Magic Weapons. The atropal's weapon attacks are considered magical weapons for overcoming resistances.

Negative Energy Aura. Creatures within 60 feet of the atropal can't regain hit points, and any creature that starts its turn within 60 feet of the atropal takes 21 (6d6) necrotic damage. In addition, creatures with less than 50 hit points that start their turn in the aura must make a DC 20 Constitution saving throw or die.

A creature that dies because of this aura rises, if the atropal wishes it, at the start of the atropal's next turn as a specter under the control of the atropal

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

Turn Resistance. The atropal and any other undead creature within 60 feet of it has advantage on saving throws against any effect that turns undead.

ACTIONS

Multiattack. The atropal makes two attacks: any combination of Touch and Ray of Cold attacks.

Touch Melee Weapon Attack: +15 to hit, reach 10 ft., one target.

Hit: 42 (12d6) necrotic damage and the target must make a DC 23 Constitution saving throw or suffer one level of exhaustion.

Ray of Cold. Ranged Spell Attack: +15 to hit, range 180 ft., one target. **Hit:** 44 (8d10) cold damage and the target must make a DC 23 Constitution saving throw or be paralyzed until the end of the atropal's next turn.

Life Drain. The atropal targets one creature it can see within 120 feet of it. The target must make a DC 23 Constitution saving throw, taking 81 (18d8) necrotic damage on a failed save, or half as much damage on a successful one. The atropal regains a number of hit points equal to half the amount of the damage dealt.

Summon Wraith (Recharge 5-6). The atropal summons a wraith, which materializes within 60 feet of it in an unoccupied space it can see. The wraith obeys the atropal's commands and can't be controlled by any other creature. The wraith vanishes when it drops to 0 hit points or when the atropal dies.

LEGENDARY ACTIONS

The atropal can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the atropal has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. The atropal regains spent legendary actions at the start of its turn.

Attack. The atropal makes a Touch or Ray of Cold attack.

Move. Atropal can move up to half his speed.

Spellcasting (Costs 2 Actions). The atropal casts a spell.

Life Drain (Costs 3 Actions). The atropal makes a Life Drain attack.

Wail (Costs 3 Actions). The atropal lets out a withering wail. Any creature within 180 feet of the atropal that can hear the wail must succeed on a DC 23 Constitution saving throw or suffer 1 level of exhaustion.

DREAM LARVA

Large monstrosity (titan), chaotic

Armor Class 20 (natural armor)

Hit Points 351 (26d10 + 208)

Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+9)	15 (+3)	27 (+9)	18 (+5)	22 (+7)	26 (+9)

Savings Throws Str +21, Dex +12, Con +21, Wis +12, Cha +19

Skills Arcana +12, Athletics +16, Deception +16, Insight +14, Perception +14, Persuasion +16

Damage Resistances cold, fire, psychic; bludgeoning, piercing, and slashing damage that is nonmagical

Damage Immunities thunder

Condition Immunities charmed, petrified, poisoned

Senses darkvision 480 ft., truesight 240 ft., passive Perception 26

Languages All, telepathy 480 ft.

Challenge 22 (41,000 XP)

Nightmare Visage. When a creature first comes within 30 feet of the dream larva, and is not blind, it is confronted by their worst nightmare. The creature must make a DC 24 Wisdom saving throw or be knocked unconscious. The creature must make an additional saving throw at the end of its next turn. On a failed save the creature dies. On a success the effect ends for it and it is immune to this specific dream larva's nightmare visage. Creatures that cannot be frightened are immune to this effect.

Deific Resistance (3/day). If the dream larva fails a saving throw, it can spend a reaction to succeed instead.

Immutable Form. The dream larva is immune to any spell or effect that would alter its form.

Innate Spellcasting. The Dream larva's spell casting ability is Charisma (spell save DC 24, +16 to hit with attack spells). It can innately cast the following spells with no material components:

At will: *fly*, *haste*

3/day each: *prismatic spray*

1/day each: *weird*

Limited Magic Immunity. The dream larva is immune to cantrips and has advantage on all other spells and magical effects.

Magic Weapons. The dream larva's attacks are considered magical for overcoming resistances and immunities.

Regeneration. The dream larva regains 10 hit points at the start of its turn.

Savage Attacker. The dream larva can use a bonus action to make a bite attack against a target it has grappled.

ACTIONS

Multiattack. The dream larva makes four attacks: any combination of claw and bite attacks.

Bite. *Melee Weapon Attack:* +16 to hit, reach 5ft., one target. *Hit:* 20 (4d4 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10ft., one target. *Hit:* 24 (4d6 + 10) slashing damage.

Pincer. *Melee Weapon Attack:* +16 to hit, reach 5ft., one target. *Hit:* 24 (4d6 + 10) piercing damage and if the target is Large or smaller it must make a DC 24 Strength saving throw or be grappled.

Summon Nightwalker (5/day, Recharge 5-6). The dream larva summons a nightwalker.

LEGENDARY ACTIONS

Dream larva can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Dream larva has unspent legendary actions at the end of the round, she may spend and immediately use her remaining legendary actions. Dream larva regains spent legendary actions at the start of her turn.

Attack. The dream larva makes two claw or pincer attacks.

Move. The dream larva can move half its speed.

Regenerate. The dream larva regains 10 hit points.

Teleport (Costs 2 Actions). The dream larva teleports 120 feet to an unoccupied space it can see.

Sending (Costs 3 Actions). The dream larva attempts to thrust a creature it has grappled into a nightmare. The creature must make a DC 24 Wisdom saving throw. On a failure the creature appears to be absorbed into the dream larva's body, but it is actually thrust into a shrieking insanity that only it can experience. The victim reappears 1d4 rounds later in an unoccupied space adjacent to the space it disappeared, takes 81 (18d8) psychic damage and suffers a random short-term madness for 1 minute.

Spellcasting (Costs 3 Actions). The dream larva cast a spell.

INFERNAL

Large fiend (titan), chaotic, lawful, or neutral evil

Armor Class 21 (natural armor)

Hit Points 364 (27d10+216)

Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+10)	20 (+6)	27 (+9)	20 (+6)	20 (+6)	25 (+8)

Savings Throws Str +17, Dex +13, Con +16, Wis +13

Skills Athletics +17, Deception +15, Perception +13

Damage Resistances cold

Damage Immunities fire, poison; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities charmed, petrified, poisoned

Senses blindsight 240 ft., truesight 120 ft., passive Perception 23

Languages Abyssal, Celestial, Common, Infernal, telepathy 480 ft.

Challenge 22 (41,000 XP)

Deific Resistance (3/day). If the Infernal fails a saving throw, it can spend a reaction or legendary action to succeed instead.

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

Innate Spellcasting. The Infernal's spell casting ability is Charisma (spell save DC 23, +15 to hit with attack spells). The Infernal can innately cast the following spells, requiring no components:

At will: *animate dead, blur, charm person, darkness, detect good and evil, fireball*

3/day each: *create undead, dispel magic, teleport, wall of fire*

1/day each: *greater invisibility, major image, fire storm, symbol*

Learned Magic Immunity. When the Infernal is affected by a spell cast by a particular spellcaster, the infernal suffers the effects of the spell and is thereafter immune to that spell when cast by that spellcaster.

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

Magic Weapons. The Infernal's weapon attacks are considered magical weapons for overcoming resistances and immunities.

Spell Suck. The Infernal can make a bite attack as a bonus action against a target it has grappled.

ACTIONS

Multiattack. The Infernal makes two claw attacks and one tail attack.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target.

Hit: 28 (5d6 + 11) slashing damage and the target must make a DC 25 Strength saving throw or be grappled.

Bite. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:*

23 (5d4 + 11) piercing damage and the creature loses its highest unused spell slot if it is a spell caster or it gains one level of exhaustion if it is not.

Tail Slam. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target.

Hit: 28 (5d6 + 11) bludgeoning damage and the target must make a DC 25 Strength saving throw or be knocked prone.

Summon Fiend (1/Day). The Infernal summons fiends of an alignment that matches its own and whose total average hit points do not exceed 300.

LEGENDARY ACTIONS

The Infernal can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the Infernal has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. The Infernal regains spent legendary actions at the start of its turn.

Claw. The Infernal makes a claw attack.

Move. The Infernal can move half its speed.

Regenerate. The infernal regains 15 hit points.

Wing Attack (Costs 2 Actions). The infernal beats its wings. Each creature within 10 ft. of the infernal must succeed on a DC 25 Dexterity saving throw or take 28 (5d6 + 11) bludgeoning damage and be knocked prone. The infernal can then fly up to half its flying speed.

Teleport (Costs 2 Actions). The Infernal and any equipment it is wearing or carrying teleports to an unoccupied space it can see within 120 feet of it.

Spellcasting (Costs 3 Actions). The Infernal casts a spell.

PHANE

Large monstrosity (titan), chaotic evil

Armor Class 17

Hit Points 324 (24d10+192)

Speed 80 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
--	24 (+7)	26 (+8)	22 (+6)	16 (+3)	28 (+9)

Savings Throws Dex +13, Con +15, Wis +10

Skills Acrobatics +13, Arcana +13, Perception +13, Stealth +10

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses blindsight 240 ft., truesight 120 ft., passive Perception 23

Languages All, telepathy 480 ft.

Challenge 21 (33,000 XP)

Deific Resistance (3/day). If the phane fails a saving throw, it can spend a reaction or legendary action to succeed instead.

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

Innate Spellcasting. The phane's spell casting ability is Charisma (spell save DC 23, +15 to hit with attack spells). The phane can innately cast the following spells, requiring no components:

At-will: *detect good and evil*, *greater invisibility*

3/day each: *haste*, *teleport*, *trap the soul*

1/day each: *time stop*

Limited Magic Immunity. The phane is immune to cantrips and has advantage on saving throws of spells and magical effects of 6th level or less.

Magic Weapons. The phane's weapon attacks are considered magical weapons for overcoming resistances and immunities.

Null Time Field. When a creature starts its turn within 30 feet of the phane, it must make a DC 19 Wisdom saving throw or be stuck in time until the start of its next turn. A creature stuck in time cannot take Actions, and cannot be acted upon except by the phane's stasis touch attack or a wish spell.

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

Shadow Form. The phane can Hide as bonus action in dim light.

Time Leach. The phane can use a bonus action to siphon time from a creature that is under the effects of its stasis touch. The creature suffers one level of exhaustion and ages 10 years each time the phane uses the effect. If a creature dies from this effect, it is released from the stasis and its body is a desiccated husk that turns to dust from the slightest touch or breeze, and the phane regains 50 hit points.

ACTIONS

Multiattack. The phane makes stasis touch or chronal bolt attacks.

Stasis Touch Melee Spell Attack: +13 to hit, reach 10 ft., one target. *Hit:* The target is put into a state of suspended animation. For the creature, time ceases to flow and its condition becomes fixed. The creature cannot act, it does not grow older, its body functions virtually cease, and nor force or effect can harm it. The state persists until the magic is removed by an 8th level dispel magic spell, wish, or similar powerful magic. Additionally, at the end of each of its turns the creature may attempt a DC 23 Wisdom or Intelligence saving throw, ending the effect on itself on a success.

Chronal Bolt. Ranged Spell Attack: +15 to hit, range 120 ft., one target. *Hit:* 70 (20d6) force damage and the target's speed is reduced in half until the end of its next turn.

Time Leap (Recharge 6). The phane leaps through time gaining knowledge of the future. For the next 4 rounds the phane has advantage on all of its attacks, it automatically makes all saving throws, and all attacks that target it have disadvantage.

Summon Time Duplicate (1/Day). The phane summons a duplicate of a creature it has encountered in the past. The summoned creature must be CR 15 or below. The summoned creature is completely loyal to and phane, and obeys its commands as in the spell Dominate Monster. The summoned creature is banished if the phane is reduced to 0 hit points or the phane dismiss it as a bonus action.

LEGENDARY ACTIONS

The phane can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the phane has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. The phane regains spent legendary actions at the start of its turn.

Shadow Movement. The phane uses the Dash or Disengage action.

Attack (Costs 2 Actions). The phane makes a stasis touch or chronal bolt attack.

Spellcasting (Costs 2 Actions). The phane casts a spell.

Time Step (Costs 2 Actions). The phane can teleport to a space it can see within 120 feet of it.

Time Warp (Costs 3 Actions). All creatures within 30 feet of the phane take 35 (10d6) force damage and phane teleports 60 feet.

CHICHIMEC

Medium monstrosity (titan), neutral evil

Armor Class 21 (natural armor)

Hit Points 252 (24d8+144)

Speed 5 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	23 (+6)	22 (+6)	12 (+1)	14 (+2)	25 (+7)

Savings Throws Dex +12, Con +12, Wis +8, Cha +13

Skills Acrobatics +18, Arcana +7, Insight +8, Perception +8

Damage Resistances cold, fire; bludgeoning, piercing, and slashing that is nonmagical

Damage Immunities lightning, necrotic

Condition Immunities charmed, exhaustion, petrified

Senses blindsight 500 ft., truesight 120 ft., passive Perception 18

Languages Auran, Celestial, telepathy 1,000 ft.

Challenge 20 (25,000 XP)

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

Deific Resistance (3/day). If the chichimec fails a saving throw, it can spend a reaction to succeed instead.

Epic Speed. The chichimec can use a bonus action to take the Dash or Disengage actions.

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

Innate Spellcasting. The Chichimec's spell casting ability is Charisma (spell save DC 22, +14 to hit with attack spells). The Chichimec can innately cast the following spells, requiring no components:

At-will: *darkness, lightning bolt, telekinesis*

1/day each: *call lightning, chain lightning, control weather, greater invisibility*

Limited Magic Immunity. The chichimec is immune to cantrips and has advantage on saving throws of spells and magical effects of 4th level or less.

Magic Weapons. The chichimec's weapon attacks are considered magical weapons for overcoming resistances and immunities.

Regeneration. The chichimec regains 20 hit points at the start of its turn.

ACTIONS

Multiattack. The chichimec makes eight wing buffet and one tail attack.

Wing Buffet. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* The target takes 12 (2d6 + 5) bludgeoning damage.

Tail. *Melee Weapon Attack:* +11 to hit, range 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage and the target must make a DC 22 Constitution saving throw or suffer on level of exhaustion.

Wail (Recharge 5-6). The chichimec emits a soul-chilling scream. Each creature that can hear within 120 feet of it, must make a DC 22 Constitution saving throw. The effects of the scream vary depending on the distance the target is from the Chichimec as follows:

- Within 30 feet: On a failure the creature is reduced to 0 hit points and takes 4 levels of exhaustion, or, if it is already at or below 0 hit points, it dies. On a successful save the creature takes 65 (10d12) necrotic damage.
- From 31-60 feet: On a failure the creature takes 65 (10d12) necrotic damage, is paralyzed for 1d4 rounds, and takes 2 levels of exhaustion. On a successful save the creature takes half as much damage.
- From 61- 120 feet: On a failure the creature is paralyzed for 1d4 rounds and takes one level of exhaustion.

Flying Charge (Recharge 4-6). The chichimec moves up to its speed and can enter another creature's space during the move. The first time it enters a creature's space during the move it can make four wing buffet attacks targeting that creature.

Summon Elemental (3/Day). The chichimec summons an elder air elemental.

ELDER AIR ELEMENTAL

Huge elemental, neutral

Armor Class 16

Hit Points 152 (16d12 + 48)

Speed 0 ft., fly 100 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	22 (+6)	16 (+3)	8 (-1)	12 (+1)	9 (+0)

Savings Throws Dex +10, Con +7, Wis +5

Skills Acrobatics +10, Stealth +10

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing that is nonmagical.

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 90 ft., passive Perception 11

Languages Auran

Challenge 10 (11,800 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. Creatures in the elementals space suffer the effects of *storm aura*, with disadvantage on their saving throw. The primal elemental can move through a space as narrow as 1 inch wide without squeezing if air can pass through the space.

Elemental Attacks. The primal elemental's attacks are treated as magical weapons.

Innate Spellcasting. The elemental's spell casting ability is Wisdom (spell save DC 13, +5 to hit with attack spells). It can innately cast the following spells, requiring no components:

At will: *gust of wind*, *shocking grasp* (5th level)

2/day each: *lightning bolt*, *thunder wave* (3rd level)

1/day each: *storm sphere*

Limited Magic Resistance. The elemental has advantage on saving throws against spells and magical effects of 3rd level or lower.

Untethered. The elemental has advantage on effects that would inflict the incapacitated condition.

ACTIONS

Multiattack. The elemental makes three attacks, any combination of slam and gust attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage,

Gust. *Ranged Weapon Attack:* +10 to hit, range 60 ft., one target. *Hit:* 13 (2d6+6) bludgeoning damage and the target must succeed on a DC 18 Strength saving throw or be pushed 10 feet.

Whirlwind (Recharge 5-6). The elemental creates a storm filled with swirling wind and debris within a 15-foot radius of itself. Any creature in the area must make a DC 18 Strength saving throw taking 11 (2d10) bludgeoning and 11 (2d10) piercing damage and be thrown on a failure, or half as much damage on a success. In addition, on a failure a large creature is thrown 10 feet and a medium or smaller creature 20 feet.

A thrown creature must make a DC 19 Dexterity saving throw, taking 4 (1d8) damage for each 10 feet it is thrown on a failure, or half as much damage on a success.

Summon Elementals (1/day). The elemental summons 1d6 air elementals to unoccupied spaces within 80 feet of the elemental.

BONUS ACTIONS

Quick Casting (Recharge 4-6). The elemental can use a bonus action to cast an at-will spell.

REACTIONS

Windy Escape. When the elemental is hit by an attack it can use a reaction to move up to half its speed. Creatures have disadvantage on opportunity attacks to hit the elemental during this movement.

CONSTRUCTS



GODFORGED COLOSSUS

Gargantuan construct, unaligned

Armor Class 34 (natural armor)

Hit Points 1,372 (56d20 + 784)

Speed 300 ft.

STR	DEX	CON	INT	WIS	CHA
38 (+19)	10 (+5)	38 (+19)	3 (+1)	18 (+9)	28 (+14)

Savings Throws Str +30, Con +29, Wis +19, Cha +24

Damage Resistances cold, radiant; bludgeoning, piercing, and slashing from +5 or less magical weapons

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses truesight 1,200 ft., passive Perception 24

Languages All, but only speaks in the language of its creator

Challenge 38 (345,000 XP)

Colossal. The colossus' space is 200 ft. by 200 ft., and it stands over 300 ft. tall. Any creature that occupies a 50' x 50 ft. area, or smaller, can enter the colossus' space. A creature in the colossus' space has advantage on melee attacks targeting the colossus. A creature of huge size or smaller must be in the colossus' space to be considered adjacent for melee attacks.

When the colossus moves it must use at least 30 feet of its speed. In addition, each time the colossus makes a melee attack it costs it 30 feet of speed.

When the colossus hits a target with a melee attack it can target one Huge or larger target. If the target is Large, each creature within 5 feet of the initial target must make DC 30 Dexterity saving. If the target is Medium or smaller, each creature within 10 feet of the initial target must make a DC 30 Dexterity saving throw. On a failed saving throw the secondary targets take the same damage as the initial target.

Colossal Resistance (5/Day). If the colossus fails a saving throw, it can spend its reaction to reroll.

Immutable Form. The colossus is immune to any spell effect that would alter its form.

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

Magic Weapons. The colossus's weapon attacks are considered +5 magical weapons.

Siege Monster. The colossus deals double damage to objects and structures.

ACTIONS

Multiattack. The colossus makes two melee attacks.

Slam. *Melee Weapon Attack:* +29 to hit, reach 100 ft., one target, refer to *colossal*. *Hit:* 255 (42d10 + 24) bludgeoning damage and the target must make a DC 38 Strength saving throw. On a failure the target is knocked prone and stunned until the end of the colossus' next turn, or pushed 50 feet per point below the DC on the roll, the colossus' choice.

Force Sword. *Melee Weapon Attack:* +29 to hit, reach 250 ft., one target, refer to *colossal*. *Hit:* 325 (50d12) force damage.

Force Bolt. *Ranged Spell Attack:* +24 to hit, range 4,000/8000 ft., one target. *Hit:* 220 (40d10) force damage and each creature within 100 feet of the target must make a DC 32 Constitution saving throw, taking 55 (10d10) thunder damage on a failed save and half as much damage on a successful one.

Voice of the Demiurge (Recharge 5-6). The colossus speaks a word of power. Each creature within 600 feet of the colossus must make a DC 32 Constitution saving throw. On a failure the target takes 336 (32d20) psychic damage and is stunned until the end of the colossus's next turn. On a successful save the target takes half as much damage.

Projectile. *Ranged Weapon Attack:* +30 to hit, range 2000/4000 ft., one target. *Hit:* 360 (61d10+25) bludgeoning damage.

The colossus must have a projectile in its grasp to use this attack. If the projectile is a creature, refer to *fashion projectile*, it must make a DC 38 Dexterity saving throw, taking the same amount of damage on a failure, or half as much damage on a success.

Bonus Actions

Fashion Projectile. The colossus grabs a huge sized object within 100 ft. of it. If the object is a creature, the creature must make a DC 38 Strength or Dexterity saving throw. On a failure it is grappled and restrained. The colossus can carry two huge or smaller sized creatures or objects.

REACTIONS

Stomp. When a creature starts its turn in the colossus' space, the colossus can make a *slam* attack against that creature.

Grab. Refer to *fashion projectile*. When a creature starts its turn or enters the colossus' space, the colossus can make a grapple attack against that creature.

BAAK

Gargantuan construct, unaligned

Armor Class 30 (natural armor)

Hit Points 1,020 (40d20+600)

Speed --

STR	DEX	CON	INT	WIS	CHA
40 (+19)	0 (-1)	40 (+19)	0 (-1)	0 (-1)	0 (-1)

Savings Throws Str +29, Con +29

Damage Resistances All

Damage Immunities poison, psychic; bludgeoning, piercing, or slashing damage from +2 or lesser weapons

Condition Immunities All

Senses blindsight 1,000 ft. (blind beyond this radius)

Languages --

Challenge 35 (265,000 XP)

Guardian Magic. The baak can cast a spell anywhere within the range of its blindsight. It can cast spells that are personal or willing or cast attack spells against a hostile target. For example, a baak can cast shapechange on another creature. The save DC for such attacks is provide under *innate spellcasting* below.

Innate Spellcasting. A baak cast spells as 9th level spells (spell save DC 37, +29 to hit with attack spells). A baak can innately cast the following spells, requiring no components:

At-Will: *control winds, disintegrate, druidcraft, earthbind, eldritch blast, flesh to stone, fly, inflict wounds, mold earth, plant growth, shield, thorn whip, web*

3/day each: *banishment, blade barrier, control water, dimension door, earthquake, enlarge/reduce, erupting earth, etherealness, gaseous form, giant insect, harm, levitate, meld into stone, move earth, polymorph, reverse gravity, sequester, shatter, slow, spike growth, stone shape, transmute rock, telehinesis, wall of ice, wall of stone*

1/day each: *alter self, animal shapes, animate dead, animate objects, awaken, barkskin, control weather, create or destroy water, cure wounds, fabricate, greater invisibility, heal, mass cure wounds, mass healing word, maze, plane shift, regenerate, reincarnation, shapechange, teleport, true polymorph*

Limited Magic Immunity. A baak is immune to spells and magical effects of 7th level or lower.

Regenerate. The baak regains 1 hit point at the start of its turn.

Siege Monster. The baak deals double damage to objects and structures.

ACTIONS

Multiattack. The baak cast two spells.

REACTIONS

Reflex Spell (4/round). If the baak is attacked it can use its reaction to cast a spell.

Baaks are living guardian-obstructions created and used by gods and other divine entities to serve as nearly invulnerable guardians of their most sacred treasures.

A baak may have nearly any shape with a maximum volume of 1 million cubic feet. They are often black monoliths, but may be of any color. Common forms include a cube 100 feet on each side, a thin strip encircling an entire planet, or a huge rectangular solid floating independently in space.

Immutable. Baaks somehow have life without energy or thought, and successfully resist time. They are nearly the ultimate form of order and solidity. They never move or reason, but may use a number of magical effects in response to attacks or other stimuli.

Obedient Guardians. A baak perfectly executes the instructions of its creator, guarding various treasures and secret ways, and does absolutely nothing else. It is typically ordered to attack all creatures (except its creator) who approach within a given range and/or those with hostile intentions. Exact types of attacks may be specified in its instructions, such as forcing movement without physical damage.

IRON COLOSSUS

Gargantuan construct, unaligned

Armor Class 31 (natural armor)

Hit Points 1075 (50d20+550)

Speed 80 ft.

STR	DEX	CON	INT	WIS	CHA
35 (+15)	10 (+3)	32 (+14)	3 (+0)	15 (+5)	20 (+8)

Savings Throws Str +25, Con +24, Wis +15

Damage Resistances bludgeoning, piercing, and slashing from +3 or less magical

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 240 ft., passive Perception 14

Languages Understands the language of its creator but can't speak

Challenge 33 (215,000 XP)

Colossal. The iron colossus' space is 70 ft. by 70 ft., and it stands approximately 100 ft. tall. A Huge, or smaller, creature can enter the colossus' space. A creature in the colossus's space has advantage on melee attacks targeting the colossus. A creature of Medium size or smaller must be in the colossus' space to be considered adjacent for melee attacks.

When the colossus moves it must use at least 10 feet of its speed. In addition, each time the colossus makes a melee attack it costs it 10 feet of speed.

Colossal Resistance (3/Day). If the colossus fails a saving throw, it can spend its reaction to reroll.

Fire Absorption. Whenever the iron colossus is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Immutable Form. The iron colossus is immune to any spell effect that would alter its form.

Iron Body. When the colossus is hit with a non-magical or non-adamantine weapon, the weapon is destroyed.

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

Magic Weapons. The colossus's weapon attacks are considered +3 magical weapons.

Siege Monster. The colossus deals double damage to objects and structures.

ACTIONS

Multiattack. The colossus makes three melee attacks.

Slam. Melee Weapon Attack: +25 to hit, reach 45 ft., one target. *Hit:* 133 (21d10 + 18) bludgeoning damage and the target must make a DC 31 Strength saving throw. On a failure the target is knocked prone and stunned until the end of the colossus' next turn, or pushed 10 feet per point below the DC on the roll, the colossus' choice.

Flail. Melee Weapon Attack: +25 to hit, reach 90 ft., one target, refer to *colossal*. *Hit:* 112 (21d8+18) bludgeoning damage, plus an additional 55 (10d10) bludgeoning damage against prone targets.

Charge. The colossus moves its speed and then makes a *flail* or *slam* attack. For every 10 feet the colossus moves before making the attack, increase the damage of the attack by 33 (6d10) bludgeoning damage.

Projectile. Ranged Weapon Attack: +25 to hit, range 600/900 ft., one target. *Hit:* 112 (21d8+18) bludgeoning damage.

The colossus must have a projectile in its grasp to use this attack. If the projectile is a creature, refer to *fashion projectile*, it must make a DC 31 Dexterity saving throw, taking the same amount of damage on a failure, or half as much damage on a success.

Bonus Actions

Fashion Projectile. The colossus grabs a huge sized object within 40 ft. of it. If the object is a creature, the creature must make a DC 31 Strength or Dexterity saving throw. On a failure it is grappled and restrained. The colossus can carry two Huge or smaller sized creatures or objects.

Poison Breath (Recharge 6). The colossus exhales poisonous gas in a 200-foot cone. Each creature in that area must make a DC 30 Constitution saving throw. On a failure the target takes 195 (30d12) poison damage and is poisoned on a failed save, or half as much damage on a successful one.

REACTIONS

Stomp. When a creature starts its turn in the colossus' space, the colossus can make a *slam* attack against that creature.

Grab. Refer to *fashion projectile*. When a creature starts its turn or enters the colossus' space, the colossus can make a grapple attack against that creature.

UMBRAL BLOT

Medium construct, unaligned

Armor Class 20 (natural armor)

Hit Points 738 (30d8+360)

Speed fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
30 (+13)	20 (+8)	32 (+14)	20 (+8)	20 (+8)	20 (+8)

Savings Throws Str +22, Con +23, Wis +17

Damage Resistances All

Damage Immunities poison, psychic; bludgeoning, piercing, or slashing damage from +2 or lesser magic

Condition Immunities All

Senses blindsight 480 ft., (blind beyond this radius)

Languages --, telepath 120 ft

Challenge 30 (155,000 XP)

Event Horizon. Any creature or object within 60 feet of an umbral blot must make a DC 20 Strength saving throw or be pulled 30 feet toward the umbral blot.

Disintegrating Touch. When a creature or object touches the umbral blot it must make a DC 30 Constitution saving throw, taking 250 (10d20 + 140) force damage on a failed save. In addition, a void the size of the umbral blot is made in the creature or object. If the hole is larger than the object it is completely destroyed. On a successful save the creature or object takes half as much damage and can use its reaction to move to an unoccupied space adjacent to the umbral blot. If the target cannot move to an unoccupied space it automatically fails the saving throw.

Any magical effect or barrier that comes in to contact with an umbral blot is nullified as if *dispel magic* (9th level) was cast on it. Magical objects, weapons, armor, etc. accumulate a permanent -1 penalty. If this penalty reaches -5, or reduces the enchantment bonus to 0, the magical object is destroyed. Artifacts do not get destroyed by this effect.

Gravity Well. Refer to *disintegrating touch*. Any creature or object that touches the umbral blot and is not disintegrated must make a DC 27 Strength saving throw or be caught, restrained, by the umbral blot. This includes objects and weapons used to strike the umbral blot in an attack.

Juggernaut. The umbral blot can move through creatures and objects, treating their space as difficult terrain. For every 5 feet of movement through a creature or object the creature or object is subject to the effects of *disintegrating touch*.

Immutable Form. The colossus is immune to any spell effect that would alter its form.

Limited Magic Immunity. The umbral blot is immune to spells and magical effects of 7th level or lower and any spell or effect that would alter its form. In addition, it has advantage on saving throws against spells and magical effects.

ACTIONS

Vortex. Refer to *disintegrating touch* and *gravity well*. The umbral blot increases the strength of its event horizon. All creatures and objects within 180 feet of it must succeed on a DC 30 Strength saving throw or be pulled 60 feet toward the umbral blot.

Teleport (Recharge 6). The umbral blot can teleport to an unoccupied space it can see within 120 feet of it.

Gate (1/day). The umbral blot tears a hole in the fabric of reality creating a medium sized portal linking a space adjacent to it to a location on another plane of existence similar to the spell *gate*. If a creature or object occupies the space of the gate it must make a DC 25 Dexterity saving throw or suffer the effects of *disintegrating touch*. On a successful save the target can use its reaction to move to an unoccupied space adjacent to the gate, taking no damage. If the creature cannot move to an unoccupied space it automatically fails the saving throw.

STONE COLOSSUS

Gargantuan construct, unaligned

Armor Class 27 (natural armor)

Hit Points 779 (38d20+380)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
32 (+13)	10 (+2)	30 (+12)	3 (-2)	15 (+4)	20 (+7)

Savings Throws Str +20, Con +20, Wis +12

Damage Resistances bludgeoning, piercing, and slashing from +2 or less magical

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 240 ft., passive Perception 14

Languages Understands the language of its creator but can't speak

Challenge 28 (120,000 XP)

Colossal. The stone colossus' space is 50 ft. by 50 ft., and it stands approximately 75 ft. tall. A Large or smaller creature can enter the colossus' space. A creature in the colossus's space has advantage on melee attacks targeting the colossus. A creature of medium size or smaller must be in the colossus' space to be considered adjacent for melee attacks.

When the colossus moves it must use at least 10 feet of its speed. In addition, each time the colossus makes a melee attack it costs it 10 feet of speed.

Colossal Resistance (3/Day). If the colossus fails a saving throw, it can spend its reaction to reroll.

Immutable Form. The colossus is immune to any spell effect that would alter its form.

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

Magic Weapons. The colossus's weapon attacks are considered +2 magical weapons.

Siege Monster. The colossus deals double damage to objects and structures.

Unbreakable Stone. When the colossus is hit with a non-magical weapon, the weapon slowly gets destroyed, suffering a -1 penalty to its damage roll. This penalty is cumulative and when the weapon damage is reduced to 0, the weapon is destroyed.

ACTIONS

Multiattack. The colossus makes three *slam* attacks, or one *slam* and one *projectile* attack, or two *projectile* attacks.

Slam. *Melee Weapon Attack:* +21 to hit, reach 25 ft., one target. *Hit:* 64 (9d10 + 15) bludgeoning damage and the target must make a DC 29 Strength saving throw. On a failure, the target is knocked prone and stunned until the end of the colossus' next turn, or pushed 5 feet per point below the DC on the roll, the colossus' choice.

Shattering Slam (Recharge 6). *Melee Weapon Attack:* +21 to hit, reach 25 ft., one target. *Hit:* 114 (18d10 + 15) bludgeoning damage. In addition, the initial target and each creature within 30 feet of the initial target must make a DC 29 Constitution saving throw, taking 77 (14d10) thunder damage on a failed save, or half as much damage on a success.

Projectile. *Ranged Weapon Attack:* +21 to hit, range 480 ft., one target. *Hit:* 55 (9d8+15) bludgeoning damage.

The colossus must have a projectile in its grasp to use this attack. If the projectile is a creature, refer to *fashion projectile*, it must make a DC 29 Dexterity saving throw, taking the same amount of damage on a failure, or half as much damage on a success.

Bonus Actions

Fashion Projectile. The colossus grabs a large sized object within 25 ft. of it. If the object is a creature, the creature must make a DC 29 Strength or Dexterity saving throw. On a failure it is grappled and restrained. The colossus can carry two Large or smaller sized creatures or objects.

If there are no objects of sufficient size within its reach, the colossus can break off a piece of its body to use as a projectile, and take 20 hit points of damage.

REACTIONS

Stomp. When a creature starts its turn in the colossus' space, the colossus can make a *slam* attack against that creature.

Grab. Refer to *fashion projectile*. When a creature starts its turn or enters the colossus' space, the colossus can make a grapple attack against that creature.

FLESH COLOSSUS

Gargantuan construct, neutral

Armor Class 20 (natural armor)

Hit Points 507 (26d20+234)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+11)	12 (+2)	28 (+10)	3 (-3)	12 (+2)	18 (+5)

Savings Throws Str +17, Con +17, Wis +9

Damage Resistances necrotic

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing that is nonmagical and not adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 180 ft., passive Perception 12

Languages Understands the language of its creator but can't speak

Challenge 23 (50,000 XP)

Colossal. The flesh colossus' space is 30 ft. by 30 ft., and it stands approximately 50 ft. tall. A Medium, or smaller, creature can enter the colossus' space. A creature in the colossus's space has advantage on melee attacks targeting the colossus. A creature of small size or smaller must be in the colossus' space to be considered adjacent for melee attacks.

Colossal Resistance (3/Day). If the flesh colossus fails a saving throw, it can spend its reaction to reroll.

Lightning Absorption. Whenever the colossus is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt or it gains one charge, refer to *spark of life*.

Lightning Fists. Refer to *spark of life*. The colossus can spend a charge and use a bonus action to imbue its hands with a powerful electrical charge. The next time the colossus hits with a slam attack, it deals an additional 55 (10d10) lightning damage.

Immutable Form. The colossus is immune to any spell effect that would alter its form.

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

Magic Weapons. The colossus's weapon attacks are considered +2 magical weapons.

Rage. When the colossus is reduced to 253 hit points or less, it can make four slam attacks with its multiattack.

Spark of Life. The colossus is animated by powerful electrical charges. A typical flesh colossus has 9 (2d8) charges and can have a maximum of 16 charges, see also *lightning absorption*. It can spend charges to produce various effects. If the colossus drops to 0 charges it can act for one round and then falls unconscious until it regains at least 1 charge.

Siege Monster. The colossus deals double damage to objects and structures.

ACTIONS

Multiattack. The colossus makes three *slam* attacks.

Slam. Melee Weapon Attack: +18 to hit, reach 20 ft., one target.

Hit: 45 (6d10 + 12) bludgeoning damage and the creature must make a DC 25 Strength saving throw or be knocked prone or pushed 20 feet, the colossus choice..

Lightning Bolt (Recharge 4-6). Refer to *spark of life*. The colossus spends 2 charges and casts a bolt of lightning towards a target it can see within 300 feet of it. Three bolts then leap from the target to as many as three other targets, each of which must be within 60 feet of the first target. A target can only be targeted by one bolt.

Each target must make a DC 25 Dexterity saving throw taking 91 (14d12) lightning damage on a failure, or half as much damage on a success.

Trample. The colossus can move its speed and enter the space of Large or smaller creatures. When the colossus first enters a creature's space it makes a *slam* attack against the creature.

REACTIONS

Reactive Lightning. Refer to *spark of life*. When the colossus is hit by a ranged attack, it can spend a charge and cast a lightning bolt at a target within 300 feet of it. The target must make a DC 25 Dexterity saving throw or take 55 (10d10) lightning damage and be stunned until the end of the colossus's next turn on a failure, or half as much damage on a success.

Bonus Actions

Slam. Refer to *spark of life*. The colossus can spend a charge and make a slam attack.

ADAMANTINE GOLEM

Huge construct, unaligned

Armor Class 24 (natural armor)

Hit Points 462 (25d20+200)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	26 (+8)	3 (-4)	12 (+1)	2 (-4)

Savings Throws Str +14, Con +13

Damage Resistances acid, cold, lightning

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Understands the language of its creator but can't speak

Challenge 21 (33,000 XP)

Adamantine Resistance (3/Day). If the golem fails a saving throw, it can choose to reroll.

Destructive Strike. When the golem hits with a melee attack it does maximum damage. In addition, if it strikes a metal shield or armor that is nonmagical, the armor or shield suffers a -1 penalty to its armor class. This penalty is cumulative and if the armor or shield bonus is reduced to 0 it is destroyed.

Immutable Form. The golem is immune to any spell effect that would alter its form.

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

Magic Weapons. The golem's weapon attacks are adamantine and magical.

Siege Monster. The golem deals double damage to objects and structures.

ACTIONS

Multiattack. The golem makes two *slam* or *dart* attacks

Slam. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. *Hit:* 48 (4d10 + 8) bludgeoning damage and if the target is hit with two *slam* attacks in the same round it is also grappled. A grappled creature is also restrained.

Adamantine Dart. Ranged Weapon Attack: +15 to hit, range 240 / 480 ft., one target. *Hit:* 22 (4d6 + 8) piercing damage and the target must make a DC 23 Dexterity saving throw or be restrained. A restrained target can end the effect by taking an action to pull itself off the dart, taking 14 (4d6) piercing damage in the process. The golem has twelve darts.

Trample. The golem can move its speed and enter the space of creatures at least one size smaller than it. When the golem first enters a creature's space it makes a *slam* attack against the creature. If the attack hits, the creature must make a DC 23 Strength saving throw or be knocked prone.

Fling. One medium or smaller object held or a creature grappled by the Adamantine Golem is thrown up to 50 feet and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown, plus 8 bludgeoning damage. If the target is thrown at another creature, that creature must succeed on a DC 22 Dexterity saving throw or take the same damage and be knocked prone.

Bonus Actions

Crush. The golem makes a *slam* attack on a creature it has grappled. This attack causes an extra 30 bludgeoning damage on a hit and is a critical hit on a roll of 15-20, if that roll is also a hit.

ANAXIM

Large construct, unaligned

Armor Class 22 (natural armor)

Hit Points 300 (24d10+168)

Speed 40 ft.

S	TR	DEX	CON	INT	WIS	CHA
24	(+7)	18(+4)	24 (+7)	3 (-4)	12 (+1)	2 (-4)

Savings Throws Dex +11, Con +14

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Understands the language of its creator but can't speak

Challenge 21 (33,000 XP)

Immutable Form. An anaxim is immune to any spell effect that would alter its form.

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

Magic Weapons. The anaxim's weapon attacks are magical.

Pseudo-Consciousness. The anaxim is completely immune to effects that would affect its mind in any way.

Reactive. The anaxim can take two reactions per round, but only one per turn.

ACTIONS

Multiattack. The anaxim makes four attacks, any combination of slash, smash, stab, and hook.

Slash. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) slashing damage plus 18 (4d8) fire damage.

Smash. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage and the target must make a DC 22 Strength saving throw or be knocked prone.

Stab. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage plus 14 (4d6) poison damage and the target must make a DC 22 Constitution saving throw or be poisoned.

Hooks. *Ranged Weapon Attack:* +14 to hit, range 40 ft., one target. *Hit:* 35 (6d6 + 14) piercing damage and the target must make a DC 22 Strength saving throw or be grappled and pulled up to 40 feet toward the anaxim.

Sonic Blast (Recharge 5-6). The anaxim emits a powerful sonic blast in a 60-foot cone. Each target in the area must make a DC 22 Constitution saving throw, taking 110 (20d10) thunder damage on a failure, or half as much damage on a success.

Bonus Actions

Rend. If the anaxim hits a target twice in the same round with the same attack, it can use a bonus action to make a third attack, with advantage, against the same target.

Smash. The anaxim makes a smash attack against a prone target.

Reactions

Quick Strike. When a creature enters or starts its turn in the anaxim's reach the anaxim can use its reaction make a melee attack against it.

DRAGONS



ANCIENT GOLD DRAGON

Gargantuan dragon, lawful good

Armor Class 23 (natural armor)

Hit Points 585 (30d20+270)

Speed 50 ft., climb 40 ft., fly 120 ft.

S TR	DEX	CON	INT	WIS	CHA
30 (+11)	14 (+3)	29 (+10)	18(+5)	17(+4)	28(+10)

Savings Throws Str +18, Dex +10, Con +17, Wis +11, Cha +17

Skills Athletics +18, Intimidation +18, Insight +12, Perception +18, Persuasion +17, Stealth +10

Damage Resistances radiant; bludgeoning, piercing, and slashing that is nonmagical

Damage Immunities fire

Condition Immunities charmed, petrified, frightened

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 28

Languages Common, Draconic

Challenge 24 (62,000 XP)

Amphibious. The dragon can breathe air and water.

Ignite. When a creature, object, or area takes fire damage from the dragon's breath weapon, it ignites. An ignited target takes 14 (4d6) fire damage at the start of its turn, cannot take reactions, and suffers the effects of the spell *heat metal*. An ignited area is engulfed in 10-foot high, opaque flames, and each creature that ends its turn adjacent to or in the area takes 14 (4d6) fire damage. Ignited creatures and areas remain ignited for 3 (1d6) rounds, unless a creature takes an action and succeeds on a DC 15 Dexterity check to extinguish the flames on itself, another, or a medium sized area.

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 25, +17 to hit with attack spells). The dragon can innately cast the following spells, requiring no material components:

At will: *bless*, *fire bolt* (17th level), *sacred flame* (17th level)

3/day each: *fireball*, *geas*, *sunbeam*, *wall of fire*

1/day each: *heal*, *sunburst*

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

Magic Weapons. The dragon's weapon attacks are treated as magical for overcoming resistances and immunities.

Unstoppable. If the dragon is subject to an effect that would inflict the paralyzed, restrained, or stunned condition; it instead loses its next use (one action) of its legendary actions and its speed is reduced by half for the duration of the spell or effect. The loss of legendary actions is cumulative.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It can then make three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15ft., one target. *Hit:* 45 (6d10 + 12) piercing damage plus 21 (6d6) fire damage.

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

Tail. *Melee Weapon Attack:* +18 to hit, reach 35ft., one target. *Hit:* 29 (6d8 + 13) bludgeoning damage. If the target is a creature, it must succeed on a DC 26 Constitution saving throw or be knocked prone or pushed 20 feet, the dragon's choice.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 26 Wisdom saving throw or become Frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath attacks.

Fire Breath. The dragon exhales fire in a 120-foot cone. Each creature in that area must make a DC 25 Dexterity saving throw, taking 159 (29d10) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath. The dragon exhales gas in a 120-foot cone. Each creature in that area must succeed on a DC 25 Strength saving throw or have disadvantage on Strength-based Attack rolls, Strength Checks, and Strength saving throws 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.

Radiant Fire Breath (1/day). The dragon makes a fire breath attack infused with radiant energy. The damage from the attack is treated as both fire and radiant damage. Additionally, on a failed saving throw the target is blinded for 1 minute. The blindness can be healed by a *lesser restoration* spell, similarly powerful magic.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any Equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its Statistics and capabilities are otherwise replaced by those of the new form, except any Class Features or legendary actions of that form.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the dragon has unspent legendary actions at the end of the round it can use its remaining legendary actions. The dragon regains spent legendary actions at the start of his turn.

Detect. The dragon can make a Wisdom (Perception) check.

Move. The dragon can move half its speed.

Lucky (Cost 2 Actions). The dragon glimpses the future, it has advantage on attack rolls, ability checks, and saving throws until the end of its next turn.

Tail Attack (Costs 2 Actions). The dragon makes a tail Attack.

Innate Casting (Costs 3 Actions). The dragon casts an at-will spell.

Wing Attack (Costs 3 Actions). The dragon beats its wings. Each creature within 20 ft. of the dragon must succeed on a DC 26 Dexterity saving throw or take 33 (6d6 + 12) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ANCIENT RED DRAGON

Gargantuan dragon, chaotic evil

Armor Class 23 (natural armor)

Hit Points 594 (30d20+290)

Speed 50 ft., climb 50 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+11)	12 (+3)	30 (+11)	18 (+5)	16 (+4)	24 (+8)

Savings Throws Str +18, Dex +10, Con +18, Wis +11, Cha +15

Skills Athletics +18, Intimidation +18, Insight +12, Perception +18, Persuasion +17, Stealth +10

Damage Resistances force; bludgeoning, piercing, and slashing that is nonmagical

Damage Immunities fire

Condition Immunities exhaustion

Senses blindsight 60 ft., darkvision 150 ft., passive Perception 28

Languages Common, Draconic

Challenge 24 (62,000 XP)

Brute. The dragon's melee attacks deal one extra die of damage when the dragon hits with it (included in the attack).

Ignite. When a creature, object, or area takes fire damage from the dragon's breath weapon, it ignites. An ignited target takes 14 (4d6) fire damage at the start of its turn, cannot take reactions, and suffers the effects of the spell heat metal. An ignited area is engulfed in 10-foot high, opaque flames, and each creature that ends its turn adjacent to or in the area takes 14 (4d6) fire damage. Ignited creatures and areas remain ignited for 3 (1d6) rounds, unless a creature takes an action and succeeds on a DC 15 Dexterity check to extinguish the flames on itself, another, or a medium sized area.

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 23, +15 to hit with attack spells). The dragon can innately cast the following spells, requiring no material components:

At will: *fire bolt* (17th level), *heat metal*

3/day each: *fire ball*, *wall of fire*

1/day each: *fire storm*, *suggestion*

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

Magic Weapons. The dragon's weapon attacks are treated as magical for overcoming resistances and immunities.

Unstoppable. If the dragon is subject to an effect that would inflict the paralyzed, restrained, or stunned condition; it instead loses its next use (one action) of its legendary actions and its speed is reduced by half for the duration of the spell or effect. The loss of legendary actions is cumulative.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It can then make three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15ft., one target. *Hit:* 50 (7d10 + 12) piercing damage plus 21 (6d6) fire damage.

Claw. *Melee Weapon Attack:* +18 to hit, reach 10ft., one target. *Hit:* 36 (7d6 + 12) slashing damage.

Tail. *Melee Weapon Attack:* +18 to hit, reach 35ft., one target. *Hit:* 43 (7d8 + 13) bludgeoning damage. If the target is a creature, it must succeed on a DC 26 Constitution saving throw or be knocked prone or pushed 20 feet, the dragon's choice.

Immolate Foe. *Ranged Spell Attack:* +15 to hit, range 480 ft., one target. *Hit:* 28 (8d6) fire damage and the target must make a DC 23 Constitution saving throw, losing all resistance to fire damage for 1 hour on a failure.

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

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath attacks.

Fire Breath. The dragon exhales fire in a 120-foot cone. Each creature in that area must make a DC 26 Dexterity saving throw, taking 169 (26d12) fire damage on a failed save, or half as much damage on a successful one.

Fire Blast. The dragon exhales fire in a 160-foot line that is 5 feet wide. The first creature in the line must make a DC 26 Dexterity saving throw, taking 117 (18d12) fire damage plus 117 (18d12) force damage on a failed save, or half as much damage on a successful one. In addition, each creature within 20 feet of the initial target must make a DC 26 Dexterity saving throw, taking 26 (4d12) fire damage plus 26 (4d12) force damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the dragon has unspent legendary actions at the end of the round it can use its remaining legendary actions. The dragon regains spent legendary actions at the start of his turn.

Detect. The dragon can make a Wisdom (Perception) check.

Move. The dragon can move half its speed.

Volcanic Gas. The dragon creates a 20-foot radius sphere of volcanic gas centered on a point it can see within 240 feet of it. The sphere spreads around corners, is lightly obscured, and lasts 1d4 rounds. Each creature that starts its turn in the cloud must succeed on a DC Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, a creature is incapacitated.

Tail Attack (Costs 2 Actions). The dragon makes a tail Attack.

Innate Casting (Costs 3 Actions). The dragon can make an immolate foe attack or cast an at-will spell.

Wing Attack (Costs 3 Actions). The dragon beats its wings. Each creature within 15 ft. of the dragon must succeed on a DC 26 Dexterity saving throw or take 36 (7d6 + 12) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ANCIENT BLUE DRAGON

Gargantuan dragon, lawful evil

Armor Class 22 (natural armor)

Hit Points 518 (28d20+224)

Speed 50 ft., climb 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+10)	14 (+3)	27 (+9)	18 (+5)	17 (+4)	21 (+6)

Savings Throws Dex +10, Con +16, Wis +11, Cha +13

Skills Acrobatics +10, Arcana +12, History +12, Insight +11,

Investigation +12, Perception +18, Persuasion +14,

Damage Resistances thunder; bludgeoning, piercing, and slashing that is nonmagical

Damage Immunities lightning

Condition Immunities petrified, exhaustion

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 28

Languages Common, Draconic

Challenge 23 (50,000 XP)

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 21, +13 to hit with attack spells). The dragon can innately cast the following spells, requiring no material components:

At will: *hallucinatory terrain*, *shocking grasp* (17th level)

3/day each: *blur*, *call lightning*, *lightning bolt*

1/day each: *storm sphere* (6th level), *whirlwind*

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

Magic Weapons. The dragon's weapon attacks are treated as magical for overcoming resistances and immunities.

Static Charge. When a creature, object, or area takes lightning damage from the dragon's breath weapon, it becomes statically charged. A statically charged creature takes 14 (4d6) lightning damage at the start of its turn and any time it uses a reaction. A charged area is filled with a 10-foot high spider-web of lightning, and each creature that ends its turn adjacent to or in the area takes 14 (4d6) lightning damage. Statically charged creatures and areas remain charged for 3 (1d6) rounds, unless a creature takes an action and succeeds on a DC 15 Dexterity check to remove the charge on itself, another, or a medium sized area.

Unstoppable. If the dragon is subject to an effect that would inflict the paralyzed, restrained, or stunned condition; it instead loses its next use (one action) of its legendary actions and its speed is reduced by half for the duration of the spell or effect. The loss of legendary actions is cumulative.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It can then make three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15ft., one target. *Hit:* 38 (5d10 + 11) piercing damage plus 21 (6d6) lightning damage.

Claw. *Melee Weapon Attack:* +18 to hit, reach 10ft., one target. *Hit:* 28 (5d6 + 11) slashing damage.

Tail. *Melee Weapon Attack:* +18 to hit, reach 35ft., one target. *Hit:* 33 (5d8 + 11) bludgeoning damage. If the target is a creature, it must succeed on a DC 25 Constitution saving throw or be knocked prone or pushed 20 feet (dragon's choice).

Arc Lighting. *Ranged Spell Attack:* +13 to hit, range 240 ft., one target. *Hit:* 26 (4d12) lightning damage and the target must make a DC 21 Constitution saving throw, losing all resistance to lightning damage for 1 hour on a failure.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become Frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath attacks.

Lightning Breath. The dragon exhales lightning in a 90-foot cone.

Each creature in the cone must make a DC 24 Dexterity saving throw, taking 165 (30d10) lightning damage on a failed save, or half as much damage on a successful one.

Lightning Bolt. The dragon exhales lightning in a 180-foot line.

The first creature in the line must make a DC 24 Dexterity saving throw, taking 220 (40d10) lightning damage and 33 (6d10) thunder damage on a failed save, or half as much damage on a successful one. In addition, each creature within 20 feet of the original target must make a DC 24 Constitution saving throw, taking 33 (6d10) thunder damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the dragon has unspent legendary actions at the end of the round it can use its remaining legendary actions. The dragon regains spent legendary actions at the start of his turn.

Detect. The dragon can make a Wisdom (Perception) check.

Move. The dragon can move half its speed.

Sand Cloud. The dragon creates a 20-foot radius sphere of sand swirls centered on a point it can see within 240 feet of it. The sphere spreads around corners and last 1d4 rounds. Each creature that starts its turn in the cloud must succeed on a DC 21 Constitution saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turn, end the effect on itself on a success.

Tail Attack (Costs 2 Actions). The dragon makes a tail Attack.

Innate Casting (Costs 3 Actions). The dragon can make an arc lightning attack or cast an at-will spell.

Wing Attack (Costs 3 Actions). The dragon beats its wings. Each creature within 15 ft. of the dragon must succeed on a DC 25 Dexterity saving throw or take 28 (5d6 + 11) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ANCIENT DRAGON TURTLE

Gargantuan dragon, neutral

Armor Class 23 (natural armor)

Hit Points 550 (22d20+220)

Speed 20 ft., swim 60 ft.

S	TR	DEX	CON	INT	WIS	CHA					
29	(+10)	12	(+2)	30	(+11)	12	(+2)	16	(+4)	16	(+4)

Savings Throws Str +17, Con +18, Wis +11

Skills Athletics +24, Intimidation +11, Perception +11, Stealth +9

Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities prone

Senses darkvision 180 ft., passive Perception 21

Languages Aquan, Common, Draconic

Challenge 23 (50,000 XP)

Amphibious. The dragon can breathe air and water.

Charger. If the dragon turtle moves at least 30 feet straight at a target and then hits it with a ram attack, the attack deals an extra 55 (10d10) bludgeoning damage on a hit.

Chomp. The dragon turtle can use a bonus action to make a bite or swallow attack against a creature it has grappled.

Colossal. The dragon turtle's space is 30' by 30'.

Innate Spellcasting. The dragon turtle's spell casting ability is Charisma (spell save DC 19, +11 to hit with attack spells). The dragon turtle can innately cast the following spells, requiring no components:

At will: *control water*

1/day each: *storm of vengeance*, *tsunami*

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

Magic Weapons. The dragon turtle's weapon attacks are treated as magical for overcoming resistances and immunities.

Might of the Ancient (3/Day). If the dragon turtle fails a saving throw, it can use a reaction to re-roll the saving throw.

Siege Monster. The dragon turtle's weapon attacks do double damage to objects and structures

Vicious Bite. The dragon turtle's bite attacks deal two extra dice of damage when the dragon hits with it (included in the attack).

Water Sense. When the dragon turtle is completely submerged it gains tremorsense to 240 feet.

ACTIONS

Multiattack. The dragon turtle makes two attacks: two claw or attacks or a bite and a tail attack. The tail and bite attack cannot have the same target.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15ft., one target. *Hit:* 56 (7d12 + 11) piercing damage and, if the dragon turtle wishes, it is grappled (escape DC 20). If the creature is Large or smaller it is also restrained. As long as the dragon turtle maintains the grapple, it cannot bite another creature.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 28 (5d6 + 11) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 33 (5d8 + 11) bludgeoning damage.

Ram. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 27 (5d10 + 11) bludgeoning damage.

Breath Weapon (Recharge 5-6). The dragon turtle uses one of the following breath weapons.

Water Jet. The dragon turtle exhales a scalding stream of water in a 120-foot line that is 10 feet wide. Each creature in the line must make a DC 26 Dexterity saving throw, taking 65 (10d12) bludgeoning damage plus 65 (10d12) fire damage on a failed save, or half as much damage on a successful one. Additionally, a creature that fails its saving throw must make an additional DC 20 Strength saving throw or be pushed to the end of the line.

Steam Breath. The dragon turtle exhales scalding steam in a 90-foot cone. Each creature in the cone must make a DC 26 Dexterity saving throw, taking 143 (22d12) fire damage on a failed save, or half as much damage on a successful one. Being underwater does not grant resistance to this damage.

Swallow. A Large or smaller creature grappled by the dragon turtle must make a DC 25 Strength saving throw or be swallowed and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the dragon turtle, and it takes 55 (10d10) acid damage at the start of each of the dragon turtle's turns.

The dragon turtle's stomach has an AC of 19 and if it takes 60 damage or more on a single turn from a creature inside it, the dragon turtle must make a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed contents of its stomach. Creatures that are regurgitated fall prone within 10 feet of the dragon turtle. If the dragon turtle dies, a creature is no longer swallowed and may escape from the corpse by using 40 feet of movement, exiting prone.

LEGENDARY ACTIONS

The dragon can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the dragon has unspent legendary actions at the end of the round it can use its remaining legendary actions. The dragon regains spent legendary actions at the start of his turn.

Move. The dragon can move half its speed.

Claw. The dragon turtle makes a claw attack.

Bite (Costs 2 Actions). The dragon turtle makes a bite or swallow attack.

Innate Casting (Costs 2 Actions). The dragon turtle cast an at will spell.

Tail (Costs 2 Actions). The dragon turtle makes a tail Attack.

ANCIENT SILVER DRAGON

Gargantuan dragon, lawful good

Armor Class 23 (natural armor)

Hit Points 526 (27d20+243)

Speed 50 ft., climb 40 ft., fly 140 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+11)	12 (+2)	29 (+10)	18(+5)	15(+3)	23(+7)

Savings Throws Dex +9, Con +17, Wis +10, Cha +14

Skills Acrobatics +9, Arcana +12, Perception +17, Persuasion +14, Stealth +8

Damage Resistances force; bludgeoning, piercing, and slashing that is nonmagical

Damage Immunities cold

Condition Immunities frightened

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic

Challenge 23 (50,000 XP)

Frostbite. When a creature, object, or area takes cold damage from the dragon's breath weapon, it is frost bitten. A frost-bitten creature takes 14 (4d6) cold damage at the start of its turn, cannot use reactions, and its speed is halved. A frost-bitten area is covered with ice and becomes difficult terrain. If a creature attempts to go over the frost-bitten area at normal speed, it must make a DC 15 Dexterity saving throw or fall prone. Frost bitten creatures and areas are frost bitten for 3 (1d6) rounds, unless a creature takes an action and succeeds on a DC 15 Intelligence (Nature) check to heat itself, another, or a medium sized area.

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 22, +14 to hit with attack spells). The dragon can innately cast the following spells, requiring no material components:

At will: *control winds, feather fall, ray of frost (17th level)*

3/day each: *cone of cold, wall of ice*

1/day each: *control weather, whirlwind*

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

Magic Weapons. The dragon's weapon attacks are treated as magical for overcoming resistances and immunities.

Unstoppable. If the dragon is subject to an effect that would inflict the paralyzed, restrained, or stunned condition; it instead loses its next use (one action) of its legendary actions and its speed is reduced by half for the duration of the spell or effect. The loss of legendary actions is cumulative.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It can then make three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15ft., one target. *Hit:* 45 (6d10 + 12) piercing damage plus 21 (6d6) cold damage.

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 Wisdom saving throw or become Frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath attacks.

Cold Breath. The dragon exhales an icy blast in a 120-foot cone. Each creature in that area must make a DC 25 Constitution saving throw, taking 157 (35d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath. The dragon exhales paralyzing gas in a 120-foot cone. Each creature in that area must succeed on a DC 25 Constitution saving throw or be paralyzed 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.

Ice Breath (1/day). The dragon exhales an ice-shard filled blast of cold in a 120-foot cone. Each creature in that area must make a DC 25 Constitution saving throw, taking 81 (18d8) cold damage plus 81 (18d8) bludgeoning damage on a failed save, or half as much damage on a successful one. Additionally, on a failed save the target loses resistance to cold damage for 1 minute.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any Equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its Statistics and capabilities are otherwise replaced by those of the new form, except any Class Features or legendary actions of that form.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the dragon has unspent legendary actions at the end of the round it can use its remaining legendary actions. The dragon regains spent legendary actions at the start of his turn.

Detect. The dragon can make a Wisdom (Perception) check.

Move. The dragon can move half its speed.

Chilly Fog. The dragon chooses a point that it can see within 180 feet of it. A fog billows forth in a 20-foot radius centered on that point. The effect lasts for 5 (2d4) rounds and does not require concentration but is otherwise identical to the fog cloud spell. In addition, creatures in the fog that are not resistant or immune to cold cannot take reactions and have disadvantage on concentration checks while in the fog.

Tail Attack (Costs 2 Actions). The dragon makes a tail Attack.

Innate Casting (Costs 3 Actions). The dragon casts an at-will spell.

Wing Attack (Costs 3 Actions). The dragon beats its wings. Each creature within 25 ft. of the dragon must succeed on a DC 25 Dexterity saving throw or take 33 (6d6 + 12) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ANCIENT BRONZE DRAGON

Gargantuan dragon, lawful good

Armor Class 22 (natural armor)

Hit Points 462 (25d20+200)

Speed 50 ft., climb 40 ft., fly 120 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+10)	12 (+2)	27 (+9)	18(+5)	17(+4)	21(+6)

Savings Throws Dex +9, Con +16, Wis +11, Cha +13

Skills Insight +12, History +12, Perception +18, Stealth +8

Damage Resistances thunder; bludgeoning, piercing, and slashing that is nonmagical

Damage Immunities lightning

Condition Immunities frightened,

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 28

Languages Common, Draconic

Challenge 22 (41,000 XP)

Amphibious. The dragon can breathe air and water.

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 21, +13 to hit with attack spells). The dragon can innately cast the following spells, requiring no material components:

At will: *control water*, *speak with animals*, *shocking grasp* (17th level)

3/day each: *create food and water*, *fog cloud*

1/day each: *detect thoughts*, *power word stun*

Magic Weapons. The dragon's weapon attacks are treated as magical for overcoming resistances and immunities.

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

Static Charge. When a creature, object, or area takes lightning damage from the dragon's breath weapon, it becomes statically charged. A statically charged creature takes 14 (4d6) lightning damage at the start of its turn and any time it uses a reaction. A charged area is filled with a 10-foot high spider-web of lightning, and each creature that ends its turn adjacent to or in the area takes 14 (4d6) lightning damage. Statically charged creatures and areas remain charged for 3 (1d6) rounds, unless a creature takes an action and succeeds on a DC 15 Dexterity check to remove the charge on itself, another, or a medium sized area.

Unstoppable. If the dragon is subject to an effect that would inflict the paralyzed, restrained, or stunned condition; it instead loses its next use (one action) of its legendary actions and its speed is reduced by half for the duration of the spell or effect. The loss of legendary actions is cumulative.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It can then make three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15ft., one target. *Hit:* 38 (5d10 + 11) piercing damage plus 21 (6d6) lightning damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10ft., one target. *Hit:* 28 (5d6 + 11) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 35ft., one target. *Hit:* 33 (5d8 + 11) bludgeoning damage. If the target is a creature, it must succeed on a DC 25 Constitution saving throw or be knocked prone or pushed 20 feet (dragon's choice).

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become Frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath attacks.

Lightning Breath. The dragon exhales lightning in a 240-foot line that is 10 feet wide. Each creature in that line must make a DC 24 Dexterity saving throw, taking 154 (28d10) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a 60-foot cone. Each creature in that area must succeed on a DC 24 Strength saving throw. On a failed save, the creature is pushed 60 feet away from the dragon.

High Intensity Lightning Breath (1/day). The dragon makes a lightning breath attack, except on failed save the target is also incapacitated until the end of the dragon's next turn. Additionally, for creatures with 20 HD or less, the attack ignores resistance to lightning damage and treats immunity to lightning damage as resistance instead.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any Equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its Statistics and capabilities are otherwise replaced by those of the new form, except any Class Features or legendary actions of that form.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the dragon has unspent legendary actions at the end of the round it can use its remaining legendary actions. The dragon regains spent legendary actions at the start of his turn.

Detect. The dragon can make a Wisdom (Perception) check.

Move. The dragon can move half its speed.

Fog. The dragon creates a fog as though it had cast the fog cloud spell, except the cloud last for 10 rounds without the dragon needing to concentrate on it.

Tail Attack (Costs 2 Actions). The dragon makes a tail Attack.

Innate Casting (Costs 3 Actions). The dragon casts an at-will spell.

Wing Attack (Costs 3 Actions). The dragon beats its wings. Each creature within 20 ft. of the dragon must succeed on a DC 25 Dexterity saving throw or take 28 (5d6 + 11) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ANCIENT GREEN DRAGON

Gargantuan dragon, lawful evil

Armor Class 22 (natural armor)

Hit Points 437 (25d20+175)

Speed 50 ft., fly 120 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+9)	12 (+2)	25 (+8)	20 (+6)	17 (+4)	20 (+6)

Savings Throws Dex +9, Con +15, Int +13, Wis +11, Cha +13

Skills Arcana +13, Deception +13, Insight +11, History +13,

Perception +18, Stealth +9

Damage Resistances psychic; bludgeoning, piercing, and slashing that is nonmagical

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 28

Languages Common, Draconic

Challenge 22 (41,000 XP)

Amphibious. The dragon can breathe air and water.

Dominating Presence. When targeting a creature of the dragon's CR or below, the dragon's charms ignore resistance. In addition, the dragon can use a bonus or legendary action to exert precise control of creatures it has charmed.

Innate Spellcasting. The dragon's spellcasting ability is Intelligence (spell save DC 21, +13 to hit with attack spells). The dragon can innately cast the following spells, requiring no material components:

At will: *entangle*, *plant growth*, *suggestion*

3/day each: *cloudkill*, *dream*, *hypnotic pattern*

1/day each: *dominate person*, *mass suggestion*,

Magic Weapons. The dragon's weapon attacks are treated as magical for overcoming resistances and immunities.

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

Unstoppable. If the dragon is subject to an effect that would inflict the paralyzed, restrained, or stunned condition; it instead loses its next use (one action) of its legendary actions and its speed is reduced by half for the duration of the spell or effect. The loss of legendary actions is cumulative.

ACTIONS

Multiattack. The dragon can use its Beguiling Presence. It can then make three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15ft., one target. *Hit:* 32 (4d10 + 10) piercing damage plus 21 (6d6) poison damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10ft., one target. *Hit:* 24 (4d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 30ft., one target. *Hit:* 28 (4d8 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 24 Constitution saving throw or be knocked prone or pushed 20 feet (dragon's choice).

Dread Whispers. The dragon chooses one creature it can see within 180 feet of it and that creature must make a DC 21 Wisdom saving throw. On a failure, the creature takes 11 (2d10) psychic damage, loses all resistance to poison damage for 1 hour, and can't take bonus actions and has disadvantage on all of its attacks, checks, and saves until the end of the dragon's next turn. The target takes half damage on a successful save.

Beguiling Presence. Each creature of the dragon's choice within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened or magically charmed (the dragon's choice) for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Beguiling Presence for the next 24 hours.

Dominating Gaze (Recharge 5-6). The dragon magically compels one creature it can see within 120 feet of it to look into his eyes. The creature must make a DC 21 Wisdom saving throw. On a failure the creature is dominated as in the dominate monster spell.

Poison Breath (Recharge 5-6). The dragon exhales poison in a 120-foot cone. Each creature in the cone must make a DC 23 Constitution saving throw, taking 156 (24d12) poison damage and is poisoned on a failed save, or half as much damage on a successful one. In addition, the area of the attack becomes filled with poisonous gas for 3 (1d6) rounds, unless it is dispersed by a strong wind (35+ mph). The gas obscures the area up to 10 feet high and a creature that ends or starts its turn in the area takes 14 (4d6) poison damage.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any Equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Unstoppable trait, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its Statistics and capabilities are otherwise replaced by those of the new form, except any Class Features or legendary actions of that form.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the dragon has unspent legendary actions at the end of the round it can use its remaining legendary actions. The dragon regains spent legendary actions at the start of his turn.

Detect. The dragon can make a Wisdom (Perception) check.

Move. The dragon can move half its speed.

Luring Glare. The dragon chooses one creature it can see within 120 feet of it. That creature must make a DC 21 Wisdom saving throw. On a failure, the target takes 11 (2d10) psychic damage and must use its reaction to move up to 20 feet in a direction the dragon chooses and is then stunned until the end of the dragon's next turn. The target takes half as much damage on a successful save.

Tail Attack (Costs 2 Actions). The dragon makes a tail Attack
Innate Casting (Costs 3 Actions). The dragon makes a dread whispers attack or it can cast an at-will spell.

Wing Attack (Costs 3 Actions). The dragon beats its wings. Each creature within 20 ft. of the dragon must succeed on a DC 22 Dexterity saving throw or take 24 (4d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ANCIENT BLACK DRAGON

Gargantuan dragon, chaotic evil

Armor Class 22 (natural armor)

Hit Points 385 (22d20+154)

Speed 50 ft., climb 40 ft., fly 120 ft., swim 50 ft.

S TR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	16 (+3)	15 (+2)	19 (+4)

Savings Throws Str +15, Dex +9, Con +14, Wis +9, Cha +11

Skills Acrobatics +9, Deception +11, Perception +16, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing that is nonmagical

Damage Immunities acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic

Challenge 21 (33,000 XP)

Amphibious. The dragon can breathe air and water.

Dissolve. When a creature, object, or area takes acid damage from the dragon's breath weapon, it begins to dissolve. A dissolving creature takes 14 (4d6) acid damage at the start of its turn and cannot use reactions. A dissolving area is filled with a pool of acid and each creature that ends its turn in the pool takes 14 (4d6) acid damage. Dissolving creatures and areas continue dissolving for 3 (1d6) rounds, unless a creature takes an action and succeeds on a DC 15 Dexterity check to remove or neutralize the acid on itself, another, or a medium sized area.

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 19, +11 to hit with attack spells). The dragon can innately cast the following spells, requiring no material components:

At will: *plant growth*, *vampiric touch*

3/day each: *invisibility*, *melf's acid arrow* (6th level)

1/day each: *circle of death*, *insect plague*

Magic Weapons. The dragon's weapon attacks are treated as magical for overcoming resistances and immunities.

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

Unstoppable. If the dragon is subject to an effect that would inflict the paralyzed, restrained, or stunned condition; it instead loses its next use (one action) of its legendary actions and its speed is reduced by half for the duration of the spell or effect. The loss of legendary actions is cumulative.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It can then make three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15ft., one target. *Hit:* 30 (4d10 + 8) piercing damage plus 21 (6d6) acid damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10ft., one target. *Hit:* 22 (4d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 30ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage. If the target is a creature, it must succeed on a DC 23 Constitution saving throw or be knocked prone or pushed 20 feet (dragon's choice).

Acidic Mucus. The dragon spits a ball of acidic mucus. *Ranged Weapon Attack:* +15 to hit, range 120 / 240 ft., one target. *Hit:* 12 (1d8 + 8) bludgeoning damage plus 18 (4d8) acid damage and the target must make a DC 22 Constitution saving throw, losing any resistance to acid damage for 1 hour and suffering the effects of the dragon's dissolve trait on a failure.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become Frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath attacks.

Acid Breath. The dragon exhales acid in a 180-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 143 (26d10) acid damage on a failed save, or half as much damage on a successful one.

Vitriolic Spray. The dragon exhales acid in a 90-foot cone. Each creature in the cone must make a DC 22 Dexterity saving throw, taking 143 (26d10) acid damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the dragon has unspent legendary actions at the end of the round it can use its remaining legendary actions. The dragon regains spent legendary actions at the start of his turn.

Detect. The dragon can make a Wisdom (Perception) check.

Move. The dragon can move half its speed.

Darkness. Magical darkness spreads from a point the dragon can see within 120 feet of it; filling a 20-foot radius sphere for 3 (1d6) rounds. The darkness spreads around corners. A creature with darkvision can't see through the darkness, and nonmagical light can't illuminate it, but the dragon can see through it. If any of the effect's area overlaps with an area of light created by a spell of 4th level or lower, the spell that created the light is dispelled.

Tail Attack (Costs 2 Actions). The dragon makes a tail Attack.

Innate Casting (Costs 3 Actions). The dragon casts an at-will spell.

Acidic Mucus. (Costs 3 Actions). The dragon makes an acidic mucus attack.

Wing Attack (Costs 3 Actions). The dragon beats its wings. Each creature within 15 ft. of the dragon must succeed on a DC 22 Dexterity saving throw or take 22 (4d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ANCIENT COPPER DRAGON

Gargantuan dragon, chaotic good

Armor Class 22 (natural armor)

Hit Points 385 (22d20+154)

Speed 50 ft., climb 40 ft., fly 120 ft.

S TR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	25 (+7)	20 (+5)	17 (+3)	19 (+4)

Savings Throws Dex +8, Con +14, Int +13, Wis +10, Cha +11

Skills Deception +11, History +12, Perception +17, Stealth +8

Damage Resistances necrotic; bludgeoning, piercing, and slashing that is nonmagical

Damage Immunities acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic

Challenge 21 (33,000 XP)

Dissolve. When a creature, object, or area takes acid damage from the dragon's breath weapon, it begins to dissolve. A dissolving creature takes 14 (4d6) acid damage at the start of its turn and cannot use reactions. A dissolving area is filled with a pool of acid and each creature that ends its turn in the pool takes 14 (4d6) acid damage. Dissolving creatures and areas continue dissolving for 3 (1d6) rounds, unless a creature takes an action and succeeds on a DC 15 Dexterity check to remove or neutralize the acid on itself, another, or a medium sized area.

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 19, +11 to hit with attack spells). The dragon can innately cast the following spells, requiring no material components:

At will: *acid splash* (17th level), *transmute rock*

3/day each: *stone shape*, *wall of stone*

1/day each: *flesh to stone*, *move earth*

Magic Weapons. The dragon's weapon attacks are treated as magical for overcoming resistances and immunities.

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

Unstoppable. If the dragon is subject to an effect that would inflict the paralyzed, restrained, or stunned condition; it instead loses its next use (one action) of its legendary actions and its speed is reduced by half for the duration of the spell or effect. The loss of legendary actions is cumulative.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It can then make three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15ft., one target. *Hit:* 30 (4d10 + 8) piercing damage plus 21 (6d6) acid damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10ft., one target. *Hit:* 22 (4d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 30ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage. If the target is a creature, it must succeed on a DC 23 Constitution saving throw or be knocked prone or pushed 20 feet (dragon's choice).

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become Frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath attacks.

Acid Breath. The dragon exhales acid in a 160-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 137 (25d10) acid damage on a failed save, or half as much damage on a successful one.

Slowing Breath. The dragon exhales gas in a 120-foot cone. Each creature of the dragon's choice in that area must succeed on a DC 22 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't take more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

Corrosive Acid Breath (1/day). The dragon makes an acid breath attack. In addition to those effects, on a failed saving throw any non-magical metal armor has its AC permanently reduced by 4 (1d8).

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any Equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its Statistics and capabilities are otherwise replaced by those of the new form, except any Class Features or legendary actions of that form.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the dragon has unspent legendary actions at the end of the round it can use its remaining legendary actions. The dragon regains spent legendary actions at the start of his turn.

Detect. The dragon can make a Wisdom (Perception) check.

Move. The dragon can move half its speed.

Spike Growth. The dragon chooses a point on the ground that it can see within 120 feet of it. Stone spikes sprout from the ground in a 20-foot radius centered on that point. The effect lasts for 1 minute and does not require concentration, but is otherwise identical to the spike growth spell.

Tail Attack (Costs 2 Actions). The dragon makes a tail Attack.

Innate Casting (Costs 3 Actions). The dragon casts an at-will spell.

Wing Attack (Costs 3 Actions). The dragon beats its wings. Each creature within 20 ft. of the dragon must succeed on a DC 22 Dexterity saving throw or take 22 (4d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ANCIENT BRASS DRAGON

Gargantuan dragon, chaotic good

Armor Class 21 (natural armor)

Hit Points 350 (20d20+140)

Speed 50 ft., burrow 40 ft., climb 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	25 (+7)	16 (+3)	15 (+2)	19 (+4)

Savings Throws Dex +6, Con +13, Wis +8, Cha +10

Skills History +9, Perception +14, Persuasion +10, Stealth +6

Damage Resistances poison; bludgeoning, piercing, and slashing that is nonmagical

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic

Challenge 20 (25,000 XP)

Ignite. When a creature, object, or area takes fire damage from the dragon's breath weapon, it ignites. An ignited target takes 14 (4d6) fire damage at the start of its turn, cannot take reactions, and suffers the effects of the spell *heat metal*. An ignited area is engulfed in 10-foot high, opaque flames, and each creature that ends its turn adjacent to or in the area takes 14 (4d6) fire damage. Ignited creatures and areas remain ignited for 3 (1d6) rounds, unless a creature takes an action and succeeds on a DC 15 Dexterity check to extinguish the flames on itself, another, or a medium sized area.

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 18, +10 to hit with attack spells). The dragon can innately cast the following spells, requiring no material components:

At will: *fire bolt* (17th level), *speak with animals*

3/day each: *absorb element* (3rd level), *control winds*, *suggestion*

1/day each: *control weather*, *etherealness*

Magic Weapons. The dragon's weapon attacks are treated as magical for overcoming resistances and immunities.

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

Unstoppable. If the dragon is subject to an effect that would inflict the paralyzed, restrained, or stunned condition; it instead loses its next use (one action) of its legendary actions and its speed is reduced by half for the duration of the spell or effect. The loss of legendary actions is cumulative.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It can then make three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15ft., one target. *Hit:* 30 (4d10 + 8) piercing damage plus 21 (6d6) fire damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10ft., one target. *Hit:* 22 (4d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 25ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage. If the target is a creature, it must succeed on a DC 22 Constitution saving throw or be knocked prone or pushed 20 feet, the dragon's choice.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become Frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath attacks.

Fire Breath. The dragon exhales fire in a 120-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 135 (30d8) fire damage on a failed save, or half as much damage on a successful one.

Sleep Breath. The dragon exhales sleep gas in a 120-foot cone. Each creature in that area must succeed on a DC 21 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Desert Wind Breath (1/day). The dragon makes a fire breath attack except it is infused with scorching desert sand. The damage of the attack is treated as both fire and slashing damage. Additionally, a creature in the area must make a DC 21 Strength saving throw or be pushed to the end of the cone and knocked prone.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any Equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its Statistics and capabilities are otherwise replaced by those of the new form, except any Class Features or legendary actions of that form.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the dragon has unspent legendary actions at the end of the round it can use its remaining legendary actions. The dragon regains spent legendary actions at the start of his turn.

Detect. The dragon can make a Wisdom (Perception) check.

Move. The dragon can move half its speed.

Sand Cloud. The dragon conjures a 20-foot radius sand storm that erupts from a point the dragon can see within 120 feet of it. The cloud spreads around corners. Each creature in the storm must succeed on a DC 18 Constitution saving throw or be blinded for 1 minute. A creature can repeat the saving throw, with advantage, at the end of each of its turns, ending the effect on itself on a success.

Tail Attack (Costs 2 Actions). The dragon makes a tail Attack.

Innate Casting (Costs 3 Actions). The dragon casts an at-will spell.

Wing Attack (Costs 3 Actions). The dragon beats its wings. Each creature within 20 ft. of the dragon must succeed on a DC 22 Dexterity saving throw or take 22 (4d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ANCIENT WHITE DRAGON

Gargantuan dragon, chaotic evil

Armor Class 21 (natural armor)

Hit Points 370 (20d20+160)

Speed 50 ft., climb 40 ft., fly 120 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	26 (+8)	12 (+1)	13 (+1)	14 (+2)

Savings Throws Str +14, Dex +7, Con +14, Wis +7, Cha +8

Skills Athletics +14, Intimidation +14, Perception +7

Damage Resistances force; bludgeoning, piercing, and slashing that is nonmagical

Damage Immunities cold

Condition Immunities exhaustion

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Challenge 20 (25,000 XP)

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

Frostbite. When a creature, object, or area takes cold damage from the dragon's breath weapon, it is frost bitten. A frost-bitten creature takes 7 (2d6) cold damage at the start of its turn, cannot use reactions, and its speed is halved. A frost-bitten area is covered with ice and becomes difficult terrain. If a creature attempts to go over the frost-bitten area at normal speed, it must make a DC 15 Dexterity saving throw or fall prone. Frost bitten creatures and areas are frost bitten for 3 (1d6) rounds, unless a creature takes an action and succeeds on a DC 15 Intelligence (Nature) check to heat itself, another, or a medium sized area.

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost extra movement.

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 16, +8 to hit with attack spells). The dragon can innately cast the following spells, requiring no material components:

At will: *ice knife* (3rd level, range 90 ft.)

3/day each: *ice storm*, *wall of ice*

1/day each: *investiture of ice*, *whirlwind*

Magic Weapons. The dragon's weapon attacks are treated as magical for overcoming resistances and immunities.

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

Unstoppable. If the dragon is subject to an effect that would inflict the paralyzed, restrained, or stunned condition; it instead loses its next use (one action) of its legendary actions and its speed is reduced by half for the duration of the spell or effect. The loss of legendary actions is cumulative.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It can then make three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 35 (5d10 + 8) piercing damage plus 17 (5d6) cold damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10ft., one target. *Hit:* 25 (5d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 25ft., one target. *Hit:* 30 (5d8 + 8) bludgeoning damage. If the target is a creature, it must succeed on a DC 22 Constitution saving throw or be knocked prone or pushed 20 feet (dragon's choice).

Icy Tomb. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* the target is encased in ice; 10 (3d6) cold damage and the target is restrained and loses any resistance to cold damage for 1 hour. In addition, the target takes 10 (3d6) cold damage at the start of its turn, until it takes an action to break the ice and succeeds on a DC 15 Strength check, ending the effects on itself on a success.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become Frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath attacks.

Cold Breath. The dragon exhales cold in a 120-foot cone. Each creature in the cone must succeed on a DC 22 Constitution saving throw, taking 130 (20d12) cold damage on a failed save and half as much damage on a successful one.

Ice Shards. The dragon exhales shards of ice in a 160-foot line that is 10 feet wide. Each creature in that area must succeed on a DC 22 Dexterity saving throw, taking 65 (10d12) cold damage and 65 (10d12) piercing damage on a failed save and half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the dragon has unspent legendary actions at the end of the round it can use its remaining legendary actions. The dragon regains spent legendary actions at the start of his turn.

Detect. The dragon can make a Wisdom (Perception) check.

Move. The dragon can move half its speed.

Ice Sheet. The dragon creates an opaque wall of ice on a solid surface it can see within 120 feet of it. The wall can be up to 50 feet long, 50 feet high, and 1 foot thick. When the wall appears, each creature within its area is pushed 5 feet out of the wall's space, appearing on whichever side of the wall it wants. Each 10-foot section of the wall has AC 5, 50 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage.

Tail Attack (Costs 2 Actions). The dragon makes a tail Attack.

Innate Casting (Costs 3 Actions). The dragon can make an icy tomb attack or cast an at-will spell.

Wing Attack (Costs 3 Actions). The dragon beats its wings. Each creature within 20 ft. of the dragon must succeed on a DC 22 Dexterity saving throw or take 25 (5d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

GREAT DRAGONS

Wyrms and great wyrms, collectively referred to simply as "Great Dragons," are incredibly old and powerful dragons. Great Wyrms and Wyrms generally have the abilities and traits in the lists below. These abilities and traits are assumed to be part of their stat block. Specific modifications to these traits and/or additional traits are listed in the individual stat blocks.

Damage Resistances bludgeoning, piercing, and slashing from a +2 or lesser magic

Damage Immunities bludgeoning, piercing, and slashing that is nonmagical

Colossal. A great dragon commands more area than the typical gargantuan creature. The exact space is defined in the individual stat block. In addition, a great dragon has advantage on saving throws against being pushed or knocked prone. A wyrm has advantage against Large for smaller creatures, and a great wyrm has advantage against Huge or smaller creatures.

Great Dragon's Aura. A great dragon can use a bonus action to release its elemental aura. Once the aura is released it remains in effect until the dragon use another bonus action to contain it. The aura extends 15 feet from a wyrm and 30 feet from a great wyrm. Each creature that starts or ends its turn in the aura takes 14 (4d6) damage for a wyrm, or 21 (6d6) damage for a great wyrm, of the same type as the dragons breath weapon.

Great Dragon's Might. A wyrm's attacks and effects ignore the resistances and immunities of creatures CR 15 and below. A wyrm's attacks and effects targeting creatures of CR 16-20 ignore resistances and treat immunities as resistance (condition immunities provide advantage in lieu of immunity).

A great wyrm's attacks and effects ignore the resistances and immunities of creatures CR 20 and below. A great wyrm's attacks and effects targeting creatures of CR 21-25 ignore resistances and treat immunities as resistance (condition immunities provide advantage in lieu of immunity).

Great Dragon Scales. When a great wyrm is targeted by a Magic Missile spell, a line spell, or a spell that requires a ranged Attack roll, roll a d6. On a roll of 1-2, the spell functions normally, on a roll of 3 to 5, the spell is deflected and the great wyrm is unaffected. On a roll of 6, the great wyrm is unaffected, and the effect is reflected back at the caster as though it originated from the great wyrm, turning the caster into the target.

Innate Spellcasting. Refer to individual entries for the great dragon's spell casting ability, its save DC, attack bonus, and additional spells.

A wyrm can innately cast the following spells, requiring no components:

At will: *comprehend languages, detect magic, enlarge/reduce, sending, telekinesis*

3/day each: *counterspell, detect thoughts, dispel magic, remove curse, scrying*

1/day each: *shield, symbol, telepathy*

A great wyrm can innately cast the following spells, requiring no components:

At will: *comprehend languages, detect magic, detect thoughts, enlarge/reduce, remove curse, scrying, sending, telekinesis*

3/day each: *counterspell, dispel magic, shield, symbol, telepathy*

1/day each: *arcane gate, etherealness, divine word, teleport*

Limited Magic Immunity. Unless a wyrm wishes to be affected, it is immune to spells of 2nd level or lower, and it has advantage on all other spells and magical effects.

Unless a great wyrm wishes to be affected, it is immune to spells of 3rd level or lower, and it has advantage on all other spells and magical effects.

Magic Weapons. A wyrm's weapon attacks are treated as +2 magical weapons for overcoming resistances and immunities.

A great wyrm's weapon attacks are treated as +3 magical weapons for overcoming resistances and immunities.

Regeneration. A wyrm regains 10 hit points at the start of its turn. A great wyrm regains 15 hit points at the start of its turn.

Siege Monster. The wyrm deals double damage to objects and structures.

Unstoppable. If the great dragon is subject to an effect that would inflict the paralyzed, restrained, or stunned condition; it instead loses its next use (one action) of its legendary actions and its speed is reduced by half for the duration of the spell or effect. The loss of legendary actions is cumulative.

ACTIONS:

Frightful Presence. Each creature of the dragon's choice that is within 200 feet of a wyrm, or 300 feet of great wyrm, and aware of it must succeed on a Wisdom saving throw with a DC equal to the dragon's spell DC or become Frightened for 5 minutes. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful of the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 12 hours.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any Equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Unstoppable trait, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its Statistics and capabilities are otherwise replaced by those of the new form, except any Class Features or legendary actions of that form.

All dragons have the following trait:

Strafing. When a dragon is flying, it can add its movement to the length of its breath weapon attack.

GREAT WYRM GOLD DRAGON

Gargantuan dragon, lawful good

Armor Class 27 (natural armor)

Hit Points 881 (41d20 + 451)

Speed 80 ft., climb 70 ft., fly 280 ft.

STR	DEX	CON	INT	WIS	CHA
33 (+14)	12 (+4)	32 (+14)	22 (+9)	20 (+8)	31 (+13)

Savings Throws Str +23, Dex +13, Con +23, Int +18, Wis +17, Cha +22

Skills Arcana +18, Athletics +23, Intimidation +21, History +18, Insight +17, Perception +24, Persuasion +22, Stealth +13

Damage Resistances force, poison, radiant; refer to Great Dragon Traits

Damage Immunities fire; refer to Great Dragon Traits

Condition Immunities charmed, frightened, poisoned

Senses blindsight 120 ft., darkvision 280 ft., truesight 90 ft., passive Perception 34

Languages Celestial, Common, Draconic, Elvish, Giant, Ignan

Challenge 32 (195,000 XP)

Amphibious. The dragon can breathe air and water.

Colossal. The dragon's space is 55' x 55'. Refer to Great Dragon Traits.

Great Dragon's Aura. Fire damage, refer to Great Dragon Traits.

Great Dragon's Might. Refer to Great Dragon Traits.

Great Dragon's Scales. Refer to Great Dragon Traits.

Ignite. When a creature, object, or area takes fire damage from the dragon's breath weapon, it ignites. An ignited target takes 28 (8d6) fire damage at the start of its turn, cannot take reactions or bonus actions, and suffers the effects of the spell heat metal. An ignited area is engulfed in 20-foot high, opaque flames, and each creature that ends its turn adjacent to or in the area takes 28 (8d6) fire damage. Ignited creatures and areas remain ignited for 5 (1d10) rounds, unless a creature takes an action and succeeds on a DC 21 Dexterity check to extinguish the flames on itself, another, or a medium sized area.

Innate Spellcasting. Refer to Great Dragon traits. In addition, the dragon's spellcasting ability is Charisma (spell save DC 30, +22 to hit with attack spells). The dragon can innately cast the following spells, requiring no components:

At will: *bless*, *fire ball* (9th level), *sacred flame* (17th level), *sunbeam*, *wall of fire* (9th level)

3/day each: *antimagic field*, *geas*, *heal*, *sunburst*

1/day each: *foresight*, *prismatic wall*, *timestop*, *wish*

Limited Magic Immunity. Refer to Great Dragon Traits.

Magic Weapons. Refer to Great Dragon Traits.

Regeneration. Refer to Great Dragon Traits.

Siege Monster. Refer to Great Dragon Traits.

Unstoppable. Refer to Great Dragon Traits.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It can then make three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +21 to hit, reach 45 ft., one target. Hit: 83 (12d10 + 17) piercing damage plus 35 (10d6) fire damage.

Claw. *Melee Weapon Attack:* +21 to hit, reach 20 ft., one target. Hit: 46 (12d6 + 17) slashing damage.

Tail. *Melee Weapon Attack:* +21 to hit, reach 90 ft., one target. Hit: 71 (12d8 + 17) bludgeoning damage. If the target is a creature, it must succeed on a DC 29 Constitution saving throw or be knocked prone or pushed 50 feet, the dragon's choice, and incapacitated until the end of the dragon's next turn.

Stun Foe. *Ranged Spell Attack:* +22 to hit, range 420 ft., one target. Hit: 52 (15d6) force damage and must make a DC 30 Constitution saving throw or be stunned for 5 minutes. The creature can make additional saving throws at the end of its turns, ending the effect on itself on a success.

Frightful Presence. Refer to Great Dragon Traits.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath attacks.

Fire Breath. The dragon exhales fire in a 330-foot cone. Each creature in that area must make a DC 31 Dexterity saving throw, taking 378 (36d20) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath. The dragon exhales gas in a 330-foot cone. Each creature in that area must succeed on a DC 29 Strength saving throw or have disadvantage on Strength-based Attack rolls, Strength Checks, and Strength saving throws 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.

Golden Fire Breath (1/day). The dragon makes a fire breath attack infused with radiant energy. The damage from the attack is treated as both fire and radiant damage. Additionally, on a failed saving throw the target is blinded for 6 hours. The blindness can be healed by a *greater restoration* spell, similarly powerful magic

Change Shape. Refer to Great Dragon Traits.

LEGENDARY ACTIONS

The dragon can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the dragon has unspent legendary actions at the end of the round it can use its remaining legendary actions. The dragon regains spent legendary actions at the start of his turn.

Detect. The dragon can make a Wisdom (Perception) check.

Move. The dragon can move half its speed.

Beguiling Glow (Cost 2 Actions). The dragon radiates a dazzling glow. Each creature of the dragon's choice, and that can see it, within 60 feet of it must make a DC 30 Wisdom saving throw or be charmed by the dragon. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Lucky (Cost 2 Actions). The dragon glimpses the future, so it has advantage on attack rolls, ability checks, and saving throws until the end of its next turn.

Innate Casting (Costs 3 Actions). The dragon makes a Stun Foe attack or casts an at-will spell.

Tail Attack (Costs 2 Actions). The dragon makes a tail Attack.

Wing Attack (Costs 3 Actions). The dragon beats its wings. Each creature within 55 ft. of the dragon must succeed on a DC 29 Dexterity saving throw or take 46 (12d6 + 17) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Tail Sweep (Costs 4 Actions). The dragon swings its tail in a 90-foot cone. Each creature in the area must make a DC 31 Dexterity saving throw or take 71 (12d8 + 17) bludgeoning damage, be pushed 50 feet, knocked prone, and stunned until the end of the dragon's next turn.

GREAT WYRM RED DRAGON

Gargantuan dragon, chaotic evil

Armor Class 27 (natural armor)

Hit Points 903 (42d20 + 462)

Speed 80 ft., climb 70 ft., fly 300 ft.

STR	DEX	CON	INT	WIS	CHA
33 (+14)	10 (+3)	32 (+14)	21 (+8)	18 (+7)	26 (+11)

Savings Throws Str +23, Dex +12, Con +23, Int +17, Wis +16, Cha +20

Skills Athletics +32, Intimidation +23, Insight +17, Perception +25, Persuasion +20, Stealth +12

Damage Resistances force, poison, lightning; refer to Great Dragon Traits

Damage Immunities fire; refer to Great Dragon Traits

Senses blindsight 120 ft., darkvision 270 ft., truesight 60 ft., passive Perception 35

Languages Abyssal, Common, Draconic, Giant, Ignan, Primordial
Challenge 32 (195,000 XP)

Brute. The dragon's melee attacks deal one extra die of damage when the dragon hits with it (included in the attack).

Colossal. The dragon's space is 55' x 55'. Refer to Great Dragon Traits.

Great Dragon's Aura. Fire damage, refer to Great Dragon Traits.

Great Dragon's Might. Refer to Great Dragon Traits.

Great Dragon's Scales. Refer to Great Dragon Traits.

Ignite. When a creature, object, or area takes fire damage from the dragon's breath weapon, it ignites. An ignited target takes 28 (8d6) fire damage at the start of its turn, cannot take reactions or bonus actions, and suffers the effects of the spell *heat metal*. An ignited area is engulfed in 20-foot high, opaque flames, and each creature that ends its turn adjacent to or in the area takes 28 (8d6) fire damage. Ignited creatures and areas remain ignited for 5 (1d10) rounds, unless a creature takes an action and succeeds on a DC 21 Dexterity check to extinguish the flames on itself, another, or a medium sized area.

Innate Spellcasting. Refer to great dragon traits. In addition, the dragon's spellcasting ability is Charisma (spell save DC 28, +20 to hit with attack spells). The dragon can innately cast the following spells, requiring no components:

At-will: *aganazzar's scorcher* (9th level), *fireball* (9th level), *heat metal* (9th level), *wall of fire* (9th level)

3/day each: *counterspell* (9th level), *fire storm*, *force cage*

1/day each: *incendiary cloud*, *wish*

Limited Magic Immunity. Refer to Great Dragon Traits.

Magic Weapons. Refer to Great Dragon Traits.

Regeneration. Refer to Great Dragon Traits.

Siege Monster. Refer to Great Dragon Traits.

Unstoppable. Refer to Great Dragon Traits.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It can then make three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +23 to hit, reach 35 ft., one target. *Hit:* 88 (13d10 + 17) piercing damage plus 35 (10d6) fire damage.

Claw. *Melee Weapon Attack:* +23 to hit, reach 20ft., one target. *Hit:* 63 (13d6 + 17) slashing damage.

Tail. *Melee Weapon Attack:* +23 to hit, reach 80ft., one target. *Hit:* 75 (13d8 + 17) bludgeoning damage. If the target is a creature, it must succeed on a DC 31 Constitution saving throw or be knocked prone or pushed 50 feet, the dragon's choice, and incapacitated until the end of the dragon's next turn.

Immolate Foe. *Ranged Spell Attack:* +20 to hit, range 600 ft., one target. *Hit:* 56 (16d6) fire damage and the target must make a DC 28 Constitution saving throw, losing all resistance to fire damage for 24 hours on a failure.

Frightful Presence. Refer to Great Dragon Traits.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath attacks.

Fire Breath. The dragon exhales fire in a 330-foot cone. Each creature in that area must make a DC 31 Dexterity saving throw, taking 416 (64d12) fire damage on a failed save, or half as much damage on a successful one.

Fire Blast. The dragon exhales fire in a 440-foot line that is 5 feet wide. The first creature in the line must make a DC 31 Dexterity saving throw, taking 312 (48d12) fire damage plus 312 (48d12) force damage on a failed save, or half as much damage on a successful one. In addition, each creature within 40 feet of the initial target must make a DC 31 Dexterity saving throw, taking 52 (8d12) fire damage plus 52 (8d12) force damage on a failed save, or half as much damage on a successful one.

Change Shape. Refer to Great Dragon Traits.

LEGENDARY ACTIONS

The dragon can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the dragon has unspent legendary actions at the end of the round it can use its remaining legendary actions. The dragon regains spent legendary actions at the start of his turn.

Detect. The dragon can make a Wisdom (Perception) check.

Move. The dragon can move half its speed.

Volcanic Gas. The dragon creates a 40-foot radius sphere of volcanic gas centered on a point it can see within 400 feet of it. The sphere spreads around corners, is lightly obscured, and lasts 1d6 rounds. Each creature that starts its turn in the cloud must succeed on a DC 28 Constitution saving throw or be poisoned until the end of its next turn. While poisoned in this way, a creature is incapacitated.

Tail Attack (Costs 2 Actions). The dragon makes a tail Attack.

Eruption (Costs 3 Actions). Magma erupts from a point on the ground the dragon can see within 240 feet of it, creating a 100-foot high, 15-foot radius geyser. Each creature in the geyser's area must make a DC 28 Dexterity saving throw, taking 36 (8d8) fire damage and 36 (8d8) bludgeoning damage on a failed save, or half as much damage on a successful one.

Innate Casting (Costs 3 Actions). The dragon can make an immolate foe attack or cast an at-will spell.

Wing Attack (Costs 3 Actions). The dragon beats its wings. Each creature within 55 ft. of the dragon must succeed on a DC 29 Dexterity saving throw or take 62 (13d6 + 17) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Tail Sweep (Costs 4 Actions). The dragon swings its tail in a 80-foot cone. Each creature in the area must make a DC 31 Dexterity saving throw or take 75 (13d8 + 17) bludgeoning damage, be pushed 50 feet, knocked prone, and stunned until the end of the dragon's next turn.

GREAT WYRM BLUE DRAGON

Gargantuan dragon, lawful evil

Armor Class 26 (natural armor)

Hit Points 820 (40d20 + 400)

Speed 80 ft., climb 70 ft., fly 300 ft.

STR	DEX	CON	INT	WIS	CHA
32 (+14)	10 (+3)	30 (+13)	21 (+8)	20 (+8)	24 (+10)

Savings Throws Str +23, Dex +12, Con +22, Int +17, Wis +17, Cha +19

Skills Acrobatics +12, Arcana +17, Athletics +23, History +17, Insight +17, Investigation +17, Perception +26, Persuasion +19

Damage Resistances cold, force, thunder; refer to Great Dragon Traits

Damage Immunities lightning; refer to Great Dragon Traits

Senses blindsight 120 ft., darkvision 300 ft., truesight 50 ft., passive Perception 36

Languages Auran, Common, Draconic, Giant, Infernal, Primordial
Challenge 31 (175,000 XP)

Colossal. The dragon's space is 50' x 50'. Refer to Great Dragon Traits.

Great Dragon's Aura. Lightning damage, refer to Great Dragon Traits.

Great Dragon's Might. Refer to Great Dragon Traits.

Great Dragon's Scales. Refer to Great Dragon Traits.

Innate Spellcasting. Refer to Great Dragon traits. In addition the dragon's spellcasting ability is Charisma (spell save DC 27, +19 to hit with attack spells). The dragon can innately cast the following spells, requiring no components:

At will: *blur*, *call lightning* (8th level), *hallucinatory terrain*, *lightning bolt* (8th level)

3/day each: *chain lightning* (8th level), *storm sphere* (8th level)

1/day each: *power word stun*, *storm of vengeance*, *whirlwind*

Limited Magic Immunity. Refer to Great Dragon Traits.

Magic Weapons. Refer to Great Dragon Traits.

Regeneration. Refer to Great Dragon Traits.

Siege Monster. Refer to Great Dragon Traits.

Static Charge. When a creature, object, or area takes lightning damage from the dragon's breath weapon, it becomes statically charged. A statically charged creature takes 28 (8d6) lightning damage at the start of its turn and any time it uses a reaction or bonus action. A charged area is filled with a 20-foot high spider-web of lightning, and each creature that ends its turn adjacent to or in the area takes 28 (8d6) lightning damage. Statically charged creatures and areas remain charged for 5 (1d10) rounds, unless a creature takes an action and succeeds on a DC 21 Dexterity check to remove the charge on itself, another, or a medium sized area.

Unstoppable. Refer to Great Dragon Traits.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It can then make three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +23 to hit, reach 35 ft., one target. *Hit:* 52 (9d10 + 17) piercing damage plus 35 (10d6) lightning damage.

Claw. *Melee Weapon Attack:* +23 to hit, reach 20 ft., one target. *Hit:* 48 (9d6 + 17) slashing damage.

Tail. *Melee Weapon Attack:* +23 to hit, reach 75 ft., one target. *Hit:* 57 (9d8 + 17) bludgeoning damage. If the target is a creature, it must succeed on a DC 28 Constitution saving throw or be knocked prone or pushed 35 feet, the dragon's choice, and incapacitated until the end of the dragon's next turn.

Arc Lighting. *Ranged Spell Attack:* +19 to hit, range 600 ft., one target. *Hit:* 52 (8d12) lightning damage and the target must make a DC 24 Constitution saving throw, losing all resistance to lightning damage for 24 hours on a failure.

Frightful Presence. Refer to great dragon traits.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath attacks.

Lightning Breath. The dragon exhales lightning in a 240-foot cone. Each creature in the cone must make a DC 30 Dexterity saving throw, taking 409 (39d20) lightning damage on a failed save, or half as much damage on a successful one.

Lightning Bolt. The dragon exhales lightning in a 500-foot-line that is 10 feet wide. The first creature in the line must make a DC 30 Dexterity saving throw, taking 630 (60d20) lightning damage and 66 (12d10) thunder damage on a failed save, or half as much damage on a successful one. In addition, each creature within 40 feet of the original target must make a DC 30 Constitution saving throw, taking 55 (12d10) thunder damage on a failed save, or half as much damage on a successful one.

Change Shape. Refer to Great Dragon Traits.

LEGENDARY ACTIONS

The dragon can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the dragon has unspent legendary actions at the end of the round it can use its remaining legendary actions. The dragon regains spent legendary actions at the start of his turn.

Detect. The dragon can make a Wisdom (Perception) check.

Move. The dragon can move half its speed.

Sand Cloud. The dragon creates a 40-foot radius sphere of sand swirls centered on a point it can see within 400 feet of it. The sphere spreads around corners and last 1d8 rounds. Each creature that starts its turn in the cloud must succeed on a DC 27 Constitution saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turn; end the effect on itself on a success.

Tail Attack (Costs 2 Actions). The dragon makes a tail Attack.

Innate Casting (Costs 3 Actions). The dragon can make an arc lightning attack or cast an at-will spell.

Thunderclap (Costs 3 Actions). The dragon chooses a point it can see within 200 feet of it. Each creature within a 15-foot radius of that point must succeed on a DC 27 Constitution saving throw, taking 44 (8d10) thunder damage and be deafened on a failed save, or half as much damage on a successful one.

Wing Attack (Costs 3 Actions). The dragon beats its wings. Each creature within 50 ft. of the dragon must succeed on a DC 31 Dexterity saving throw or take 48 (9d6 + 17) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Tail Sweep (Costs 4 Actions). The dragon swings its tail in a 75-foot cone. Each creature in the area must make a DC 31 Dexterity saving throw or take 57 (9d8 + 17) bludgeoning damage, be pushed 45 feet, knocked prone, and stunned until the end of the dragon's next turn.

GREAT WYRM SILVER DRAGON

Gargantuan dragon, lawful good

Armor Class 26 (natural armor)

Hit Points 838 (39d20 + 429)

Speed 80 ft., climb 70 ft., fly 300 ft.

STR	DEX	CON	INT	WIS	CHA
33 (+14)	12 (+4)	32 (+14)	21 (+8)	18 (+7)	26 (+11)

Savings Throws Str +23, Dex +13, Con +23, Int +17, Wis +16, Cha +20

Skills Arcana +17, Athletics +23, Perception +25, Stealth +13

Damage Resistances force, poison, psychic; refer to Great Dragon Traits

Damage Immunities cold; refer to Great Dragon Traits

Condition Immunities petrified, frightened

Senses blindsight 120 ft., darkvision 240 ft., truesight 60 ft., passive Perception 31

Languages Auran, Celestial, Common, Draconic, Dwarvish, Giant
Challenge 31 (175,000 XP)

Colossal. The dragon's space is 50' x 50'. Refer to Great Dragon Traits.

Frostbite. When a creature, object, or area takes cold damage from the dragon's breath weapon, it is frost bitten. A frost-bitten creature takes 28 (10d6) cold damage at the start of its turn, cannot use reactions, and its speed is halved. A frost-bitten area is covered with ice and becomes difficult terrain. If a creature attempts to go over the frost-bitten area at normal speed, it must make a DC 21 Dexterity saving throw or fall prone. Frost bitten creatures and areas are frost bitten for 5 (1d10) rounds, unless a creature takes an action and succeeds on a DC 21 Intelligence (Nature) check to heat itself, another, or a medium sized area.

Great Dragon's Aura. Cold damage, refer to Great Dragon Traits.

Great Dragon's Might. Refer to Great Dragon Traits.

Great Dragon's Scales. Refer to Great Dragon Traits.

Innate Spellcasting. Refer to Great Dragon traits. In addition, the dragon's spellcasting ability is Charisma (spell save DC 28, +20 to hit with attack spells). The dragon can innately cast the following spells, requiring no components:

At will: *cone of cold (9th level)*, *control winds*, *feather fall*, *wall of ice*

3/day each: *divine word*, *reverse gravity*, *whirlwind*

1/day each: *control weather*, *holy aura*, *reverse gravity*

Limited Magic Immunity. Refer to Great Dragon Traits.

Magic Weapons. Refer to Great Dragon Traits.

Regeneration. Refer to Great Dragon Traits.

Siege Monster. Refer to Great Dragon Traits.

Unstoppable. Refer to Great Dragon Traits.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It can then make three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +21 to hit, reach 35 ft., one target. *Hit:* 83 (12d10 + 17) piercing damage plus 35 (10d6) cold damage.

Claw. *Melee Weapon Attack:* +21 to hit, reach 20 ft., one target. *Hit:* 59 (12d6 + 17) slashing damage.

Tail. *Melee Weapon Attack:* +21 to hit, reach 75 ft., one target. *Hit:* 71 (12d8 + 17) bludgeoning damage. If the target is a creature, it must succeed on a DC 28 Constitution saving throw or be knocked prone or pushed 35 feet, the dragon's choice, and incapacitated until the end of the dragon's next turn.

Icy Stare. The dragon stares into a creature's soul and magically freezes it. The creature must make a DC 28 Constitution saving throw or take 49 (14d6) cold damage and has its speed reduced to 0. The creature may make another saving throw at the end of each of its turns, ending the effect on itself on a success.

Frightful Presence. Refer to Great Dragon Traits.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath attacks.

Cold Breath. The dragon exhales an icy blast in a 320-foot cone. Each creature in that area must make a DC 31 Constitution saving throw, taking 367 (35d20) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath. The dragon exhales paralyzing gas in a 300-foot cone. Each creature in that area must succeed on a DC 31 Constitution saving throw or be paralyzed for 5 minutes. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Ice Breath (1/day). The dragon exhales an ice-shard filled blast of cold in a 200-foot cone. Each creature in that area must make a DC 31 Constitution saving throw, taking 189 (18d20) cold damage plus 176 (32d10) bludgeoning damage on a failed save, or half as much damage on a successful one. Additionally, on a failed save the target loses resistance to cold damage for 12 hours.

Change Shape. Refer to Great Dragon Traits.

LEGENDARY ACTIONS

The dragon can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the dragon has unspent legendary actions at the end of the round it can use its remaining legendary actions. The dragon regains spent legendary actions at the start of his turn.

Detect. The dragon can make a Wisdom (Perception) check.

Move. The dragon can move half its speed.

Chilly Fog. The dragon chooses a point that it can see within 240 feet of it. A fog billows forth in a 40-foot radius centered on that point. The effect last for 5 minutes and does not require concentration but is otherwise identical to the fog cloud spell. In addition, creatures in the fog that are not resistant or immune to cold cannot take reactions and have disadvantage on concentration checks while in the fog.

Flash Freeze (Costs 2 Actions). The dragon intensifies its aura, increase the range to 60 feet until the end of its next turn. In addition, each creature of the dragon's choice in the aura must make a DC 31 Constitution saving throw or suffer frostbite. The area of the aura is also frost bitten.

Tail Attack (Costs 2 Actions). The dragon makes a tail Attack.

Innate Casting (Costs 3 Actions). The dragon makes an Icy Stare attack or cast an at-will spell.

Wing Attack (Costs 3 Actions). The dragon beats its wings. Each creature within 50 ft. of the dragon must succeed on a DC 31 Dexterity saving throw or take 59 (12d6 + 17) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Tail Sweep (Costs 4 Actions). The dragon swings its tail in a 75-foot cone. Each creature in the area must make a DC 31 Dexterity saving throw or take 71 (12d8 + 17) bludgeoning damage, be pushed 50 feet, knocked prone, and stunned until the end of the dragon's next turn.

GREAT WYRM BRONZE DRAGON

Gargantuan dragon, lawful good

Armor Class 25 (natural armor)

Hit Points 779 (38d20 + 380)

Speed 80 ft., climb 70 ft., fly 240 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
31 (+13)	10 (+3)	31 (+13)	21 (+8)	20 (+8)	24 (+10)

Savings Throws Str +22, Dex +12, Con +22, Int +17, Wis +17, Cha +19

Skills Athletics +22, Insight +17, History +17, Perception +26, Stealth +12

Damage Resistances acid, cold, thunder; refer to Great Dragon Traits

Damage Immunities lightning; refer to Great Dragon Traits

Condition Immunities frightened

Senses blindsight 120 ft., darkvision 240 ft., truesight 60 ft., passive Perception 36

Languages Aquan, Celestial, Common, Draconic, Giant

Challenge 30 (155,000 XP)

Amphibious. The dragon can breathe air and water.

Colossal. The dragon's space is 45' x 45'. Refer to Great Dragon Traits.

Great Dragon's Aura. Lightning damage, refer to Great Dragon Traits.

Great Dragon's Might. Refer to Great Dragon Traits.

Great Dragon's Scales. Refer to Great Dragon Traits.

Innate Spellcasting. Refer to Great Dragon traits. In addition, the dragon's spellcasting ability is Charisma (spell save DC 24, +16 to hit with attack spells). The dragon can innately cast the following spells, requiring no components:

At will: *control water*, *create food and water*, *lightning bolt (7th level)*, *speak with animals*

3/day each: *detect thoughts*, *power word stun*

1/day each: *control weather*, *storm of vengeance*, *tsunami*

Limited Magic Immunity. Refer to Great Dragon Traits.

Magic Weapons. Refer to Great Dragon Traits.

Regeneration. Refer to Great Dragon Traits.

Siege Monster. Refer to Great Dragon Traits.

Static Charge. When a creature, object, or area takes lightning damage from the dragon's breath weapon, it becomes statically charged. A statically charged creature takes 28 (10d6) lightning damage at the start of its turn and any time it uses a reaction. A charged area is filled with a 20-foot high spider-web of lightning, and each creature that ends its turn adjacent to or in the area takes 28 (6d6) lightning damage. Statically charged creatures and areas remain charged for 5 (1d10) rounds, unless a creature takes an action and succeeds on a DC 21 Dexterity check to remove the charge on itself, another, or a medium sized area.

Unstoppable. Refer to Great Dragon Traits.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It can then make three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +22 to hit, reach 35 ft., one target. Hit: 54 (7d10 + 16) piercing damage plus 35 (10d6) lightning damage.

Claw. *Melee Weapon Attack:* +22 to hit, reach 20ft., one target. Hit: 40 (7d6 + 16) slashing damage.

Tail. *Melee Weapon Attack:* +22 to hit, reach 65 ft., one target. Hit: 47 (7d8 + 16) bludgeoning damage. If the target is a creature, it must succeed on a DC 28 Constitution saving throw or be knocked prone or pushed 30 feet, the dragon's choice, and incapacitated until the end of the dragon's next turn.

Lightning Stomp. The dragon stomps its lightning infused feet on the ground releasing lightning in a 90 ft. radius. Each creature touching the ground in the area must make a DC 30 Dexterity saving throw, taking 38 (11d6) lightning damage and be knocked prone on a failed save or take half as much damage on a successful save.

Frightful Presence. Refer to Great Dragon Traits.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath attacks.

Lightning Breath. The dragon exhales lightning in a 450-foot line that is 10 feet wide. Each creature in that line must make a DC 30 Dexterity saving throw, taking 388 (37d20) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a 210-foot cone. Each creature in that area must succeed on a DC 30 Strength saving throw. On a failed save, the creature is pushed 210 feet away from the dragon.

High Intensity Lightning Breath (1/day). The dragon makes a lightning breath attack, except on failed save the target is also incapacitated until the end of the dragon's next turn. Additionally, for creatures with 30 HD or less, the attack ignores resistance to lightning damage and treats immunity to lightning damage as resistance instead.

Change Shape. Refer to Great Dragon Traits.

LEGENDARY ACTIONS

The dragon can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the dragon has unspent legendary actions at the end of the round it can use its remaining legendary actions. The dragon regains spent legendary actions at the start of his turn.

Detect. The dragon can make a Wisdom (Perception) check.

Move. The dragon can move half its speed.

Fog. The dragon chooses a point it can see within 180 feet of it, conjuring a magical fog from that point. The magical fog is identical to the spell fog cloud, except with a 30-foot radius and it lasts 5 minutes without the dragon needing to concentrate on it.

Water Nimbus (Costs 2 Actions). The dragon magically conjures a watery aura the fills the area in 30-foot radius around the dragon and last until the end of the dragons next turn. Creatures in the water without a swim speed have disadvantage on their attacks and must make a DC 20 Strength (Athletics) check to move. Creatures in the aura gain a + bonus to their AC from ranged attacks and, if the dragon chooses, vulnerability to lighting damage.

Innate Casting (Costs 3 Actions). The dragon casts an at-will spell.

Lightning Stomp. (Costs 3 Actions). The dragon makes a Lightning Stomp Attack.

Wing Attack (Costs 3 Actions). The dragon beats its wings. Each creature within 30 ft. of the dragon must succeed on a DC 28 Dexterity saving throw or take 40 (7d6 + 16) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Tail Sweep (Costs 4 Actions). The dragon swings its tail in a 65-foot cone. Each creature in the area must make a DC 30 Dexterity saving throw or take 47 (7d8 + 16) bludgeoning damage, be pushed 35 feet, knocked prone, and stunned until the end of the dragon's next turn.

GREAT WYRM GREEN DRAGON

Gargantuan dragon, lawful evil

Armor Class 25 (natural armor)

Hit Points 760 (39d20 + 351)

Speed 80 ft., climb 70 ft., fly 240 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
31 (+13)	10 (+3)	29 (+12)	24 (+10)	20 (+8)	23 (+9)

Savings Throws Str +22, Dex +12, Con +21, Int +19, Wis +17, Cha +18

Skills Arcana +19, Athletics +22, Deception +18, Insight +17, History +19, Perception +26, Persuasion +18, Stealth +12

Damage Resistances acid, fire, psychic; refer to Great Dragon Traits

Damage Immunities poison; refer to Great Dragon Traits

Condition Immunities charmed, poisoned

Senses blindsight 120 ft., darkvision 240 ft., truesight 50 ft., passive Perception 32

Languages Common, Draconic, Giant, Infernal, Terran, Primordial

Challenge 30 (155,000 XP)

Amphibious. The dragon can breathe air and water.

Colossal. The dragon's space is 45' x 45'. Refer to Great Dragon Traits.

Great Dragon's Aura. Poison damage, refer to Great Dragon Traits.

Great Dragon's Might. Refer to Great Dragon Traits.

Great Dragon's Scales. Refer to Great Dragon Traits.

Dominating Presence. When targeting a creature of the dragon's CR or below, the dragon's charms ignore resistance and creatures with immunity have advantage on their saving throw instead. In addition, the dragon can use a bonus or legendary action to exert precise control of creatures it has charmed.

Innate Spellcasting. Refer to Great Dragon traits. In addition, the dragon's spellcasting ability is Intelligence (spell save DC 27, +19 to hit with attack spells). The dragon can innately cast the following spells, requiring no components:

At will: *dream*, *entangle*, *hypnotic pattern*, *plant growth*, *poison spray* (17th level), *suggestion*

3/day each: *cloudkill* (7th level), *dominate person*, *mass suggestion*

1/day each: *dominate monster*, *feeblemind*,

Limited Magic Immunity. Refer to Great Dragon Traits.

Magic Weapons. Refer to Great Dragon Traits.

Regeneration. Refer to Great Dragon Traits.

Siege Monster. Refer to Great Dragon Traits.

Unstoppable. Refer to Great Dragon Traits.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It can then make three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +22 to hit, reach 30 ft., one target. *Hit:* 54 (7d10 + 16) piercing damage plus 35 (10d6) poison damage.

Claw. *Melee Weapon Attack:* +22 to hit, reach 15ft., one target. *Hit:* 40 (7d6 + 16) slashing damage.

Tail. *Melee Weapon Attack:* +22 to hit, reach 65 ft., one target. *Hit:* 47 (7d8 + 16) bludgeoning damage. If the target is a creature, it must succeed on a DC 30 Constitution saving throw or be knocked prone or pushed 30 feet, the dragon's choice, and incapacitated until the end of the dragon's next turn.

Dread Whispers. The dragon chooses one creature it can see within 320 feet of it and that creature must make a DC 27 Wisdom saving throw. On a failure, the creature takes 33 (6d10) psychic damage, loses all resistance to poison damage for 12 hours, and can't take bonus actions or reactions, and its speed is halved until the end of the dragon's next turn. The target takes half damage on a successful save.

Beguiling Presence. Refer to Great Dragon Traits for Frightful Presence. In addition, the dragon can instead (the dragon's choice) charm creatures that fail the saving throw.

Dominating Gaze (Recharge 5-6). The dragon magically compels one creature it can see within 280 feet of it to look into his eyes. The creature must make a DC 27 Wisdom saving throw. On a failure the creature is dominated as in the dominate monster spell.

Poison Breath (Recharge 5-6). The dragon exhales poison in a 280-foot cone. Each creature in the cone must make a DC 29 Constitution saving throw, taking 390 (60d12) poison damage and is poisoned on a failed save, or half as much damage on a successful one. A creature poisoned in this way also has its speed halved. In addition, the area of the attack becomes filled with poisonous gas for 5 (1d10) rounds, unless it is dispersed by a strong wind (60+ mph). The gas obscures the area up to 20 feet high and a creature that ends or starts its turn in the area takes 28 (8d6) poison damage.

Change Shape. Refer to Great Dragon Traits.

LEGENDARY ACTIONS

The dragon can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the dragon has unspent legendary actions at the end of the round it can use its remaining legendary actions. The dragon regains spent legendary actions at the start of his turn.

Detect. The dragon can make a Wisdom (Perception) check.

Move. The dragon can move half its speed.

Luring Glare. The dragon chooses one creature it can see within 240 feet of it. That creature must make a DC 27 Wisdom saving throw. On a failure, the target takes 33 (6d10) psychic damage and must use its reaction to move up to 30 feet in a direction the dragon chooses and is then stunned until the end of the dragon's next turn. The target takes half as much damage on a successful save.

Tail Attack (Costs 2 Actions). The dragon makes a tail Attack.

Innate Casting (Costs 3 Actions). The dragon can make a Dread Whispers attack or cast an at-will spell.

Dominating Gaze (Costs 3 Actions). The dragon can use its dominating gaze attack if it is available.

Wing Attack (Costs 3 Actions). The dragon beats its wings. Each creature within 45 ft. of the dragon must succeed on a DC 30 Dexterity saving throw or take 40 (7d6 + 16) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Tail Sweep (Costs 4 Actions). The dragon swings its tail in a 65-foot cone. Each creature in the area must make a DC 30 Dexterity saving throw or take 47 (7d8 + 16) bludgeoning damage, be pushed 35 feet, knocked prone, and stunned until the end of the dragon's next turn.

GREAT WYRM BLACK DRAGON

Gargantuan dragon, chaotic evil

Armor Class 26 (natural armor)

Hit Points 721 (37d20 + 333)

Speed 80 ft., climb 70 ft., fly 240 ft., swim 100 ft.

STR	DEX	CON	INT	WIS	CHA
31 (+12)	14 (+6)	29 (+11)	19 (+6)	18 (+6)	22 (+8)

Savings Throws Str +19, Dex +11, Con +18, Wis +12, Cha +14

Skills Acrobatics +12, Deception +14, Perception +20, Stealth +12

Damage Resistances lightning, necrotic, poison; refer to Great Dragon Traits

Damage Immunities acid; refer to Great Dragon Traits

Senses blindsight 120 ft., darkvision 300 ft., truesight 40 ft., passive Perception 30

Languages Abyssal, Common, Draconic, Giant, Primordial

Challenge 29 (135,000 XP)

Amphibious. The dragon can breathe air and water.

Colossal. The dragon's space is 40' x 40'. Refer to Great Dragon Traits.

Dissolve. When a creature, object, or area takes acid damage from the dragon's breath weapon, it begins to dissolve. A dissolving creature takes 21 (6d6) acid damage at the start of its turn and cannot use reactions or bonus actions. A dissolving area is filled with a pool of acid and each creature that ends its turn in the pool takes 28 (8d6) acid damage. Dissolving creatures and areas continue dissolving for 5 (1d10) rounds, unless a creature takes an action and succeeds on a DC 21 Dexterity check to remove or neutralize the acid on itself, another, or a medium sized area.

Great Dragon's Aura. Acid damage, refer to Great Dragon Traits.

Great Dragon's Might. Refer to Great Dragon Traits.

Great Dragon's Scales. Refer to Great Dragon Traits.

Innate Spellcasting. Refer to Great Dragon traits. In addition, the dragon's spellcasting ability is Charisma (spell save DC 25, +17 to hit with attack spells). The dragon can innately cast the following spells, requiring no components:

At will: *acid splash*, *melf's acid arrow* (6th level), *plant growth*, *vampiric touch* (6th level)

3/day each: *gaseous form*, *dispel evil and good*, *insect plague*, *greater invisibility*

1/day each: *circle of death*, *create undead*, *finger of death*

Limited Magic Immunity. Refer to Great Dragon Traits.

Magic Weapons. Refer to Great Dragon Traits.

Regeneration. Refer to Great Dragon Traits.

Siege Monster. Refer to Great Dragon Traits.

Unstoppable. Refer to Great Dragon Traits.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It can then make three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +21 to hit, reach 30 ft., one target. *Hit:* 52 (7d10 + 14) piercing damage plus 35 (10d6) acid damage.

Claw. *Melee Weapon Attack:* +21 to hit, reach 15ft., one target. *Hit:* 38 (7d6 + 14) slashing damage.

Tail. *Melee Weapon Attack:* +21 to hit, reach 65 ft., one target. *Hit:* 45 (7d8 + 14) bludgeoning damage. If the target is a creature, it must succeed on a DC 29 Constitution saving throw or be knocked prone or pushed 30 feet, the dragon's choice, and incapacitated until the end of the dragon's next turn.

Acidic Mucus. The dragon spits a ball of acidic mucus. *Ranged Weapon Attack:* +21 to hit, range 360 / 720 ft., one target. *Hit:* 32 (4d8 + 14) bludgeoning damage plus 36 (8d8) acid damage and the target must make a DC 29 Constitution saving throw, losing any resistance to acid damage for 24 hours.

Frightful Presence. Refer to Great Dragon Traits.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath attacks.

Acid Breath. The dragon exhales acid in a 320-foot line that is 15 feet wide. Each creature in that line must make a DC 28 Dexterity saving throw, taking 367 (35d20) acid damage on a failed save, or half as much damage on a successful one.

Vitriolic Spray. The dragon exhales acid in a 160-foot cone. Each creature in the cone must make a DC 28 Dexterity saving throw, taking 367 (35d20) acid damage on a failed save, or half as much damage on a successful one.

Change Shape. Refer to Great Dragon Traits.

LEGENDARY ACTIONS

The dragon can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the dragon has unspent legendary actions at the end of the round it can use its remaining legendary actions. The dragon regains spent legendary actions at the start of his turn.

Detect. The dragon can make a Wisdom (Perception) check.

Move. The dragon can move half its speed.

Darkness. Magical darkness spreads from a point the dragon can see within 300 feet of it, filling a 40-foot radius sphere for 5 (1d10) rounds. The darkness spreads around corners. A creature with darkvision can't see through the darkness, and nonmagical light can't illuminate it, but the dragon can see through it. If any of the effect's area overlaps with an area of light created by a spell of 5th level or lower, the spell that created the light is dispelled.

Tail Attack (Costs 2 Actions). The dragon makes a tail Attack.

Innate Casting (Costs 3 Actions). The dragon can cast an at-will spell.

Acidic Mucus. (Costs 3 Actions). The dragon makes an acidic mucus attack.

Necrotic Vines (Costs 3 Actions). Withered thorn covered vines erupt from a point on the ground the dragon can see within 200 feet of it, creating a 30-foot radius blight of writhing vines. The blight is difficult terrain. If a creature ends its turn in the blight, it must make a DC 25 Strength saving throw or be restrained (DC 20 escape) and take 20 (8d4) piercing damage. If a creature starts its turn restrained by the blight, it takes 22 (4d10) necrotic damage. The blight persists for 1 minute.

Wing Attack (Costs 3 Actions). The dragon beats its wings. Each creature within 30 ft. of the dragon must succeed on a DC29 Dexterity saving throw or take 38 (7d6 + 14) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Tail Sweep (Costs 4 Actions). The dragon swings its tail in a 65-foot cone. Each creature in the area must make a DC 29 Dexterity saving throw or take 45 (7d8 + 14) bludgeoning damage, be pushed 30 feet, knocked prone, and stunned until the end of the dragon's next turn.

GREAT WYRM COPPER DRAGON

Gargantuan dragon, chaotic good

Armor Class 25 (natural armor)

Hit Points 717 (35d20 + 350)

Speed 80 ft., climb 70 ft., fly 280 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+12)	12 (+4)	30 (+12)	23 (+8)	20 (+7)	22 (+8)

Savings Throws Str +21, Dex +13, Con +21, Int +17, Wis +16, Cha +17

Skills Athletics +21, Deception +17, History +17, Perception +25, Persuasion +17, Stealth +13

Damage Resistances lightning, necrotic, poison; refer to Great Dragon Traits

Damage Immunities acid; refer to Great Dragon Traits

Senses blindsight 120 ft., darkvision 240 ft., truesight 40 ft., passive Perception 30

Languages Common, Draconic, Elvish, Giant, Sylvan, Terran

Challenge 29 (75,000 XP)

Colossal. The dragon's space is 40' x 40'. Refer to Great Dragon Traits.

Dissolve. When a creature, object, or area takes acid damage from the dragon's breath weapon, it begins to dissolve. A dissolving creature takes 28 (8d6) acid damage at the start of its turn and cannot use reactions or bonus actions. A dissolving area is filled with a pool of acid and each creature that ends its turn in the pool takes 28 (8d6) acid damage. Dissolving creatures and areas continue dissolving for 5 (1d10) rounds, unless a creature takes an action and succeeds on a DC 21 Dexterity check to remove or neutralize the acid on itself, another, or a medium sized area.

Great Dragon's Aura. Acid damage, refer to Great Dragon Traits.

Great Dragon's Might. Refer to Great Dragon Traits.

Great Dragon's Scales. Refer to Great Dragon Traits.

Innate Spellcasting. Refer to Great Dragon traits. In addition, the dragon's spellcasting ability is Charisma (spell save DC 25, +17 to hit with attack spells). The dragon can innately cast the following spells, requiring no components:

At will: *melf's acid arrow* (6th level), *stone shape*, *transmute rock*

3/day each: *flesh to stone*, *hold monster*, *move earth*, *otto's*

irresistible dance, *wall of stone*

1/day each: *earthquake*, *maze*, *weird*

Limited Magic Immunity. Refer to Great Dragon Traits.

Magic Weapons. Refer to Great Dragon Traits.

Regeneration. Refer to Great Dragon Traits.

Siege Monster. Refer to Great Dragon Traits.

Unstoppable. Refer to Great Dragon Traits.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It can then make three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +21 to hit, reach 30 ft., one target. *Hit:* 45 (6d10 + 14) piercing damage plus 35 (10d6) acid damage.

Claw. *Melee Weapon Attack:* +21 to hit, reach 15ft., one target. *Hit:* 35 (6d6 + 14) slashing damage.

Tail. *Melee Weapon Attack:* +21 to hit, reach 60 ft., one target. *Hit:* 39 (6d8 + 14) bludgeoning damage. If the target is a creature, it must succeed on a DC 29 Constitution saving throw or be knocked prone or pushed 30 feet, the dragon's choice, and incapacitated until the end of the dragon's next turn.

Acid Discharge. The dragon releases a cloud of acid that fills a 60-foot radius around it. Each creature in the area must make a DC 22 Constitution saving throw, taking 31 (9d6) acid damage loses resistance to acid damage for 1 hour on a failed save, or half as much damage on a successful one.

Frightful Presence. Refer to Great Dragon Traits.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath attacks.

Acid Breath. The dragon exhales acid in a 320-foot line that is 20 feet wide. Each creature in that line must make a DC 29 Dexterity saving throw, taking 336 (32d20) acid damage on a failed save, or half as much damage on a successful one.

Slowing Breath. The dragon exhales gas in a 200-foot cone. Each creature of the dragon's choice in that area must succeed on a DC 29 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, it can't take the dash action, and it can't take more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 5 minutes. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

Corrosive Acid Breath (1/day). The dragon makes an acid breath attack. In addition to those effects, on a failed saving throw any non-magical metal armor is destroyed and magical metal armor has its AC permanently reduced by 5 (2d4).

Change Shape. Refer to Great Dragon Traits.

LEGENDARY ACTIONS

The dragon can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the dragon has unspent legendary actions at the end of the round it can use its remaining legendary actions. The dragon regains spent legendary actions at the start of his turn.

Detect. The dragon can make a Wisdom (Perception) check.

Move. The dragon can move half its speed.

Spike Growth. The dragon chooses a point on the ground that it can see within 240 feet of it. Stone spikes sprout from the ground in a 40-foot radius centered on that point. The effect lasts for 1 hour and does not require concentration but is otherwise identical to the spike growth spell.

Mass Laughter (Costs 2 Actions). Each creature of the dragon's choice, and that can hear it, within 120 feet of it must make a DC 25 Wisdom saving throw. On a failure, the creature is afflicted, for 1 minute, as if the spell *Tasha's Hideous Laughter* was cast on it. The dragon does not need to concentrate and if a creature succeeds on its saving throw, or the effect ends for it, it is immune to the dragons' mass laughter for 12 hours.

Tail Attack (Costs 2 Actions). The dragon makes a tail Attack.

Innate Casting (Costs 3 Actions). The dragon can cast an at-will spell.

Wing Attack (Costs 3 Actions). The dragon beats its wings. Each creature within 40 ft. of the dragon must succeed on a DC29 Dexterity saving throw or take 33 (6d6 + 12) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Tail Sweep (Costs 4 Actions). The dragon swings its tail in a 60-foot cone. Each creature in the area must make a DC 29 Dexterity saving throw or take 39 (6d8 + 14) bludgeoning damage, be pushed 30 feet, knocked prone, and stunned until the end of the dragon's next turn.

GREAT WYRM BRASS DRAGON

Gargantuan dragon, chaotic good

Armor Class 26 (natural armor)

Hit Points 663 (34d20 + 306)

Speed 80 ft., burrow 70 ft., climb 70 ft., fly 240 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+12)	12 (+3)	28 (+11)	19 (+6)	18 (+6)	22 (+8)

Savings Throws Str +20, Dex +11, Con +19, Int +14, Wis +14, Cha +16

Skills Athletics +20, Arcana +14, History +14, Insight +14, Perception +24, Persuasion +16, Stealth +11

Damage Resistances force, poison, radiant; refer to Great Dragon Traits

Damage Immunities fire; refer to Great Dragon Traits

Senses blindsight 120 ft., darkvision 240 ft., truesight 30 ft., passive Perception 34

Languages Common, Draconic, Giant, Ignan, Primordial

Challenge 28 (120,000 XP)

Colossal. The dragon's space is 35' x 35'. Refer to Great Dragon Traits.

Ignite. When a creature, object, or area takes fire damage from the dragon's breath weapon, it ignites. An ignited target takes 28 (8d6) fire damage at the start of its turn, cannot take reactions, and suffers the effects of the spell heat metal. An ignited area is engulfed in 20-foot high, opaque flames, and each creature that ends its turn adjacent to or in the area takes 28 (8d6) fire damage. Ignited creatures and areas remain ignited for 5 (1d10) rounds, unless a creature takes an action and succeeds on a DC 21 Dexterity check to extinguish the flames on itself, another, or a medium sized area.

Great Dragon's Aura. Fire damage; refer to Great Dragon Traits.

Great Dragon's Might. Refer to Great Dragon Traits.

Great Dragon's Scales. Refer to Great Dragon Traits.

Innate Spellcasting. Refer to Great Dragon traits. In addition the dragon's spellcasting ability is Charisma (spell save DC 24, +16 to hit with attack spells). The dragon can innately cast the following spells, requiring no components:

At will: *control winds*, *fireball* (5th level), *speak with animals*, *wall of fire* (5th level)

3/day each: *absorb elements* (9th level), *mass suggestion*, *whirlwind*

1/day each: *conjure elemental*, *control weather*, *dominate monster*, *etherealness*

Limited Magic Immunity. Refer to Great Dragon Traits.

Magic Weapons. Refer to Great Dragon Traits.

Regeneration. Refer to Great Dragon Traits.

Siege Monster. Refer to Great Dragon Traits.

Unstoppable. Refer to Great Dragon Traits.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It can then make three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +21 to hit, reach 25 ft., one target. *Hit:* 45 (6d10 + 14) piercing damage plus 35 (10d6) fire damage.

Claw. *Melee Weapon Attack:* +21 to hit, reach 15ft., one target. *Hit:* 35 (6d6 + 14) slashing damage.

Tail. *Melee Weapon Attack:* +21 to hit, reach 55 ft., one target. *Hit:* 39 (6d8 + 14) bludgeoning damage. If the target is a creature, it must succeed on a DC 29 Constitution saving throw or be knocked prone or pushed 30 feet, the dragon's choice, and incapacitated until the end of the dragon's next turn.

Sand Wall. The dragon magically creates a wall of sand. The wall is 1-foot thick and composed of 20 panels. It is otherwise similar to the spell Wall of Stone.

Frightful Presence. Refer to Great Dragon Traits.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath attacks.

Fire Breath. The dragon exhales fire in a 210-foot cone. Each creature in that area must make a DC 27 Dexterity saving throw, taking 325 (31d20) fire damage on a failed save, or half as much damage on a successful one.

Sleep Breath. The dragon exhales sleep gas in a 210-foot cone. Each creature in that area must succeed on a DC 27 Constitution saving throw or fall Unconscious for 1 hr. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Desert Wind Breath (1/day). The dragon makes a fire breath attack except it is infused with scorching desert sand. The damage of the attack is treated as both fire and slashing damage. Additionally, a creature in the area must make a DC 27 Strength saving throw or be pushed to the end of the cone and knocked prone.

Change Shape. Refer to Great Dragon Traits.

LEGENDARY ACTIONS

The dragon can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the dragon has unspent legendary actions at the end of the round it can use its remaining legendary actions. The dragon regains spent legendary actions at the start of his turn.

Detect. The dragon can make a Wisdom (Perception) check.

Move. The dragon can move half its speed.

Sand Cloud. The dragon conjures a 40-foot radius sand storm that erupts from a point the dragon can see within 240 feet of it. The cloud spreads around corners. Each creature in the storm must succeed on a DC 24 Constitution saving throw or be blinded 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.

Fire Cloak (Costs 2 Actions). The dragon intensifies its aura, filling the area with roaring flames until the end of its next turn. The damage caused by the aura increases by 14 (4d6) fire damage and the dragon is Hidden.

Tail Attack (Costs 2 Actions). The dragon makes a tail Attack.

Innate Casting (Costs 3 Actions). The dragon can cast sand wall or an at-will spell.

Wing Attack (Costs 3 Actions). The dragon beats its wings. Each creature within 35 ft. of the dragon must succeed on a DC29 Dexterity saving throw or take 33 (6d6 + 12) bludgeoning damage 2and be knocked prone. The dragon can then fly up to half its flying speed.

Tail Sweep (Costs 4 Actions). The dragon swings its tail in a 55-foot cone. Each creature in the area must make a DC 29 Dexterity saving throw or take 39 (6d8 + 14) bludgeoning damage, be pushed 30 feet, knocked prone, and stunned until the end of the dragon's next turn.

GREAT WYRM WHITE DRAGON

Gargantuan dragon, chaotic evil

Armor Class 25 (natural armor)

Hit Points 697 (34d20 + 340)

Speed 80 ft., climb 70 ft., fly 240 ft., swim 70 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+12)	10 (+2)	30 (+12)	15 (+4)	16 (+5)	17 (+5)

Savings Throws Str +20, Dex +10, Con +20, Int +12, Wis +13, Cha +13

Skills Athletics +20, Intimidation +20, Perception +21

Damage Resistances force, poison, radiant; refer to Great Dragon Traits

Damage Immunities cold; refer to Great Dragon Traits

Condition Immunities petrified

Senses blindsight 120 ft., darkvision 240 ft., truesight 40 ft., passive Perception 31

Languages Common, Draconic, Giant, Primordial

Challenge 28 (120,000 XP)

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

Colossal. The dragon's space is 35' x 35'. Refer to Great Dragon Traits.

Frostbite. When a creature, object, or area takes cold damage from the dragon's breath weapon, it is frost bitten. A frost-bitten creature takes 21 (6d6) cold damage at the start of its turn, cannot use reactions, and its speed is halved. A frost-bitten area is covered with ice and becomes difficult terrain. If a creature attempts to go over the frost-bitten area at normal speed, it must make a DC 21 Dexterity saving throw or fall prone. Frost bitten creatures and areas are frost bitten for 5 (1d10) rounds, unless a creature takes an action and succeeds on a DC 21 Intelligence (Nature) check to heat itself, another, or a medium sized area.

Great Dragon's Aura. 14 (4d6) cold damage; refer to Great Dragon Traits.

Great Dragon's Might. Refer to Great Dragon Traits.

Great Dragon's Scales. Refer to Great Dragon Traits.

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost extra movement.

Innate Spellcasting. Refer to Great Dragon traits. In a 19ition the dragon's spellcasting ability is Charisma (spell save DC 21, +13 to hit with attack spells). The dragon can innately cast the following spells, requiring no components:

At will: *ice knife* (5th level, range 180 ft.), *ice storm*, *wall of ice*
3/day each: *bless*, *hold monster*, *investiture of ice*
1/day each: *control weather*, *whirlwind* (90 ft. high)

Limited Magic Immunity. Refer to Great Dragon Traits.

Magic Weapons. Refer to Great Dragon Traits.

Regeneration. Refer to Great Dragon Traits.

Siege Monster. Refer to Great Dragon Traits.

Unstoppable. Refer to Great Dragon Traits.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It can then make three attacks: two with its claws and one with its bite.

Bite. Melee Weapon Attack: +17 to hit, reach 20 ft., one target. Hit: 52 (7d10 + 14) piercing damage plus 35 (10d6) cold damage.

Claw. Melee Weapon Attack: +17 to hit, reach 10ft., one target. Hit: 38 (7d6 + 14) slashing damage.

Tail. Melee Weapon Attack: +20 to hit, reach 50 ft., one target. Hit: 45 (7d8 + 14) bludgeoning damage. If the target is a creature, it must succeed on a DC 28 Constitution saving throw or be knocked prone or pushed 35 feet, the dragon's choice and incapacitated until the end of the dragon's next turn.

Icy Tomb. Ranged Spell Attack: +13 to hit, range 320ft., one target. Hit: the target is encased in ice; takes 17 (5d6) cold damage and the target is restrained and loses any resistance to cold damage for 24 hours. In addition, the target takes 17 (5d6) cold damage at the start of its turn, until it takes an action to break the ice and succeeds on a DC 21 Strength check, ending the effects on itself on a success.

Frightful Presence. Refer to Great Dragon Traits.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath attacks.

Cold Breath. The dragon exhales cold in a 220-foot cone. Each creature in the cone must succeed on a DC 28 Constitution saving throw, taking 312 (48d12) cold damage on a failed save and half as much damage on a successful one.

Ice Shards. The dragon exhales shards of ice in a 300-foot line that is 25 feet wide. Each creature in that area must succeed on a DC 28 Dexterity saving throw, taking 156 (24d12) cold damage and 156 (24d12) piercing damage on a failed save and half as much damage on a successful one.

Change Shape. Refer to Great Dragon Traits.

LEGENDARY ACTIONS

The dragon can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the dragon has unspent legendary actions at the end of the round it can use its remaining legendary actions. The dragon regains spent legendary actions at the start of his turn.

Detect. The dragon can make a Wisdom (Perception) check.

Move. The dragon can move half its speed.

Ice Sheet. The dragon creates an opaque wall of ice on a solid surface it can see within 200 feet of it. The wall can be up to 80 feet long, 80 feet high and 3 feet thick. When the wall appears, each creature within its area is pushed 5 feet out of the wall's space, appearing on whichever side of the wall it wants. Each 10-foot section of the wall has AC 10, 75 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage.

Tail Attack (Costs 2 Actions). The dragon makes a tail Attack.

Innate Casting (Costs 3 Actions). The dragon can make an ice burst attack, icy tomb attack or cast an at-will spell.

Wing Attack (Costs 3 Actions). The dragon beats its wings. Each creature within 25 ft. of the dragon must succeed on a DC28 Dexterity saving throw or take 28 (5d6 + 11) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Tail Sweep (Costs 4 Actions). The dragon swings its tail in a 65-foot cone. Each creature in the area must make a DC 30 Dexterity saving throw or take 45 (7d8 + 14) bludgeoning damage, be pushed 30 feet, knocked prone, and stunned until the end of the dragon's next turn.

Winter Storm (Costs 4 Actions, 1/Day). The dragon casts the spell Storm of Vengeance, except: all rounds are identical to rounds 5-10 of the spell, the radius is 1 mile, and it inflicts 7 (2d6) cold damage.

WYRM GOLD DRAGON

Gargantuan dragon, lawful good

Armor Class 25 (natural armor)

Hit Points 697 (34d20 + 340)

Speed 70 ft., climb 60 ft., fly 180 ft.

STR	DEX	CON	INT	WIS	CHA
32 (+13)	14 (+4)	31 (+12)	21 (+7)	19 (+6)	30 (+12)

Savings Throws Str +21, Dex +12, Con +20, Wis +14, Cha +20

Skills Athletics +21, Intimidation +18, Insight +15, Perception +21, Persuasion +20, Stealth +12

Damage Resistances force, radiant; refer to Great Dragon Traits

Damage Immunities fire; refer to Great Dragon Traits

Condition Immunities charmed, frightened, poisoned

Senses blindsight 90 ft., darkvision 180 ft., passive Perception 31

Languages Common, Draconic, Elvish, Giant, Ignan

Challenge 28 (120,000 XP)

Amphibious. The dragon can breathe air and water.

Colossal. The dragon's space is 35' x 35'. Refer to Great Dragon Traits.

Great Dragon's Aura. Fire damage, refer to Great Dragon Traits.

Great Dragon's Might. Refer to Great Dragon Traits.

Ignite. When a creature, object, or area takes fire damage from the dragon's breath weapon, it ignites. An ignited target takes 21 (6d6) fire damage at the start of its turn, cannot take reactions, and suffers the effects of the spell *heat metal*. An ignited area is engulfed in 15-foot high, opaque flames, and each creature that ends its turn adjacent to or in the area takes 21 (6d6) fire damage. Ignited creatures and areas remain ignited for 4 (1d8) rounds, unless a creature takes an action and succeeds on a DC 18 Dexterity check to extinguish the flames on itself, another, or a medium sized area.

Innate Spellcasting. Refer to Great Dragon traits. In addition, the dragon's spellcasting ability is Charisma (spell save DC 28, +20 to hit with attack spells). The dragon can innately cast the following spells, requiring no components:

At will: *bless*, *fire ball* (6th level), *sacred flame* (17th level), *wall of fire*
3/day each: *geas*, *heal*, *sunbeam*
1/day each: *prismatic wall*, *sunburst*

Limited Magic Immunity. Refer to Great Dragon Traits.

Magic Weapons. Refer to Great Dragon Traits.

Regeneration. Refer to Great Dragon Traits.

Siege Monster. Refer to Great Dragon Traits.

Unstoppable. Refer to Great Dragon Traits.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It can then make three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +21 to hit, reach 25 ft., one target. Hit: 64 (9d10 + 15) piercing damage plus 28 (8d6) fire damage.

Claw. *Melee Weapon Attack:* +21 to hit, reach 20 ft., one target. Hit: 46 (9d6 + 15) slashing damage.

Tail. *Melee Weapon Attack:* +21 to hit, reach 45 ft., one target. Hit: 55 (9d8 + 15) bludgeoning damage. If the target is a creature, it must succeed on a DC 29 Constitution saving throw or be knocked prone or pushed 35 feet, the dragon's choice, and incapacitated until the end of the dragon's next turn.

Stun Foe. *Ranged Spell Attack:* +20 to hit, range 300 ft., one target. Hit: 35 (10d6) force damage and must make a DC 28 Constitution saving throw or be stunned for 1 minute. The creature can make additional saving throws at the end of its turns, ending the effect on itself on a success.

Frightful Presence. Refer to Great Dragon Traits.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath attacks.

Fire Breath. The dragon exhales fire in a 210-foot cone. Each creature in that area must make a DC 29 Dexterity saving throw, taking 275 (50d10) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath. The dragon exhales gas in a 210-foot cone. Each creature in that area must succeed on a DC 29 Strength saving throw or have disadvantage on Strength-based Attack rolls, Strength Checks, and Strength saving throws 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.

Radiant Fire Breath (1/day). The dragon makes a fire breath attack infused with radiant energy. The damage from the attack is treated as both fire and radiant damage. Additionally, on a failed saving throw the target is blinded for 1 hour. The blindness can be healed by a *lesser restoration* spell, similarly powerful magic

Change Shape. Refer to Great Dragon Traits.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the dragon has unspent legendary actions at the end of the round it can use its remaining legendary actions. The dragon regains spent legendary actions at the start of his turn.

Detect. The dragon can make a Wisdom (Perception) check.

Move. The dragon can move half its speed.

Lucky (Cost 2 Actions). The dragon glimpses the future, so it has advantage on attack rolls, ability checks, and saving throws until the end of its next turn.

Innate Casting (Costs 3 Actions). The dragon makes a Stun Foe attack or casts an at-will spell.

Tail Attack (Costs 2 Actions). The dragon makes a tail Attack.

Wing Attack (Costs 3 Actions). The dragon beats its wings. Each creature within 35 ft. of the dragon must succeed on a DC 29 Dexterity saving throw or take 46 (9d6 + 15) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

WYRM RED DRAGON

Gargantuan dragon, chaotic evil

Armor Class 25 (natural armor)

Hit Points 717 (35d20 + 350)

Speed 70 ft., climb 70 ft., fly 200 ft.

STR	DEX	CON	INT	WIS	CHA
32 (+13)	10 (+2)	31 (+12)	20 (+7)	17 (+5)	25 (+9)

Savings Throws Str +18, Dex +10, Con +18, Wis +11, Cha +15

Skills Athletics +21, Intimidation +21, Insight +13, Perception +21, Persuasion +17, Stealth +10

Damage Resistances force, lightning; refer to Great Dragon Traits

Damage Immunities fire; refer to Great Dragon Traits

Senses blindsight 90 ft., darkvision 180 ft., passive Perception 31

Languages Abyssal, Common, Draconic, Giant, Ignan

Challenge 28 (120,000 XP)

Brute. The dragon's melee attacks deal one extra die of damage when the dragon hits with it (included in the attack).

Colossal. The dragon's space is 35' x 35'. Refer to Great Dragon Traits.

Great Dragon's Aura. Fire damage, refer to Great Dragon Traits.

Great Dragon's Might. Refer to Great Dragon Traits.

Ignite. When a creature, object, or area takes fire damage from the dragon's breath weapon, it ignites. An ignited target takes 21 (6d6) fire damage at the start of its turn, cannot take reactions, and suffers the effects of the spell *heat metal*. An ignited area is engulfed in 15-foot high, opaque flames, and each creature that ends its turn adjacent to or in the area takes 21 (6d6) fire damage. Ignited creatures and areas remain ignited for 4 (1d8) rounds, unless a creature takes an action and succeeds on a DC 18 Dexterity check to extinguish the flames on itself, another, or a medium sized area.

Innate Spellcasting. Refer to great dragon traits. In addition, the dragon's spellcasting ability is Charisma (spell save DC 25, +17 to hit with attack spells). The dragon can innately cast the following spells, requiring no components:

At-will: *fireball* (6th level), *heat metal* (6th level), *wall of fire*

3/day each: *counterspell* (7th level), *suggestion*

1/day each: *fire storm*, *incendiary cloud*

Limited Magic Immunity. Refer to Great Dragon Traits.

Magic Weapons. Refer to Great Dragon Traits.

Regeneration. Refer to Great Dragon Traits.

Siege Monster. Refer to Great Dragon Traits.

Unstoppable. Refer to Great Dragon Traits.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It can then make three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +21 to hit, reach 25 ft., one target. Hit: 70 (10d10 + 15) piercing damage plus 28 (8d6) fire damage.

Claw. *Melee Weapon Attack:* +21 to hit, reach 15ft., one target. Hit: 47 (10d6 + 15) slashing damage.

Tail. *Melee Weapon Attack:* +21 to hit, reach 50ft., one target. Hit: 60 (10d8 + 15) bludgeoning damage. If the target is a creature, it must succeed on a DC 29 Constitution saving throw or be knocked prone or pushed 35 feet, the dragon's choice, and incapacitated until the end of the dragon's next turn.

Immolate Foe. *Ranged Spell Attack:* +17 to hit, range 480 ft., one target. Hit: 42 (12d6) fire damage and the target must make a DC 25 Constitution saving throw, losing all resistance to fire damage for 12 hours on a failure.

Frightful Presence. Refer to Great Dragon Traits.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath attacks.

Fire Breath. The dragon exhales fire in a 210-foot cone. Each creature in that area must make a DC 29 Dexterity saving throw, taking 305 (47d12) fire damage on a failed save, or half as much damage on a successful one.

Fire Blast. The dragon exhales fire in a 280-foot line that is 5 feet wide. The first creature in the line must make a DC 29 Dexterity saving throw, taking 237 (35d12) fire damage plus 237 (35d12) force damage on a failed save, or half as much damage on a successful one. In addition, each creature within 30 feet of the initial target must make a DC 29 Dexterity saving throw, taking 39 (6d12) fire damage plus 39 (6d12) force damage on a failed save, or half as much damage on a successful one.

Change Shape. Refer to Great Dragon Traits.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the dragon has unspent legendary actions at the end of the round it can use its remaining legendary actions. The dragon regains spent legendary actions at the start of his turn.

Detect. The dragon can make a Wisdom (Perception) check.

Move. The dragon can move half its speed.

Volcanic Gas. The dragon creates a 30-foot radius sphere of volcanic gas centered on a point it can see within 300 feet of it. The sphere spreads around corners, is lightly obscured, and lasts 1d6 rounds. Each creature that starts its turn in the cloud must succeed on a DC 25 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, a creature is incapacitated.

Tail Attack (Costs 2 Actions). The dragon makes a tail Attack.

Innate Casting (Costs 3 Actions). The dragon can make an immolate foe attack or cast an at-will spell.

Wing Attack (Costs 3 Actions). The dragon beats its wings. Each creature within 35 ft. of the dragon must succeed on a DC 29 Dexterity saving throw or take 47 (10d6 + 15) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

WYRM BLUE DRAGON

Gargantuan dragon, lawful evil

Armor Class 25 (natural armor)

Hit Points 624 (32d20 + 288)

Speed 70 ft., climb 60 ft., fly 200 ft.

STR	DEX	CON	INT	WIS	CHA
31 (+12)	12 (+3)	29 (+11)	20 (+7)	19 (+6)	23 (+8)

Savings Throws Str +20, Dex +11, Con +19, Wis +14, Cha +16

Skills Acrobatics +11, Arcana +15, History +15, Insight +14,

Investigation +15, Perception +22, Persuasion +16,

Damage Resistances force, thunder; refer to Great Dragon Traits

Damage Immunities lightning; refer to Great Dragon Traits

Senses blindsight 90 ft., darkvision 200 ft., passive Perception 32

Languages Auran, Common, Draconic, Giant, Infernal

Challenge 27 (105,000 XP)

Colossal. The dragon's space is 35' x 35'. Refer to Great Dragon Traits.

Great Dragon's Aura. Lightning damage, refer to Great Dragon Traits.

Great Dragon's Might. Refer to Great Dragon Traits.

Innate Spellcasting. Refer to Great Dragon traits. In addition the dragon's spellcasting ability is Charisma (spell save DC 24, +16 to hit with attack spells). The dragon can innately cast the following spells, requiring no components:

At will: *call lightning*, *hallucinatory terrain*, *lightning bolt*

3/day each: *blur*, *storm sphere* (6th level)

1/day each: *power word stun*, *whirlwind*

Limited Magic Immunity. Refer to Great Dragon Traits.

Magic Weapons. Refer to Great Dragon Traits.

Regeneration. Refer to Great Dragon Traits.

Siege Monster. Refer to Great Dragon Traits.

Static Charge. When a creature, object, or area takes lightning damage from the dragon's breath weapon, it becomes statically charged. A statically charged creature takes 21 (6d6) lightning damage at the start of its turn and any time it uses a reaction. A charged area is filled with a 15-foot high spider-web of lightning, and each creature that ends its turn adjacent to or in the area takes 21 (6d6) lightning damage. Statically charged creatures and areas remain charged for 4 (1d8) rounds, unless a creature takes an action and succeeds on a DC 18 Dexterity check to remove the charge on itself, another, or a medium sized area.

Unstoppable. Refer to Great Dragon Traits.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It can then make three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +20 to hit, reach 25 ft., one target. *Hit:* 52 (7d10 + 14) piercing damage plus 28 (8d6) lightning damage.

Claw. *Melee Weapon Attack:* +20 to hit, reach 15 ft., one target. *Hit:* 38 (7d6 + 14) slashing damage.

Tail. *Melee Weapon Attack:* +20 to hit, reach 50ft., one target. *Hit:* 45 (7d8 + 14) bludgeoning damage. If the target is a creature, it must succeed on a DC 28 Constitution saving throw or be knocked prone or pushed 35 feet, the dragon's choice, and incapacitated until the end of the dragon's next turn.

Arc Lighting. *Ranged Spell Attack:* +16 to hit, range 480 ft., one target. *Hit:* 45 (7d12) lightning damage and the target must make a DC 24 Constitution saving throw, losing all resistance to lightning damage for 12 hours on a failure.

Frightful Presence. Refer to great dragon traits.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath attacks.

Lightning Breath. The dragon exhales lightning in a 160-foot cone. Each creature in the cone must make a DC 27 Dexterity saving throw, taking 280 (51d10) lightning damage on a failed save, or half as much damage on a successful one.

Lightning Bolt. The dragon exhales lightning in a 350-foot-line that is 10 feet wide. The first creature in the line must make a DC 27 Dexterity saving throw, taking 412 (75d10) lightning damage and 44 (8d10) thunder damage on a failed save, or half as much damage on a successful one. In addition, each creature within 40 feet of the original target must make a DC 28 Constitution saving throw, taking 44 (8d10) thunder damage on a failed save, or half as much damage on a successful one.

Change Shape. Refer to Great Dragon Traits.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the dragon has unspent legendary actions at the end of the round it can use its remaining legendary actions. The dragon regains spent legendary actions at the start of his turn.

Detect. The dragon can make a Wisdom (Perception) check.

Move. The dragon can move half its speed.

Sand Cloud. The dragon creates a 30-foot radius sphere of sand swirls centered on a point it can see within 300 feet of it. The sphere spreads around corners and last 1d6 rounds. Each creature that starts its turn in the cloud must succeed on a DC 24 Constitution saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turn; end the effect on itself on a success.

Tail Attack (Costs 2 Actions). The dragon makes a tail Attack.

Innate Casting (Costs 3 Actions). The dragon can make an arc lightning attack or cast an at-will spell.

Wing Attack (Costs 3 Actions). The dragon beats its wings. Each creature within 30 ft. of the dragon must succeed on a DC 28 Dexterity saving throw or take 38 (7d6 + 14) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

WYRM SILVER DRAGON

Gargantuan dragon, lawful good

Armor Class 25 (natural armor)

Hit Points 635 (31d20 + 310)

Speed 70 ft., climb 60 ft., fly 200 ft.

STR	DEX	CON	INT	WIS	CHA
32 (+13)	12 (+3)	31 (+12)	20 (+7)	17 (+5)	25 (+9)

Savings Throws Dex +11, Con +20, Wis +13, Cha +17

Skills Acrobatics +11, Arcana +15, Athletics +21, Perception +21, Persuasion +17, Stealth +11

Damage Resistances force, poison; refer to Great Dragon Traits

Damage Immunities cold; refer to Great Dragon Traits

Condition Immunities petrified, frightened

Senses blindsight 90 ft., darkvision 180 ft., passive Perception 31

Languages Auran, Common, Draconic, Dwarvish, Giant

Challenge 27 (105,000 XP)

Colossal. The dragon's space is 35' x 35'. Refer to Great Dragon Traits.

Frostbite. When a creature, object, or area takes cold damage from the dragon's breath weapon, it is frost bitten. A frost-bitten creature takes 21 (6d6) cold damage at the start of its turn, cannot use reactions, and its speed is halved. A frost-bitten area is covered with ice and becomes difficult terrain. If a creature attempts to go over the frost-bitten area at normal speed, it must make a DC 18 Dexterity saving throw or fall prone. Frost bitten creatures and areas are frost bitten for 4 (1d8) rounds, unless a creature takes an action and succeeds on a DC 18 Intelligence (Nature) check to heat itself, another, or a medium sized area.

Great Dragon's Aura. Cold damage, refer to Great Dragon Traits.

Great Dragon's Might. Refer to Great Dragon Traits.

Innate Spellcasting. Refer to Great Dragon traits. In addition, the dragon's spellcasting ability is Charisma (spell save DC 25, +17 to hit with attack spells). The dragon can innately cast the following spells, requiring no components:

At will: *cone of cold*, *control winds*, *feather fall*

3/day each: *wall of ice*, *whirlwind*

1/day each: *control weather*, *reverse gravity*

Limited Magic Immunity. Refer to Great Dragon Traits.

Magic Weapons. Refer to Great Dragon Traits.

Regeneration. Refer to Great Dragon Traits.

Siege Monster. Refer to Great Dragon Traits.

Unstoppable. Refer to Great Dragon Traits.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It can then make three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +21 to hit, reach 20 ft., one target. *Hit:* 64 (9d10 + 15) piercing damage plus 28 (8d6) cold damage.

Claw. *Melee Weapon Attack:* +21 to hit, reach 20 ft., one target. *Hit:* 46 (9d6 + 15) slashing damage.

Tail. *Melee Weapon Attack:* +21 to hit, reach 45 ft., one target. *Hit:* 55 (9d8 + 15) bludgeoning damage. If the target is a creature, it must succeed on a DC 28 Constitution saving throw or be knocked prone or pushed 35 feet, the dragon's choice, and incapacitated until the end of the dragon's next turn.

Icy Stare. The dragon stares into a creature's soul and magically freezes it. The creature must make a DC 25 Constitution saving throw or take 35 (10d6) cold damage and has its speed reduced to 0. The creature may make another saving throw at the end of each of its turns, ending the effect on itself on a success.

Frightful Presence. Refer to Great Dragon Traits.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath attacks.

Cold Breath. The dragon exhales an icy blast in a 210-foot cone. Each creature in that area must make a DC 28 Constitution saving throw, taking 262 (25d20) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath. The dragon exhales paralyzing gas in a 200-foot cone. Each creature in that area must succeed on a DC 28 Constitution saving throw or be paralyzed 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.

Ice Breath (1/day). The dragon exhales an ice-shard filled blast of cold in a 200-foot cone. Each creature in that area must make a DC 28 Constitution saving throw, taking 132 (24d10) cold damage plus 132 (24d10) bludgeoning damage on a failed save, or half as much damage on a successful one. Additionally, on a failed save the target loses resistance to cold damage for 1 hour.

Change Shape. Refer to Great Dragon Traits.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the dragon has unspent legendary actions at the end of the round it can use its remaining legendary actions. The dragon regains spent legendary actions at the start of his turn.

Detect. The dragon can make a Wisdom (Perception) check.

Move. The dragon can move half its speed.

Chilly Fog. The dragon chooses a point that it can see within 180 feet of it. A fog billows forth in a 30-foot radius centered on that point. The effect last for 1 minute and does not require concentration but is otherwise identical to the fog cloud spell. In addition, creatures in the fog that are not resistant or immune to cold cannot take reactions and have disadvantage on concentration checks while in the fog.

Tail Attack (Costs 2 Actions). The dragon makes a tail Attack.

Innate Casting (Costs 3 Actions). The dragon makes an Icy Stare attack or cast an at-will spell.

Wing Attack (Costs 3 Actions). The dragon beats its wings. Each creature within 35 ft. of the dragon must succeed on a DC 28 Dexterity saving throw or take 46 (9d6 + 15) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

WYRM BRONZE DRAGON

Gargantuan dragon, lawful good

Armor Class 24 (natural armor)

Hit Points 615 (30d20 + 300)

Speed 70 ft., climb 60 ft., fly 180 ft., swim 70 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+12)	12 (+3)	30 (+12)	20 (+7)	19 (+6)	23 (+8)

Savings Throws Dex +11, Con +20, Wis +14, Cha +16

Skills Insight +14, History +15, Perception +22, Stealth +11

Damage Resistances acid, thunder; refer to Great Dragon Traits

Damage Immunities lightning; refer to Great Dragon Traits

Condition Immunities frightened

Senses blindsight 90 ft., darkvision 180 ft., passive Perception 32

Languages Aquan, Common, Draconic, Giant,

Challenge 26 (90,000 XP)

Amphibious. The dragon can breathe air and water.

Colossal. The dragon's space is 30' x 30'. Refer to Great Dragon Traits.

Great Dragon's Aura. Lightning damage, refer to Great Dragon Traits.

Great Dragon's Might. Refer to Great Dragon Traits.

Innate Spellcasting. Refer to Great Dragon traits. In addition, the dragon's spellcasting ability is Charisma (spell save DC 24, +16 to hit with attack spells). The dragon can innately cast the following spells, requiring no components:

At will: *control water, lightning bolt, speak with animals*

3/day each: *create food and water, fog cloud, detect thoughts*

1/day each: *power word stun, storm of vengeance*

Limited Magic Immunity. Refer to Great Dragon Traits.

Magic Weapons. Refer to Great Dragon Traits.

Regeneration. Refer to Great Dragon Traits.

Siege Monster. Refer to Great Dragon Traits.

Static Charge. When a creature, object, or area takes lightning damage from the dragon's breath weapon, it becomes statically charged. A statically charged creature takes 21 (6d6) lightning damage at the start of its turn and any time it uses a reaction. A charged area is filled with a 15-foot high spider-web of lightning, and each creature that ends its turn adjacent to or in the area takes 21 (6d6) lightning damage. Statically charged creatures and areas remain charged for 4 (1d8) rounds, unless a creature takes an action and succeeds on a DC 18 Dexterity check to remove the charge on itself, another, or a medium sized area.

Unstoppable. Refer to Great Dragon Traits.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It can then make three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +20 to hit, reach 15 ft., one target. *Hit:* 47 (6d10 + 14) piercing damage plus 28 (8d6) lightning damage.

Claw. *Melee Weapon Attack:* +20 to hit, reach 10ft., one target. *Hit:* 35 (6d6 + 14) slashing damage.

Tail. *Melee Weapon Attack:* +20 to hit, reach 35 ft., one target. *Hit:* 41 (6d8 + 14) bludgeoning damage. If the target is a creature, it must succeed on a DC 28 Constitution saving throw or be knocked prone or pushed 30 feet, the dragon's choice, and incapacitated until the end of the dragon's next turn.

Lightning Stomp. The dragon stomps its lightning infused feet on the ground releasing lightning in a 60 ft. radius. Each creature touch the ground in the area must make a DC 28 Dexterity saving throw, taking 31 (9d6) lightning damage and be knocked prone on a failed save or take half as much damage on a successful save.

Frightful Presence. Refer to Great Dragon Traits.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath attacks.

Lightning Breath. The dragon exhales lightning in a 360-foot line that is 10 feet wide. Each creature in that line must make a DC 28 Dexterity saving throw, taking 253 (46d10) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a 120-foot cone. Each creature in that area must succeed on a DC 28 Strength saving throw. On a failed save, the creature is pushed 120 feet away from the dragon.

High Intensity Lightning Breath (1/day). The dragon makes a lightning breath attack, except on failed save the target is also incapacitated until the end of the dragon's next turn. Additionally, for creatures with 25 HD or less, the attack ignores resistance to lightning damage and treats immunity to lightning damage as resistance instead.

Change Shape. Refer to Great Dragon Traits.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the dragon has unspent legendary actions at the end of the round it can use its remaining legendary actions. The dragon regains spent legendary actions at the start of his turn.

Detect. The dragon can make a Wisdom (Perception) check.

Move. The dragon can move half its speed.

Fog. The dragon chooses a point it can see within 180 feet of it, conjuring a magical fog from that point. The magical fog is identical to the spell fog cloud, except with a 30-foot radius and it lasts 5 minutes without the dragon needing to concentrate on it.

Tail Attack (Costs 2 Actions). The dragon makes a tail Attack.

Innate Casting (Costs 3 Actions). The dragon casts an at-will spell.

Lightning Stomp. (Costs 3 Actions). The dragon makes a Lightning Stomp Attack.

Wing Attack (Costs 3 Actions). The dragon beats its wings. Each creature within 30 ft. of the dragon must succeed on a DC 28 Dexterity saving throw or take 35 (6d6 + 14) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

WYRM GREEN DRAGON

Gargantuan dragon, lawful evil

Armor Class 24 (natural armor)

Hit Points 585 (30d20 + 270)

Speed 70 ft., climb 50 ft., fly 180 ft., swim 70 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+12)	10 (+2)	28 (+11)	22 (+8)	19 (+6)	22 (+8)

Savings Throws Dex +10, Con +19, Int + 16, Wis +14, Cha +16

Skills Arcana +16, Deception +16, Insight +14, History +16, Perception +22, Stealth +10

Damage Resistances acid, psychic; refer to Great Dragon Traits

Damage Immunities poison; refer to Great Dragon Traits

Condition Immunities charmed, poisoned

Senses blindsight 90 ft., darkvision 180 ft., passive Perception 32

Languages Common, Draconic, Giant, Infernal, Terran

Challenge 26 (90,000 XP)

Amphibious. The dragon can breathe air and water.

Colossal. The dragon's space is 30' x 30'. Refer to Great Dragon Traits.

Great Dragon's Aura. Poison damage, refer to Great Dragon Traits.

Great Dragon's Might. Refer to Great Dragon Traits.

Dominating Presence. When targeting a creature of the dragon's CR or below, the dragon's charms ignore resistance and creatures with immunity have advantage on their saving throw instead. In addition, the dragon can use a bonus or legendary action to exert precise control of creatures it has charmed.

Innate Spellcasting. Refer to Great Dragon traits. In addition, the dragon's spellcasting ability is Intelligence (spell save DC 24, +16 to hit with attack spells). The dragon can innately cast the following spells, requiring no components:

At will: *entangle*, *hypnotic pattern*, *plant growth*, *suggestion*
3/day each: *cloudkill* (7th level), *dream*, *dominate person*,
1/day each: *feeblemind*, *mass suggestion*

Limited Magic Immunity. Refer to Great Dragon Traits.

Magic Weapons. Refer to Great Dragon Traits.

Regeneration. Refer to Great Dragon Traits.

Siege Monster. Refer to Great Dragon Traits.

Unstoppable. Refer to Great Dragon Traits.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It can then make three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +20 to hit, reach 20 ft., one target. *Hit:* 47 (6d10 + 14) piercing damage plus 28 (8d6) poison damage.

Claw. *Melee Weapon Attack:* +20 to hit, reach 10ft., one target. *Hit:* 35 (6d6 + 14) slashing damage.

Tail. *Melee Weapon Attack:* +20 to hit, reach 40 ft., one target. *Hit:* 41 (6d8 + 14) bludgeoning damage. If the target is a creature, it must succeed on a DC 28 Constitution saving throw or be knocked prone or pushed 30 feet, the dragon's choice, and incapacitated until the end of the dragon's next turn.

Dread Whispers. The dragon chooses one creature it can see within 240 feet of it and that creature must make a DC 26 Wisdom saving throw. On a failure, the creature takes 33 (6d10) psychic damage, loses all resistance to poison damage for 12 hours, and can't take bonus actions or reactions, and its speed is halved until the end of the dragon's next turn. The target takes half damage on a successful save.

Beguiling Presence. Refer to Great Dragon Traits for Frightful Presence. In addition, the dragon can instead (the dragon's choice) charm creatures that fail the saving throw.

Dominating Gaze (Recharge 5-6). The dragon magically compels one creature it can see within 180 feet of it to look into his eyes. The creature must make a DC 24 Wisdom saving throw. On a failure the creature is dominated as in the dominate monster spell.

Poison Breath (Recharge 5-6). The dragon exhales poison in a 180-foot cone. Each creature in the cone must make a DC 27 Constitution saving throw, taking 247 (38d12) poison damage and is poisoned on a failed save, or half as much damage on a successful one. In addition, the area of the attack becomes filled with poisonous gas for 4 (1d8) rounds, unless it is dispersed by a strong wind (45+ mph). The gas obscures the area up to 15 feet high and a creature that ends or starts its turn in the area takes 21 (6d6) poison damage.

Change Shape. Refer to Great Dragon Traits.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the dragon has unspent legendary actions at the end of the round it can use its remaining legendary actions. The dragon regains spent legendary actions at the start of his turn.

Detect. The dragon can make a Wisdom (Perception) check.

Move. The dragon can move half its speed.

Luring Glare. The dragon chooses one creature it can see within 180 feet of it. That creature must make a DC 24 Wisdom saving throw. On a failure, the target takes 22 (4d10) psychic damage and must use its reaction to move up to 30 feet in a direction the dragon chooses and is then stunned until the end of the dragon's next turn. The target takes half as much damage on a successful save.

Tail Attack (Costs 2 Actions). The dragon makes a tail Attack.

Innate Casting (Costs 3 Actions). The dragon can make a Dread Whispers attack or cast an at-will spell.

Wing Attack (Costs 3 Actions). The dragon beats its wings. Each creature within 30 ft. of the dragon must succeed on a DC 28 Dexterity saving throw or take 35 (6d6 + 14) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

WYRM BLACK DRAGON

Gargantuan dragon, chaotic evil

Armor Class 24 (natural armor)

Hit Points 546 (28d20 + 252)

Speed 70 ft., climb 60 ft., fly 180 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+11)	14 (+3)	28 (+10)	18 (+5)	17 (+4)	21 (+6)

Savings Throws Str +19, Dex +11, Con +18, Wis +12, Cha +14

Skills Acrobatics +12, Deception +14, Perception +20, Stealth +12

Damage Resistances necrotic, poison; refer to Great Dragon Traits

Damage Immunities acid; refer to Great Dragon Traits

Senses blindsight 90 ft., darkvision 180 ft., passive Perception 30

Languages Abyssal, Common, Draconic, Giant

Challenge 25 (75,000 XP)

Amphibious. The dragon can breathe air and water.

Colossal. The dragon's space is 30' x 30'. Refer to Great Dragon Traits.

Dissolve. When a creature, object, or area takes acid damage from the dragon's breath weapon, it begins to dissolve. A dissolving creature takes 21 (6d6) acid damage at the start of its turn and cannot use reactions. A dissolving area is filled with a pool of acid and each creature that ends its turn in the pool takes 21 (6d6) acid damage. Dissolving creatures and areas continue dissolving for 4 (1d8) rounds, unless a creature takes an action and succeeds on a DC 18 Dexterity check to remove or neutralize the acid on itself, another, or a medium sized area.

Great Dragon's Aura. Acid damage, refer to Great Dragon Traits.

Great Dragon's Might. Refer to Great Dragon Traits.

Innate Spellcasting. Refer to Great Dragon traits. In addition the dragon's spellcasting ability is Charisma (spell save DC 22, +14 to hit with attack spells). The dragon can innately cast the following spells, requiring no components:

At will: *melf's acid arrow* (5th level), *plant growth*, *vampiric touch*

3/day each: *insect plague*, *greater invisibility*

1/day each: *circle of death*, *finger of death*

Limited Magic Immunity. Refer to Great Dragon Traits.

Magic Weapons. Refer to Great Dragon Traits.

Regeneration. Refer to Great Dragon Traits.

Siege Monster. Refer to Great Dragon Traits.

Unstoppable. Refer to Great Dragon Traits.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It can then make three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 45 (6d10 + 12) piercing damage plus 28 (8d6) acid damage.

Claw. *Melee Weapon Attack:* +19 to hit, reach 10ft., one target. *Hit:* 33 (6d6 + 12) slashing damage.

Tail. *Melee Weapon Attack:* +19 to hit, reach 45 ft., one target. *Hit:* 39 (6d8 + 12) bludgeoning damage. If the target is a creature, it must succeed on a DC 27 Constitution saving throw or be knocked prone or pushed 30 feet, the dragon's choice, and incapacitated until the end of the dragon's next turn.

Acidic Mucus. The dragon spits a ball of acidic mucus. *Ranged Weapon Attack:* +18 to hit, range 180 / 360 ft., one target. *Hit:* 20 (2d8 + 11) bludgeoning damage plus 27 (6d8) acid damage and the target must make a DC 26 Constitution saving throw, losing any resistance to acid damage for 12 hours.

Frightful Presence. Refer to Great Dragon Traits.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath attacks.

Acid Breath. The dragon exhales acid in a 240-foot line that is 15 feet wide. Each creature in that line must make a DC 26 Dexterity saving throw, taking 231 (42d10) acid damage on a failed save, or half as much damage on a successful one.

Vitriolic Spray. The dragon exhales acid in a 120-foot cone. Each creature in the cone must make a DC 26 Dexterity saving throw, taking 231 (42d10) acid damage on a failed save, or half as much damage on a successful one.

Change Shape. Refer to Great Dragon Traits.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the dragon has unspent legendary actions at the end of the round it can use its remaining legendary actions. The dragon regains spent legendary actions at the start of his turn.

Detect. The dragon can make a Wisdom (Perception) check.

Move. The dragon can move half its speed.

Darkness. Magical darkness spreads from a point the dragon can see within 200 feet of it; filling a 30-foot radius sphere for 4 (1d8) rounds. The darkness spreads around corners. A creature with darkvision can't see through the darkness, and nonmagical light can't illuminate it, but the dragon can see through it. If any of the effect's area overlaps with an area of light created by a spell of 5th level or lower, the spell that created the light is dispelled.

Tail Attack (Costs 2 Actions). The dragon makes a tail Attack.

Innate Casting (Costs 3 Actions). The dragon can cast an at-will spell.

Acidic Mucus. (Costs 3 Actions). The dragon makes an acidic mucus attack.

Wing Attack (Costs 3 Actions). The dragon beats its wings. Each creature within 30 ft. of the dragon must succeed on a DC27 Dexterity saving throw or take 33 (6d6 + 12) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

WYRM COPPER DRAGON

Gargantuan dragon, chaotic good

Armor Class 24 (natural armor)

Hit Points 585 (30d20 + 270)

Speed 70 ft., climb 60 ft., fly 180 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+10)	14 (+3)	29 (+10)	22 (+7)	19 (+5)	21 (+6)

Savings Throws Dex +11, Con +18, Int +15, Wis +13, Cha +14

Skills Deception +14, History +15, Perception +20, Stealth +11

Damage Resistances necrotic, poison; refer to Great Dragon Traits

Damage Immunities acid; refer to Great Dragon Traits

Senses blindsight 90 ft., darkvision 180 ft., passive Perception 30

Languages Common, Draconic, Giant, Sylvan

Challenge 25 (75,000 XP)

Colossal. The dragon's space is 30' x 30'. Refer to Great Dragon Traits.

Dissolve. When a creature, object, or area takes acid damage from the dragon's breath weapon, it begins to dissolve. A dissolving creature takes 21 (6d6) acid damage at the start of its turn and cannot use reactions. A dissolving area is filled with a pool of acid and each creature that ends its turn in the pool takes 21 (6d6) acid damage. Dissolving creatures and areas continue dissolving for 4 (1d8) rounds, unless a creature takes an action and succeeds on a DC 18 Dexterity check to remove or neutralize the acid on itself, another, or a medium sized area.

Great Dragon's Aura. Acid damage, refer to Great Dragon Traits.

Great Dragon's Might. Refer to Great Dragon Traits.

Innate Spellcasting. Refer to Great Dragon traits. In addition, the dragon's spellcasting ability is Charisma (spell save DC 22, +14 to hit with attack spells). The dragon can innately cast the following spells, requiring no components:

At will: *melf's acid arrow* (5th level), *stone shape*, *transmute rock*

3/day each: *flesh to stone*, *wall of stone*

1/day each: *earthquake*, *move earth*

Limited Magic Immunity. Refer to Great Dragon Traits.

Magic Weapons. Refer to Great Dragon Traits.

Regeneration. Refer to Great Dragon Traits.

Siege Monster. Refer to Great Dragon Traits.

Unstoppable. Refer to Great Dragon Traits.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It can then make three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. Hit: 38 (5d10 + 11) piercing damage plus 28 (8d6) acid damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 15ft., one target. Hit: 28 (5d6 + 11) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 40 ft., one target. Hit: 33 (5d8 + 11) bludgeoning damage. If the target is a creature, it must succeed on a DC 26 Constitution saving throw or be knocked prone or pushed 35 feet, the dragon's choice and stunned until the end of the dragon's next turn.

Acid Discharge. The dragon releases a cloud of acid that fills a 60-foot radius around it. Each creature in the area must make a DC 22 Constitution saving throw, taking 31 (9d6) acid damage loses resistance to acid damage for 1 hour on a failed save, or half as much damage on a successful one.

Frightful Presence. Refer to Great Dragon Traits.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath attacks.

Acid Breath. The dragon exhales acid in a 240-foot line that is 15 feet wide. Each creature in that line must make a DC 26 Dexterity saving throw, taking 198 (36d10) acid damage on a failed save, or half as much damage on a successful one.

Slowing Breath. The dragon exhales gas in a 200-foot cone. Each creature of the dragon's choice in that area must succeed on a DC 26 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, it can't take the dash action, and it can't take more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 5 minutes. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

Corrosive Acid Breath (1/day). The dragon makes an acid breath attack. In addition to those effects, on a failed saving throw any non-magical metal armor has its AC permanently reduced by 5 (2d4) and magical metal armor by 2 (1d4).

Change Shape. Refer to Great Dragon Traits.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the dragon has unspent legendary actions at the end of the round it can use its remaining legendary actions. The dragon regains spent legendary actions at the start of his turn.

Detect. The dragon can make a Wisdom (Perception) check.

Move. The dragon can move half its speed.

Spike Growth. The dragon chooses a point on the ground that it can see within 180 feet of it. Stone spikes sprout from the ground in a 30-foot radius centered on that point. The effect last for 5 minutes and does not require concentration, but is otherwise identical to the spike growth spell.

Tail Attack (Costs 2 Actions). The dragon makes a tail Attack.

Innate Casting (Costs 3 Actions). The dragon makes an acidic discharge attack or cast an at-will spell.

Wing Attack (Costs 3 Actions). The dragon beats its wings. Each creature within 30 ft. of the dragon must succeed on a DC 25 Dexterity saving throw or take 28 (5d6 + 11) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

WYRM BRASS DRAGON

Gargantuan dragon, chaotic good

Armor Class 22 (natural armor)

Hit Points 499 (27d20 + 216)

Speed 70 ft., burrow 60 ft., climb 60 ft., fly 180 ft.,

STR	DEX	CON	INT	WIS	CHA
29 (+10)	12 (+2)	27 (+9)	18 (+5)	17 (+4)	21 (+6)

Savings Throws Dex +9, Con +16, Wis +11, Cha +13

Skills History +12, Perception +18, Persuasion +13, Stealth +9

Damage Resistances force, poison; refer to Great Dragon Traits

Damage Immunities fire; refer to Great Dragon Traits

Senses blindsight 90 ft., darkvision 180 ft., passive Perception 28

Languages Common, Draconic, Giant, Ignan, Primordial

Challenge 24 (62,000 XP)

Colossal. The dragon's space is 25' x 25'. Refer to Great Dragon Traits.

Ignite. When a creature, object, or area takes fire damage from the dragon's breath weapon, it ignites. An ignited target takes 21 (6d6) fire damage at the start of its turn, cannot take reactions, and suffers the effects of the spell heat metal. An ignited area is engulfed in 15-foot high, opaque flames, and each creature that ends its turn adjacent to or in the area takes 21 (6d6) fire damage. Ignited creatures and areas remain ignited for 4 (1d8) rounds, unless a creature takes an action and succeeds on a DC 18 Dexterity check to extinguish the flames on itself, another, or a medium sized area.

Great Dragon's Aura. Fire damage; refer to Great Dragon Traits.

Great Dragon's Might. Refer to Great Dragon Traits.

Innate Spellcasting. Refer to Great Dragon traits. In addition the dragon's spellcasting ability is Charisma (spell save DC 21, +13 to hit with attack spells). The dragon can innately cast the following spells, requiring no components:

At will: *fireball*, *speak with animals*, *wall of fire*

3/day each: *absorb elements* (9th level), *control winds*, *suggestion*

1/day each: *conjure elemental*, *control weather*, *etherealness*

Limited Magic Immunity. Refer to Great Dragon Traits.

Magic Weapons. Refer to Great Dragon Traits.

Regeneration. Refer to Great Dragon Traits.

Siege Monster. Refer to Great Dragon Traits.

Unstoppable. Refer to Great Dragon Traits.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It can then make three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 38 (5d10 + 11) piercing damage plus 28 (8d6) fire damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10ft., one target. *Hit:* 28 (5d6 + 11) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 35 ft., one target. *Hit:* 33 (5d8 + 11) bludgeoning damage. If the target is a creature, it must succeed on a DC 26 Constitution saving throw or be knocked prone or pushed 30 feet, the dragon's choice and incapacitated until the end of the dragon's next turn.

Sand Wall. The dragon magically creates a wall of sand. The wall is 1-foot thick and each panel as an AC 13. It is otherwise similar to the spell Wall of Stone.

Frightful Presence. Refer to Great Dragon Traits.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath attacks.

Fire Breath. The dragon exhales fire in a 150-foot cone. Each creature in that area must make a DC 25 Dexterity saving throw, taking 187 (34d10) fire damage on a failed save, or half as much damage on a successful one.

Sleep Breath. The dragon exhales sleep gas in a 150-foot cone. Each creature in that area must succeed on a DC 25 Constitution saving throw or fall Unconscious for 30 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Desert Wind Breath (1/day). The dragon makes a fire breath attack except it is infused with scorching desert sand. The damage of the attack is treated as both fire and slashing damage. Additionally, a creature in the area must make a DC 25 Strength saving throw or be pushed to the end of the cone and knocked prone.

Change Shape. Refer to Great Dragon Traits.

LEGENDARY ACTIONS

The dragon can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the dragon has unspent legendary actions at the end of the round it can use its remaining legendary actions. The dragon regains spent legendary actions at the start of his turn.

Detect. The dragon can make a Wisdom (Perception) check.

Move. The dragon can move half its speed.

Sand Cloud. The dragon conjures a 30-foot radius sand storm that erupts from a point the dragon can see within 180 feet of it. The cloud spreads around corners. Each creature in the storm must succeed on a DC 21 Constitution saving throw or be blinded 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.

Tail Attack (Costs 2 Actions). The dragon makes a tail Attack.

Innate Casting (Costs 3 Actions). The dragon can cast sand wall or an at-will spell.

Wing Attack (Costs 3 Actions). The dragon beats its wings. Each creature within 25 ft. of the dragon must succeed on a DC26 Dexterity saving throw or take 28 (5d6 + 11) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

WYRM WHITE DRAGON

Gargantuan dragon, chaotic evil

Armor Class 23 (natural armor)

Hit Points 526 (27d20 + 243)

Speed 70 ft., climb 60 ft., fly 180 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+10)	10 (+1)	28 (+11)	14 (+3)	15 (+3)	16 (+4)

Savings Throws Str +17, Dex +8, Con +18, Wis +9, Cha +11

Skills Athletics +17, Intimidation +18, Perception +17

Damage Resistances force, radiant; refer to Great Dragon Traits

Damage Immunities cold; refer to Great Dragon Traits

Condition Immunities petrified

Senses blindsight 90 ft., darkvision 180 ft., passive Perception 27

Languages Common, Draconic, Giant

Challenge 24 (62,000 XP)

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

Colossal. The dragon's space is 25' x 25'. Refer to Great Dragon Traits.

Frostbite. When a creature, object, or area takes cold damage from the dragon's breath weapon, it is frost bitten. A frost-bitten creature takes 14 (4d6) cold damage at the start of its turn, cannot use reactions, and its speed is halved. A frost-bitten area is covered with ice and becomes difficult terrain. If a creature attempts to go over the frost-bitten area at normal speed, it must make a DC 18 Dexterity saving throw or fall prone. Frost bitten creatures and areas are frost bitten for 4 (1d8) rounds, unless a creature takes an action and succeeds on a DC 18 Intelligence (Nature) check to heat itself, another, or a medium sized area.

Great Dragon's Aura. 7 (2d6) cold damage; refer to Great Dragon Traits.

Great Dragon's Might. Refer to Great Dragon Traits.

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost extra movement.

Innate Spellcasting. Refer to Great Dragon traits. In a19ition the dragon's spellcasting ability is Charisma (spell save DC 19, +11 to hit with attack spells). The dragon can innately cast the following spells, requiring no components:

At will: *ice knife* (4th level, range 120 ft.), *ice storm*

3/day each: *investiture of ice*, *wall of ice*

1/day each: *control weather*, *whirlwind* (60 ft. high)

Limited Magic Immunity. Refer to Great Dragon Traits.

Magic Weapons. Refer to Great Dragon Traits.

Regeneration. Refer to Great Dragon Traits.

Siege Monster. Refer to Great Dragon Traits.

Unstoppable. Refer to Great Dragon Traits.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It can then make three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 44 (6d10 + 11) piercing damage plus 21 (6d6) cold damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10ft., one target. *Hit:* 32 (6d6 + 11) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 35 ft., one target. *Hit:* 38 (6d8 + 11) bludgeoning damage. If the target is a creature, it must succeed on a DC 25 Constitution saving throw or be knocked prone or pushed 30 feet, the dragon's choice and incapacitated until the end of the dragon's next turn.

Icy Tomb. *Ranged Spell Attack:* +11 to hit, range 240ft., one target. *Hit:* the target is encased in ice; takes 14 (4d6) cold damage and the target is restrained and loses any resistance to cold damage for 12 hours. In addition, the target takes 14 (4d6) cold damage at the start of its turn, until it takes an action to break the ice and succeeds on a DC 18 Strength check, ending the effects on itself on a success.

Frightful Presence. Refer to Great Dragon Traits.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath attacks.

Cold Breath. The dragon exhales cold in a 150-foot cone. Each creature in the cone must succeed on a DC 26 Constitution saving throw, taking 195 (30d12) cold damage on a failed save and half as much damage on a successful one.

Ice Shards. The dragon exhales shards of ice in a 200-foot line that is 20 feet wide. Each creature in that area must succeed on a DC 26 Dexterity saving throw, taking 97 (15d12) cold damage and 97 (15d12) piercing damage on a failed save and half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the dragon has unspent legendary actions at the end of the round it can use its remaining legendary actions. The dragon regains spent legendary actions at the start of his turn.

Detect. The dragon can make a Wisdom (Perception) check.

Move. The dragon can move half its speed.

Ice Sheet. The dragon creates an opaque wall of ice on a solid surface it can see within 200 feet of it. The wall can be up to 80 feet long, 80 feet high and 3 feet thick. When the wall appears, each creature within its area is pushed 5 feet out of the wall's space, appearing on whichever side of the wall it wants. Each 10-foot section of the wall has AC 10, 75 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage.

Tail Attack (Costs 2 Actions). The dragon makes a tail Attack.

Innate Casting (Costs 3 Actions). The dragon can make an ice burst attack, icy tomb attack or cast an at-will spell.

Wing Attack (Costs 3 Actions). The dragon beats its wings. Each creature within 25 ft. of the dragon must succeed on a DC26 Dexterity saving throw or take 32 (6d6 + 11) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

DRAGON HALL OF FAME



(DRAGONS)

SHEN

Gargantuan dragon (exarch), lawful evil

Armor Class 28 (natural armor)

Hit Points 1,215 (45d20 + 540)

Speed 100 ft., climb 80 ft., fly 300 ft., swim 100 ft.

STR	DEX	CON	INT	WIS	CHA
35 (+16)	10 (+4)	34 (+16)	20 (+9)	22 (+10)	28 (+13)

Savings Throws Str +26, Dex +14, Con +26, Int +19, Wis +20, Cha +23

Skills Athletics +36, Intimidation +23, Perception +30, Persuasion +20, Stealth +12

Damage Resistances cold, force, thunder; bludgeoning, piercing, and slashing damage that is from +2 or lesser magic.

Damage Immunities acid, lightning, necrotic; bludgeoning, piercing, and slashing damage that is non-magical.

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 180 ft., darkvision 300 ft., truesight 90 ft., passive Perception 40

Languages Abyssal, Common, Draconic, Infernal, Primordial

Challenge 35 (265,000 XP)

Colossal. Shen's space is 75 feet by 75 feet, and he has advantage on saving throws against being pushed or knocked prone by Huge or smaller creatures. Additionally, when Shen hits a Medium or smaller creature with a melee attack, each creature within 5 feet of the initial target must make a DC 34 Dexterity saving throw or suffer the same attack.

Doom's Might. Shen's attacks and effects ignore the resistances and immunities of creatures with 25 HD or less. Additionally, for creatures of 26-30 HD his attacks ignore resistances and treat immunities as resistance (condition immunities provide advantage in lieu of immunity).

Exarch of Tiamat. When Shen's drops to 0 hit points, his body is destroyed but his essence travels back to Tiamat's domain and he is unable to take physical form until Tiamat desires it.

Doom's Scales. When Shen is targeted by a Magic Missile spell, a line spell, or a spell that requires a ranged Attack roll, roll a d6. On a roll of 1-2, the spell functions normally, on a roll of 3 to 5, the spell is deflected and Shen is unaffected. On a roll of 6, Shen is unaffected, and the effect is reflected back at the caster as though it originated from Shen, turning the caster into the target.

Innate Spellcasting. Shen's spellcasting ability is Charisma (spell save DC 31, +23 to hit with attack spells). Shen can innately cast the following spells, requiring no components:

At-will: *blight* (9th level), *call lightning* (9th level), *comprehend languages*, *detect magic*, *detect thoughts*, *enlarge/reduce*, *lightning bolt* (9th level), *melf's acid arrow* (9th level), *remove curse*, *screaming*, *sending*, *telekinesis*, *vampiric touch* (9th level)
3/day each: *counterspell* (9th level), *circle of death*, *create undead*, *disintegrate* (9th level), *dispel magic*, *etherealness*, *shield*, *symbol*, *telepathy*, *storm sphere* (9th level), *whirlwind*
1/day each: *abi-dalzm's horrid writing*, *arcane gate*, *divine word*, *finger of death*, *power word kill*, *storm of vengeance*, *teleport*

Limited Magic Immunity. Unless Shen wishes to be affected, it is immune to spells of 6th level or lower, and it has advantage on all other spells and magical effects.

Magic Weapons. Shen's weapon attacks are treated as +5 magical weapons for overcoming resistances and immunities.

Regeneration. Shen regains 20 hit points at the start of his turn.

Shadow of Doom. The area of Shen's shadow is subject to the effects of the spell *blight* (DC 31). Shen's shadow is the same as his area when he is on the ground. The area of effect increase by 5 feet in radius for each 10 feet Shen is above the ground.

Siege Monster. Shen deals double damage to objects and structures.

Unstoppable. If the Shen is subject to an effect that would inflict the paralyzed, restrained, or stunned condition; he instead loses his next use (one action) of its legendary actions and his speed is reduced by half for the duration of the spell or effect. The loss of legendary actions is cumulative.

ACTIONS

Multiattack. Shen can use its Frightful Presence. It can then make three attacks: two with its claws and one with its bite, sting, or tail.

Bite. Melee Weapon Attack: +26 to hit, reach 55 ft., one target. *Hit:* 135 (21d10 + 20) piercing damage plus 14 (6d6) acid damage, 14 (4d6) lightning damage, and 14 (6d6) necrotic damage.

Claw. Melee Weapon Attack: +26 to hit, reach 25 ft., one target. *Hit:* 93 (21d6 + 20) slashing damage and if the target is Large or smaller, and Shen wishes to, the target must make a DC 31 Strength saving throw or be grappled. A grappled target is also restrained.

Tail. Melee Weapon Attack: +26 to hit, reach 100ft., one target. *Hit:* 114 (21d8 + 20) bludgeoning damage. If the target is a creature, it must succeed on a DC 34 Constitution saving throw or be knocked prone or pushed 80 feet, Shen's choice, and incapacitated until the end of Shen's next turn.

Sting. Melee Weapon Attack: +26 to hit, reach 110 ft., one creature. *Hit:* 93 (21d6 + 20) piercing damage and the creature must succeed on a DC 34 Constitution saving throw, taking 71 (13d10) poison damage and be poisoned on a failed save.

Acidic Mucus. Shen spits a ball of acidic mucus. *Ranged Weapon Attack:* +26 to hit, range 600 / 1200 ft., one target. *Hit:* 56 (8d8 + 20) bludgeoning damage plus 55 (10d10) acid damage and the target must make a DC 34 Constitution saving throw, losing any resistance to acid damage for 24 hours.

Arc Lighting. Ranged Spell Attack: +23 to hit, range 900 ft., one target. *Hit:* 78 (12d12) lightning damage and the target must make a DC 31 Constitution saving throw, losing all resistance to lightning damage for 24 hours on a failure.

Breath Weapon (Recharge 5-6). Shen uses one of the following breath weapons.

Acid Breath. Shen exhales acid in a 600-foot line that is 20 feet wide. Each creature in the line must make a DC 34 Dexterity saving throw, taking 420 (40d20) acid damage on a failed save, or half as much damage on a successful one. Additionally, on a failed save, any non-magical armor is destroyed and magical armor has its AC permanently reduced by 5 (2d4).

Lightning Bolt. Shen exhales lightning in a 750-foot line that is 10 feet wide. The first creature in the line must make a DC 34 Dexterity saving throw, taking 420 (40d20) lightning damage on a failed save, or half as much damage on a successful one.

Necrotic Breath. Shen exhales necrotic energy in a 450-foot cone. Each creature in that area must make a DC 34 Dexterity saving throw, taking 420 (40d20) necrotic damage on a failed save, or half as much damage on a successful one. A creature reduced to 0 hit points by this attack dies and rises the next round, acting on its own initiative count, as a zombie under Shen's control.

LEGENDARY ACTIONS

Shen can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Shen has unspent legendary actions at the end of the round it can use its remaining legendary actions. Shen regains spent legendary actions at the start of his turn.

Dark Sands. A cloud of magical darkness and whirling sand spreads from a point Shen can see within 480 feet of him; filling a 50-foot radius sphere for 9 (2d8) rounds. The cloud spreads around corners. A creature with darkvision can't see through the darkness, except Shen, and nonmagical light can't illuminate it. If any of the effect's area overlaps with an area of light created by a spell of 6th level or lower, the spell that created the light is dispelled. In addition, each creature that starts its turn in the cloud must succeed on a DC 31 Constitution saving throw or be blinded for 2 minutes. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Detect. Shen can make a Wisdom (Perception) check.

Move. Shen can move half its speed.

Tail Attack (Costs 2 Actions). Shen makes a tail Attack.

Teleport (Cost 2 Actions). Shen teleports to an unoccupied space he can see within 480-feet of him.

Innate Casting (Costs 3 Actions). Shen can make an immolate foe attack or cast an at-will spell.

Necrotic Vines (Costs 3 Actions). Withered thorn covered vines erupt from a point on the ground Shen can see within 400 feet of it, creating a 40-foot radius blight of writhing vines. The blight is difficult terrain. If a creature ends its turn in the blight, it must make a DC 30 Strength saving throw or be restrained (DC 25 escape) and take 25 (10d8) piercing damage. If a creature starts its turn restrained by the blight, it takes 44 (8d10) necrotic damage. The blight persists for 1 hour.

Thunderclap (Costs 3 Actions). The dragon chooses a point it can see within 400 feet of it. Each creature within a 30-foot radius of that point must succeed on a DC 34 Constitution saving throw, taking 65 (10d12) thunder damage and be deafened on a failed save, or half as much damage on a successful one.

Wing Attack (Costs 3 Actions). Shen beats its wings. Each creature within 75 ft. of Shen must succeed on a DC 34 Dexterity saving throw or take 93 (21d6 + 20) bludgeoning damage and be knocked prone. Shen can then fly up to half its flying speed.

Tail Sweep (Costs 4 Actions). Shen swings its tail in a 110-foot cone. Each creature in the area must make a DC 31 Dexterity saving throw or take 114 (21d8 + 20) bludgeoning damage, be pushed 80 feet, knocked prone, and stunned until the end of Shen's next turn.

ASHARDALON

Gargantuan dragon, chaotic evil

Armor Class 27 (natural armor)

Hit Points 987 (42d20 + 462)

Speed 80 ft., climb 70 ft., fly 300 ft.

STR	DEX	CON	INT	WIS	CHA
33 (+14)	10 (+3)	32 (+14)	22 (+9)	17 (+6)	26 (+11)

Savings Throws Str +23, Dex +12, Con +23, Int + 18, Wis +15, Cha +20

Skills Arcana +18, Athletics +32, Intimidation +23, Insight +18, Perception +25, Persuasion +20, Stealth +12

Damage Resistances force, poison; bludgeoning, piercing, and slashing damage that is from +2 or lesser magic.

Damage Immunities fire, lightning; bludgeoning, piercing, and slashing damage that is non-magical.

Senses blindsight 120 ft., darkvision 270 ft., truesight 60 ft., passive Perception 35

Languages Abyssal, Common, Draconic, Giant, Ignan, Primordial
Challenge 33 (215,000 XP)

Brute. Ashardalon's melee attacks deal one extra die of damage when Ashardalon hits with it (included in the attack).

Death Throws. When Ashardalon dies, he explodes, and each creature within 50 feet of him must make a DC 20 Dexterity saving throw, taking 90 (20d8) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in the area and a balor demon appears in the space formerly occupied by Ashardalon.

Colossal. Ashardalon's space is 55 feet by 55 feet, and he has advantage on saving throws against being pushed or knocked prone by Huge or smaller creatures.

Charged Flames. When a creature, object, or area takes damage from Ashardalon's breath weapon, it becomes ignited and charged. An ignited target takes 28 (8d6) fire damage and 14 (4d6) Lightning damage at the start of its turn, cannot take bonus actions, takes 14 (4d6) lightning damage each time it takes a reaction, and suffers the effects of the spell heat metal. An ignited and charged area is engulfed in 20-foot high, opaque flames and lightning, and each creature that ends its turn adjacent to or in the area takes 28 (8d6) fire damage and 14 (4d6) lightning damage. Ignited and charged creatures and areas remain ignited and charged for 5 (1d10) rounds, unless a creature takes an action and succeeds on a DC 21 Dexterity check to extinguish the flames and remove the charge on itself, another, or a medium sized area.

Great Dragon's Aura. Ashardalon can use a bonus action to release his elemental aura. Once the aura is released it remains in effect until he uses another bonus action to contain it. The aura extends 30 feet in all directions from Ashardalon. Each creature that starts or ends its turn in the aura takes 14 (4d6) fire damage and 14 (4d6) lightning damage.

Great Dragon's Might. Ashardalon's attacks and effects ignore the resistances and immunities of creatures CR 20 and below, and for creatures of CR 21-25, the attacks ignore resistances and treat immunities as resistance (condition immunities provide advantage in lieu of immunity).

Great Dragon's Scales. When Ashardalon is targeted by a Magic Missile spell, a line spell, or a spell that requires a ranged Attack roll, roll a d6. On a roll of 1-2, the spell functions normally, on a roll of 3 to 5, the spell is deflected and Ashardalon is unaffected. On a roll of 6, Ashardalon is unaffected, and the effect is reflected back at the caster as though it originated from Ashardalon, turning the caster into the target.

Innate Spellcasting. Refer to great dragon traits. In addition, Ashardalon's spellcasting ability is Charisma (spell save DC 28, +20 to hit with attack spells). Ashardalon can innately cast the following spells, requiring no components:

At-will: *aganazzar's scorcher* (9th level), *comprehend languages*, *detect magic*, *detect thoughts*, *enlarge/reduce*, *fireball* (9th level), *heat metal* (9th level), *remove curse*, *scrying*, *sending*, *telekinesis*, *wall of fire* (9th level)

3/day each: *counterspell* (9th level), *dispel magic*, *fire storm*, *force cage*, *shield*, *symbol*, *telepathy*

1/day each: *arcane gate*, *etherealness*, *divine word*, *incendiary cloud*, *meteor swarm*, *teleport*

Limited Magic Immunity. Unless Ashardalon wishes to be affected, it is immune to spells of 3rd level or lower, and it has advantage on all other spells and magical effects.

Magic Weapons. Ashardalon's weapon attacks are treated as +3 magical weapons for overcoming resistances and immunities.

Savage Attacker. Ashardalon can use a bonus action to make a claw attack against a target he has grappled.

Siege Monster. Ashardalon deals double damage to objects and structures.

Unstoppable. If the Ashardalon is subject to an effect that would inflict the paralyzed, restrained, or stunned condition; he instead loses his next use (one action) of its legendary actions and his speed is reduced by half for the duration of the spell or effect. The loss of legendary actions is cumulative.

ACTIONS

Multiattack. Ashardalon can use its Frightful Presence. It can then make three attacks: two with its claws and one with its bite.

Bite. Melee Weapon Attack: +23 to hit, reach 35 ft., one target. *Hit:* 88 (13d10 + 17) piercing damage plus 35 (10d6) fire damage plus 14 (4d6) lightning damage.

Claw. Melee Weapon Attack: +23 to hit, reach 20ft., one target. *Hit:* 62 (13d6 + 17) slashing damage and if the target is Large or smaller, and Ashardalon wishes to, the target must make a DC 31 Strength saving throw or be grappled. A grappled target is also restrained.

Tail. Melee Weapon Attack: +23 to hit, reach 80ft., one target. *Hit:* 75 (13d8 + 17) bludgeoning damage. If the target is a creature, it must succeed on a DC 31 Constitution saving throw or be knocked prone or pushed 50 feet, Ashardalon's choice, and incapacitated until the end of Ashardalon's next turn.

Immolate Foe. Ranged Spell Attack: +20 to hit, range 600 ft., one target. *Hit:* 56 (16d6) fire damage and the target must make a DC 28 Constitution saving throw, losing all resistance to fire damage for 24 hours on a failure.

Frightful Presence. Each creature of Ashardalon's choice that is within 300 feet of him, and aware of him must succeed on a DC 28 Wisdom saving throw or become Frightened for 5 minutes. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful of the effect ends for it, the creature is immune to the his Frightful Presence for the next 12 hours.

Abyssal Breath (Recharge 5-6). Ashardalon exhales a maelstrom of fire and lightning in a 330-foot cone. Each creature in that area must make a DC 31 Dexterity saving throw, taking 416 (64d12) damage on a failed save, or half as much damage on a successful one. The damage from this attack is treated as both fire and lightning damage.

Change Shape. Ashardalon polymorphs into a humanoid or beast that has a challenge rating no higher than his own, or back into his true form. He reverts to its true form if he dies. Any Equipment he is wearing or carrying is absorbed or borne by the new form (Ashardalon's choice).

In a new form, Ashardalon retains his alignment, hit points, Hit Dice, ability to speak, proficiencies, Unstoppable trait, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. His Statistics and capabilities are otherwise replaced by those of the new form.

Summon Demon (1/Day). Ashardalon magically summons (75% chance of success) one of the following demon types: 1d8 *vrock*s, 1d6 *hezrous*, 1d4 *glabrezus*, 1d3 *nalfeshnees*, 1d3 *marilith*s, or one *goristro*.

LEGENDARY ACTIONS

Ashardalon can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Ashardalon has unspent legendary actions at the end of the round it can use its remaining legendary actions. Ashardalon regains spent legendary actions at the start of his turn.

Detect. Ashardalon can make a Wisdom (Perception) check.

Move. Ashardalon can move half its speed.

Volcanic Gas. Ashardalon creates a 40-foot radius sphere of volcanic gas centered on a point it can see within 400 feet of it. The sphere spreads around corners, is lightly obscured, and lasts 1d6 rounds. Each creature that starts its turn in the cloud must succeed on a DC 28 Constitution saving throw or be poisoned until the end of its next turn. While poisoned in this way, a creature is incapacitated.

Tail Attack (Costs 2 Actions). Ashardalon makes a tail Attack.

Eruption (Costs 3 Actions). Magma erupts from a point on the ground the dragon can see within 240 feet of it, creating a 100-foot high, 15-foot radius geyser. Each creature in the geyser's area must make a DC 28 Dexterity saving throw, taking 36 (8d8) fire damage and 36 (8d8) bludgeoning damage on a failed save, or half as much damage on a successful one.

Teleport (Cost 2 Actions). Ashardalon teleports to an unoccupied space he can see within 240-feet of him.

Innate Casting (Costs 3 Actions). Ashardalon can make an immolate foe attack or cast an at-will spell.

Wing Attack (Costs 3 Actions). Ashardalon beats its wings. Each creature within 55 ft. of Ashardalon must succeed on a DC 29 Dexterity saving throw or take 62 (13d6 + 17) bludgeoning damage and be knocked prone. Ashardalon can then fly up to half its flying speed.

Tail Sweep (Costs 4 Actions). Ashardalon swings its tail in a 80-foot cone. Each creature in the area must make a DC 31 Dexterity saving throw or take 75 (13d8 + 17) bludgeoning damage, be pushed 50 feet, knocked prone, and stunned until the end of Ashardalon's next turn.

NICOL BOLAS

Gargantuan dragon (great wyrm gold), neutral evil

Armor Class 29 (natural armor + bracers of defense)

Hit Points 903 (42d20 + 462)

Speed 80 ft., climb 70 ft., fly 280 ft.

STR	DEX	CON	INT	WIS	CHA
33 (+14)	12 (+4)	32 (+14)	24 (+10)	20 (+8)	31 (+13)

Savings Throws Str +26, Dex +16, Con +26, Int +22, Wis +20, Cha +25

Skills Arcana +28, Athletics +23, Intimidation +21, History +18, Insight +17, Perception +24, Persuasion +22, Stealth +13

Damage Resistances force, poison, radiant; bludgeoning, piercing, and slashing from a +2 or lesser magic

Damage Immunities fire; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities charmed, frightened, poisoned

Senses blindsight 120 ft., darkvision 280 ft., truesight 90 ft., passive Perception 34

Languages Celestial, Common, Draconic, Elvish, Giant, Ignan

Challenge 33 (215,000 XP)

Amphibious. Nicol Bolas can breathe air and water.

Arcane Master. Nicol Bolas is a master of arcane magic, granting him the following traits and abilities:

- He has advantage on Constitution saving throws to maintain concentration.
- He can concentrate on two spells at a time. If his concentration is broken, it affects all spells.
- When he cast a spell, it cannot be counterspelled unless the caster succeeds on a DC 20 spellcasting ability check.
- When he casts a spell, the range is doubled.
- His ranged spell attacks ignore half and three-quarters cover.
- He can cast a cantrip (17th level) as a bonus action.

Colossal. Nicol Bolas' space is 55 feet by 55 feet and he has advantage on being pushed or knocked prone by Huge or smaller creatures.

Great Dragon's Aura. Nicol Bolas can use a bonus action to release or contain his elemental aura in a 30-foot radius. Each creature that starts or ends its turn in the aura takes 21 (6d6) fire damage.

Great Dragon's Might. Nicol Bolas' attacks and effects ignore the resistances and immunities of creatures CR 20 and below. His attacks and effects targeting creatures of CR 21 - 25 ignore resistances and treat immunities as resistance (condition immunities provide advantage in lieu of immunity).

Great Dragon's Scales. When a Nicol Bolas is targeted by a Magic Missile spell, a line spell, or a spell that requires a ranged Attack roll, roll a d6. On a roll of 1-2, the spell functions normally, on a roll of 3 to 5, the spell is deflected and the Nicol Bolas is unaffected. On a roll of 6, Nicol Bolas is unaffected, and the effect is reflected back at the caster as though it originated from Nicol Bolas, turning the caster into the target.

Ignite. When a creature, object, or area takes fire damage from Nicol Bolas' breath weapon, it ignites. An ignited target takes 28 (8d6) fire damage at the start of its turn, cannot take reactions or bonus actions, and suffers the effects of the spell heat metal. An ignited area is engulfed in 20-foot high, opaque flames, and each creature that ends its turn adjacent to or in the area takes 28 (8d6) fire damage. Ignited creatures and areas remain ignited for 5 (1d10) rounds, unless a creature takes an action and succeeds on a DC 21 Dexterity check to extinguish the flames on itself, another, or a medium sized area.

Innate Spellcasting. Nicol Bolas' spellcasting ability is Charisma (spell save DC 33, +25 to hit with attack spells). Nicol Bolas can innately cast the following spells (cantrips noted with *), requiring no components:

At will: *bless*, *comprehend languages*, *detect magic*, *detect thoughts*, *eldritch blast** (17th level), *enlarge/reduce*, *fire ball* (9th level), *mage hand**, *ray of frost** (17th level), *remove curse*, *sacred flame** (17th level), *scrying*, *sending*, *telekinesis*, *sunbeam*, *wall of fire* (9th level)

4/day each: *alarm*, *bane*, *command*, *entangle*, *healing word*, *hex*, *shield*, *sleep* (9th level)

3/day each: *antimagic field*, *counterspell*, *dispel magic*, *geas*, *heal*, *shield*, *sunburst*, *symbol*, *telepathy*

2/day each: *divine word*, *etherealness*, *fire storm*, *forcecage*, *plane shift*, *symbol*, *teleport*

1/day each: *arcane gate*, *foresight*, *prismatic wall*, *timestop*, *wish*

Limited Magic Immunity. Unless Nicol Bolas wishes to be affected, he is immune to spells of 3rd level or lower, and he has advantage on all other spells and magical effects.

Maddening Touch. When Nicol Bolas touches a creature or hits it with a melee weapon attack, he can use a bonus action to attempt to shatter the creature's mind. The creature must make a DC 33 Wisdom saving throw or be afflicted by one type of short-term madness, one type of long-term madness, and one type of indeterminate madness.

Magic Weapons. Nicol Bolas' weapon attacks are treated as +3 magical weapons for overcoming resistances and immunities.

Regeneration. Nicol Bolas regains 15 hit points at the start of his turn.

Siege Monster. Nicol Bolas deals double damage to objects and structures.

Unstoppable. If Nicol Bolas is subject to an effect that would inflict the paralyzed, restrained, or stunned condition; he instead loses his next use (one action) of legendary actions and his speed is reduced by half for the duration of the spell or effect. The loss of legendary actions is cumulative.

ACTIONS

Multiattack. Nicol Bolas can use his Frightful Presence. He can then make three attacks: two with its claws and one with its bite.

Bite. Melee Weapon Attack: +24 to hit, reach 45 ft., one target. Hit: 83 (12d10 + 17) piercing damage plus 35 (10d6) fire damage.

Claw. Melee Weapon Attack: +24 to hit, reach 20 ft., one target. Hit: 46 (12d6 + 17) slashing damage.

Tail. Melee Weapon Attack: +24 to hit, reach 90 ft., one target. Hit: 71 (12d8 + 17) bludgeoning damage. If the target is a creature, it must succeed on a DC 29 Constitution saving throw or be knocked prone or pushed 50 feet, Nicol Bolas' choice, and incapacitated until the end of Nicol Bolas' next turn.

Stun Foe. Ranged Spell Attack: +25 to hit, range 420 ft., one target. Hit: 52 (15d6) force damage and must make a DC 30 Constitution saving throw or be stunned for 5 minutes. The creature can make additional saving throws at the end of its turns, ending the effect on itself on a success.

Frightful Presence. Each creature of the Nicol Bolas' choice that is within 300 feet of him, and aware of him must succeed on a DC 32 Wisdom saving throw or become Frightened for 5 minutes. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful of the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 12 hours

Planeswalker. Nicol Bolas cast the spell plane shift, but only he is affected.

Breath Weapon (Recharge 5-6). Nicol Bolas uses one of the following breath attacks.

Fire Breath. Nicol Bolas exhales fire in a 330-foot cone. Each creature in that area must make a DC 32 Dexterity saving throw, taking 378 (36d20) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath. Nicol Bolas exhales gas in a 330-foot cone. Each creature in that area must succeed on a DC 32 Strength saving throw or have disadvantage on Strength-based Attack rolls, Strength Checks, and Strength saving throws 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.

Golden Fire Breath (1/Day). Nicol Bolas makes a fire breath attack infused with radiant energy. The damage from the attack is treated as both fire and radiant damage. Additionally, on a failed saving throw the target is blinded for 6 hours. The blindness can be healed by a *greater restoration* spell, similarly powerful magic

Change Shape. Nicol Bolas magically polymorphs into a humanoid, giant, or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any Equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Unstoppable trait, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its Statistics and capabilities are otherwise replaced by those of the new form, except any Class Features or legendary actions of that form.

LEGENDARY ACTIONS

Nicol Bolas can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Nicol Bolas has unspent legendary actions at the end of the round it can use its remaining legendary actions. Nicol Bolas regains spent legendary actions at the start of his turn.

Detect. Nicol Bolas can make a Wisdom (Perception) check.

Move. Nicol Bolas can move half its speed.

Beguiling Glow (Cost 2 Actions). Nicol Bolas radiates a dazzling glow. Each creature of Nicol Bolas's choice, and that can see it, within 60 feet of it must make a DC 33 Wisdom saving throw or be charmed by Nicol Bolas. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Lucky (Cost 2 Actions). Nicol Bolas glimpses the future, so it has advantage on attack rolls, ability checks, and saving throws until the end of its next turn.

Quick Casting (Costs 2 Actions). Nicol Bolas makes a Stun Foe attack or casts an at-will spell.

Tail Attack (Costs 2 Actions). Nicol Bolas makes a tail Attack.

Wing Attack (Costs 3 Actions). Nicol Bolas beats its wings. Each creature within 55 ft. of Nicol Bolas must succeed on a DC 32 Dexterity saving throw or take 46 (12d6 + 17) bludgeoning damage and be knocked prone. Nicol Bolas can then fly up to half its flying speed.

Innate Casting (Costs 4 Actions). Nicol Bolas casts a spell.

Tail Sweep (Costs 4 Actions). Nicol Bolas swings its tail in a 90-foot cone. Each creature in the area must make a DC 32 Dexterity saving throw or take 71 (12d8 + 17) bludgeoning damage, be pushed 50 feet, knocked prone, and stunned until the end of Nicol Bolas's next turn.

Equipment

Nicol Bolas has access to a vast treasure trove and will typically select the items that best suit his current task. However, Nicol Bolas is typically wearing, carrying, or wielding the following possessions and the stats provided for him here include these items:

Bracelet of the Elder Dragon (+2 to spell DC, attack bonus, and saving throws)

Bracers of Defense

Ioun Stone (Greater Absorption)

HAVARIAN

Gargantuan dragon (wyrmsilver), lawful good

Armor Class 25 (natural armor)

Hit Points 635 (31d20 + 310)

Speed 70 ft., climb 60 ft., fly 200 ft.

STR	DEX	CON	INT	WIS	CHA
32 (+13)	12 (+3)	31 (+12)	20 (+7)	18 (+6)	26 (+10)

Savings Throws Dex +11, Con +20, Wis +13, Cha +17

Skills Acrobatics +11, Arcana +15, Athletics +21, Perception +21, Persuasion +17, Stealth +11

Damage Resistances force, poison; refer to Great Dragon Traits

Damage Immunities cold; refer to Great Dragon Traits

Condition Immunities petrified, frightened

Senses blindsight 90 ft., darkvision 180 ft., passive Perception 31

Languages Auran, Celestial, Common, Draconic, Dwarvish, Giant

Challenge 28 (120,000 XP)

Colossal. Havarian's space is 35 feet by 35 feet, and she has advantage on saving throws against being pushed or knocked prone by Large or smaller creatures.

Frostbite. When a creature, object, or area takes cold damage from Havarian's breath weapon, it is frost bitten. A frost-bitten creature takes 21 (6d6) cold damage at the start of its turn, cannot use reactions, and its speed is halved. A frost-bitten area is covered with ice and becomes difficult terrain. If a creature attempts to go over the frost-bitten area at normal speed, it must make a DC 18 Dexterity saving throw or fall prone. Frost bitten creatures and areas are frost bitten for 4 (1d8) rounds, unless a creature takes an action and succeeds on a DC 18 Intelligence (Nature) check to heat itself, another, or a medium sized area.

Great Dragon's Aura. Havarian can use a bonus action to release her elemental aura. Once the aura is released it remains in effect until she uses another bonus action to contain it. The aura extends 15 feet from Havarian and each creature that starts or ends its turn in the aura takes 14 (4d6) cold damage.

Great Dragon's Might. Havarian's attacks and effects ignore the resistances and immunities of creatures CR 15 and below and attacks and effects targeting creatures of CR 16-20 ignore resistances and treat immunities as resistance (condition immunities provide advantage in lieu of immunity).

Divine Smite (10/Day). When Havarian hits a creature with a claw or bite attack, she can deal an additional 27 (6d8) radiant.

Innate Spellcasting. Refer to Great Dragon traits. In addition, Havarian's spellcasting ability is Charisma (spell save DC 26, +18 to hit with attack spells). Havarian can innately cast the following spells, requiring no components:

At will: *comprehend languages, cone of cold, control winds, detect magic, detect thoughts, feather fall, mending, message, remove curse, scrying, sending, telekinesis*

3/day each: *counterspell, detect thoughts, dispel magic, heal, protection from evil and good, remove curse, wall of ice*

1/day each: *arcane gate, beacon of hope, etherealness, death ward, divine word, greater restoration, teleport*

Limited Magic Immunity. Unless Havarian wishes to be affected, she is immune to spells of 2nd level or lower, and it has advantage on all other spells and magical effects.

Magic Weapons. Havarian's weapon attacks are treated as +2 magical weapons for overcoming resistances and immunities.

Regeneration. Havarian regains 10 hit points at the start of her turn.

Siege Monster. Havarian deals double damage to objects and structures.

Unstoppable. If Havarian is subject to an effect that would inflict the paralyzed, restrained, or stunned condition; she instead loses her next use (one action) of legendary actions and her speed is reduced by half for the duration of the spell or effect. The loss of legendary actions is cumulative.

ACTIONS

Multiattack. Havarian can use her Frightful Presence. She can then make three attacks: two with her claws and one with her bite.

Bite. Melee Weapon Attack: +21 to hit, reach 20 ft., one target. Hit: 64 (9d10 + 15) piercing damage plus 28 (8d6) cold damage.

Claw. Melee Weapon Attack: +21 to hit, reach 20 ft., one target. Hit: 46 (9d6 + 15) slashing damage.

Tail. Melee Weapon Attack: +21 to hit, reach 45 ft., one target. Hit: 55 (9d8 + 15) bludgeoning damage. If the target is a creature, it must succeed on a DC 28 Constitution saving throw or be knocked prone or pushed 35 feet, Havarian's choice, and incapacitated until the end of Havarian's next turn.

Icy Stare. Havarian stares into a creature's soul and magically freezes it. The creature must make a DC 25 Constitution saving throw or take 35 (10d6) cold damage and has its speed reduced to 0. The creature may make another saving throw at the end of each of its turns, ending the effect on itself on a success.

Frightful Presence. Each creature of Havarian's choice that is within 200 feet of her, and aware of her must succeed on a DC 26 Wisdom saving throw or become Frightened for 5 minutes. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful of the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 12 hours.

Breath Weapon (Recharge 5-6). Havarian uses one of the following breath attacks.

Cold Breath. Havarian exhales an icy blast in a 210-foot cone. Each creature in that area must make a DC 28 Constitution saving throw, taking 262 (25d20) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath. Havarian exhales paralyzing gas in a 200-foot cone. Each creature in that area must succeed on a DC 28 Constitution saving throw or be paralyzed 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.

Ice Breath (1/day). Havarian exhales an ice-shard filled blast of cold in a 200-foot cone. Each creature in that area must make a DC 28 Constitution saving throw, taking 132 (24d10) cold damage plus 132 (24d10) bludgeoning damage on a failed save, or half as much damage on a successful one. Additionally, on a failed save the target loses resistance to cold damage for 1 hour.

Change Shape. Havarian magically polymorphs into a humanoid or beast that has a challenge rating no higher than her own, or back into her true form. She reverts to its true form if she dies. Any equipment she is wearing or carrying is absorbed or borne by the new form (Havarian's choice).

In a new form, Havarian retains her alignment, hit points, Hit Dice, ability to speak, proficiencies, unstoppable trait, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Her Statistics and capabilities are otherwise replaced by those of the new form, except any Class Features or legendary actions of that form.

Cleansing Touch (10/Day). Havarian can use an action to end one spell on herself or on one willing creature that she touches.

Divine Sense (11/Day). Havarian opens her awareness to detect evil forces. Until the end of her next turn, Havarian knows the location and Type of any celestial, fiend or Undead within 60 feet of her that is not behind total cover.

Lay on Hands. Havarian has a pool of healing power she can draw upon to heal up to 75 hit points of damage per day. As an action, she can touch a creature and draw from this pool and restore a number of hit points to the creature, up to the maximum amount remaining in the pool. Alternatively, she can cure the target of one disease or neutralize one poison by spending 5 hit points of restoring power from the pool.

LEGENDARY ACTIONS

Havarian can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Havarian has unspent legendary actions at the end of the round it can use its remaining legendary actions. Havarian regains spent legendary actions at the start of his turn.

Detect. Havarian can make a Wisdom (Perception) check.

Move. Havarian can move half its speed.

Chilly Fog. Havarian chooses a point that she can see within 180 feet of her. A fog billows forth in a 30-foot radius centered on that point. The effect last for 1 minute and does not require concentration but is otherwise identical to the fog cloud spell. In addition, creatures in the fog that are not resistant or immune to cold cannot take reactions and have disadvantage on concentration checks while in the fog.

Tail Attack (Costs 2 Actions). Havarian makes a tail Attack.

Innate Casting (Costs 3 Actions). Havarian makes an Icy Stare attack or cast an at-will spell.

Lay on Hands (Costs 3 Actions). Havarian uses her Lay on Hands ability.

Wing Attack (Costs 3 Actions). Havarian beats her wings. Each creature within 35 ft. of Havarian must succeed on a DC 28 Dexterity saving throw or take 46 (9d6 + 15) bludgeoning damage and be knocked prone. Havarian can then fly up to half her flying speed.

AREMAG

Gargantuan dragon, neutral

Armor Class 25 (natural armor)

Hit Points 717 (35d20+350)

Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
32 (+13)	10 (+2)	30 (+12)	15 (+4)	20 (+7)	22 (+8)

Savings Throws Str +21, Con +20, Wis +15, Cha +16

Skills Athletics +29, Intimidation +16, Perception +15, Stealth +10

Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities prone

Senses darkvision 180 ft., passive Perception 25

Languages Aquan, Common, Draconic, Primordial

Challenge 27 (105,000 XP)

Amphibious. Aremag can breathe air and water.

Charger. If Aremag move at least 30 feet straight at a target and then hits it with a ram attack, the attack deals an extra 88 (16d10) bludgeoning damage on a hit.

Chomp. Aremag can use a bonus action to make a bite or swallow attack against a creature it has grappled.

Colossal. Aremag's space is 60' by 60'.

Innate Spellcasting. Aremag's spell casting ability is Charisma (spell save DC 24, +16 to hit with attack spells). Aremag can innately cast the following spells, requiring no components:

At will: *control water*, *fog cloud*

2/day each: *tsunami*

1/day each: *storm of vengeance*

Limited Magic Immunity. Aremag is immune to cantrips and has advantage on saving throws against spells and other magical effects.

Magic Weapons. Aremag's weapon attacks are treated as magical for overcoming resistances and immunities.

Might of the Ancient (5/Day). If the Aremag fails a saving throw, it can use a reaction to re-roll the saving throw.

Siege Monster. Aremag's weapon attacks do double damage to objects and structures

One-Eyed. Aremag has disadvantage on his attacks versus Medium and smaller targets.

Vicious Bite. Aremag's bite attacks deal the extra dice of damage when the dragon hits with it (included in the attack).

Water Sense. When Aremag is completely submerged it gains tremorsense to 480 feet.

Wounded Shell. Aremag has a damaged scute on his shell. This medium sized wound has an AC 18. An opponent engaged in combat with Aremag, but not in his space, can target the wound at disadvantage. Alternately, an attacker could use the *climb on another creature rules* in the DMG.

ACTIONS

Multiattack. The Aremag makes two attacks: two claw or attacks or a bite and a tail attack. The tail and bite attack cannot have the same target.

Bite. Melee Weapon Attack: +21 to hit, reach 15ft., one target. *Hit:* 93 (12d12 + 15) piercing damage and, if Aremag wishes, it is also grappled (escape DC 23). If the creature is Huge or smaller it is also restrained. As long as Aremag maintains the grapple, he cannot bite another creature.

Claw. Melee Weapon Attack: +21 to hit, reach 10 ft., one target. *Hit:* 46 (9d6 + 15) slashing damage.

Tail. Melee Weapon Attack: +21 to hit, reach 20 ft., one target. *Hit:* 55 (9d8 + 15) bludgeoning damage.

Ram. Melee Weapon Attack: +21 to hit, reach 10 ft., one target. *Hit:* 64 (9d10 + 15) bludgeoning damage.

Breath Weapon (Recharge 5-6). Aremag uses one of the following breath weapons.

Water Jet. Aremag exhales a scalding stream of water in a 180-foot line that is 10 feet wide. Each creature in the line must make a DC 28 Dexterity saving throw, taking 65 (10d12) bludgeoning damage plus 65 (10d12) fire damage on a failed save, or half as much damage on a successful one. Additionally, a creature that fails its saving throw must make an additional DC 22 Strength saving throw or be pushed to the end of the line.

Steam Breath. Aremag exhales scalding steam in a 140-foot cone. Each creature in the cone must make a DC 28 Dexterity saving throw, taking 195 (30d12) fire damage on a failed save, or half as much damage on a successful one. Being underwater does not grant resistance to this damage.

Swallow. A Large or smaller creature grappled by Aremag must make a DC 29 Strength saving throw or be swallowed and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside Aremag, and it takes 65 (10d12) acid damage at the start of each of the Aremag's turns.

Aremag's stomach has an AC of 19 and if it takes 60 damage or more on a single turn from a creature inside it, Aremag must make a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed contents of its stomach. Creatures that are regurgitated fall prone within 15 feet of the Aremag. If Aremag dies, a creature is no longer swallowed and may escape from the corpse by using 60 feet of movement, exiting prone.

LEGENDARY ACTIONS

The dragon can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the dragon has unspent legendary actions at the end of the round it can use its remaining legendary actions. The dragon regains spent legendary actions at the start of his turn.

Move. Aremag can move half its speed if it is submerged in water.

Claw. Aremag makes a claw attack.

Bite (Costs 2 Actions). Aremag makes a bite or swallow attack.

Innate Casting (Costs 2 Actions). Aremag cast an at will spell.

Tail (Costs 2 Actions). Aremag makes a tail Attack.

IYMRITH

Gargantuan dragon (wyrm blue dragon), lawful evil

Armor Class 25 (natural armor)

Hit Points 624 (32d20 + 288)

Speed 70 ft., climb 60 ft., fly 240 ft.

STR	DEX	CON	INT	WIS	CHA
31 (+12)	12 (+3)	29 (+11)	21 (+7)	19 (+6)	23 (+8)

Savings Throws Str +22, Dex +13, Con +21, Int +9, Wis +16, Cha +18

Skills Acrobatics +11, Arcana +23, History +15, Insight +14, Investigation +15, Perception +22, Persuasion +16,

Damage Resistances force, thunder; refer to Iymrith Traits

Damage Immunities lightning; refer to Iymrith Traits

Senses blindsight 90 ft., darkvision 200 ft., passive Perception 32

Languages Auran, Common, Draconic, Giant, Infernal

Challenge 27 (105,000 XP)

Arcane Scales. Iymrith has carefully scribed her scales with arcane power, rendering her immune to magic that allows other creatures to read her thoughts, determine whether she is lying, know her alignment, or know her creature type. Creatures can telepathically communicate with her only if she allows it. Additionally, it provides her with a +2 bonus to her spell DCs, spell attacks, and saving throws (included in her stats).

Colossal. Iymrith's space is 35 feet by 35 feet, and she has advantage on saving throws against being pushed or knocked prone by Large or smaller creatures.

Great Dragon's Aura. Iymrith can use a bonus action to release her elemental aura. Once the aura is released it remains in effect until she uses another bonus action to contain it. The aura extends 15 feet from Iymrith and each creature that starts or ends its turn in the aura takes 14 (4d6) lightning damage.

Great Dragon's Might. Iymrith's attacks and effects ignore the resistances and immunities of creatures CR 15 and below and attacks and effects targeting creatures of CR 16-20 ignore resistances and treat immunities as resistance (condition immunities provide advantage in lieu of immunity).

Innate Spellcasting. Refer to Iymrith traits. In addition, Iymrith's spellcasting ability is Charisma (spell save DC 26, +18 to hit with attack spells). Iymrith can innately cast the following spells, requiring no components:

At will: *call lightning, comprehend languages, detect magic, enlarge/reduce, hallucinatory terrain, lightning bolt, mage hand, sending, telekinesis*

3/day each: *blur, counterspell, detect thoughts, dispel magic, remove curse, scrying, shield, storm sphere (6th level)*

2/day each: *divine word, ethrealness, finger of death, mirage arcane*

1/day each: *arcane gate, imprisonment, power word stun, symbol, teleport, whirlwind*

Limited Magic Immunity. Unless Iymrith wishes to be affected, she is immune to spells of 2nd level or lower, and it has advantage on all other spells and magical effects.

Magic Weapons. Iymrith weapon attacks are treated as +2 magical weapons for overcoming resistances and immunities.

Regeneration. Iymrith regains 10 hit points at the start of her turn.

Siege Monster. Iymrith deals double damage to objects and structures.

Static Charge. When a creature, object, or area takes lightning damage from Iymrith's breath weapon, it becomes statically charged. A statically charged creature takes 21 (6d6) lightning damage at the start of its turn and any time it uses a reaction. A charged area is filled with a 15-foot high spider-web of lightning, and each creature that ends its turn adjacent to or in the area takes 21 (6d6) lightning damage. Statically charged creatures and areas remain charged for 4 (1d8) rounds, unless a creature takes an action and succeeds on a DC 18 Dexterity check to remove the charge on itself, another, or a medium sized area.

Unstoppable. If Iymrith is subject to an effect that would inflict the paralyzed, restrained, or stunned condition; she instead loses her next use (one action) of legendary actions and her speed is reduced by half for the duration of the spell or effect. The loss of legendary actions is cumulative.

ACTIONS

Multiattack. Iymrith can use her Frightful Presence. She can then make three attacks: two with her claws and one with her bite.

Bite. Melee Weapon Attack: +20 to hit, reach 25 ft., one target. *Hit:* 52 (7d10 + 14) piercing damage plus 28 (8d6) lightning damage.

Claw. Melee Weapon Attack: +20 to hit, reach 15 ft., one target. *Hit:* 38 (7d6 + 14) slashing damage.

Tail. Melee Weapon Attack: +20 to hit, reach 50ft., one target. *Hit:* 45 (7d8 + 14) bludgeoning damage. If the target is a creature, it must succeed on a DC 28 Constitution saving throw or be knocked prone or pushed 35 feet, Iymrith's choice, and incapacitated until the end of Iymrith's next turn.

Arc Lighting. Ranged Spell Attack: +18 to hit, range 480 ft., one target. *Hit:* 45 (7d12) lightning damage and the target must make a DC 24 Constitution saving throw, losing all resistance to lightning damage for 12 hours on a failure.

Force Burn (Recharge 5-6). Three beams of force erupt from Iymrith, targeting one, two, or three creatures. Iymrith makes the following attack for each beam. *Ranged Spell Attack:* +18 to hit, range 240 ft., one target. *Hit:* 70 (20d6) force damage and the target must make a DC 26 Constitution saving throw or lose 2 (1d4) spell slots beginning with the lowest level of available spell slots and working up.

Frightful Presence. Each creature of Iymrith's choice that is within 200 feet of her, and aware of her must succeed on a DC 24 Wisdom saving throw or become Frightened for 5 minutes. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful of the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 12 hours.

Breath Weapon (Recharge 5-6). Iymrith uses one of the following breath attacks.

Lightning Breath. Iymrith exhales lightning in a 160-foot cone. Each creature in the cone must make a DC 27 Dexterity saving throw, taking 280 (51d10) lightning damage on a failed save, or half as much damage on a successful one.

Lightning Bolt. Iymrith exhales lightning in a 350-foot-line that is 10 feet wide. The first creature in the line must make a DC 27 Dexterity saving throw, taking 412 (75d10) lightning damage and 44 (8d10) thunder damage on a failed save, or half as much damage on a successful one. In addition, each creature within 40 feet of the original target must make a DC 28 Constitution saving throw, taking 44 (8d10) thunder damage on a failed save, or half as much damage on a successful one.

Change Shape. lymrith magically polymorphs into a humanoid, giant, or beast that has a challenge rating no higher than her own, or back into her true form. She reverts to its true form if she dies. Any Equipment she is wearing or carrying is absorbed or borne by the new form (lymrith's choice).

In a new form, lymrith retains her alignment, hit points, Hit Dice, ability to speak, proficiencies, unstoppable trait, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Her Statistics and capabilities are otherwise replaced by those of the new form, except any Class Features or legendary actions of that form.

REACTIONS

Arcane Feedback (5/Day). lymrith attempts to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 6th level or lower, the spell fails. If it is casting a spell of 7th level or higher, it must make a DC 20 Charisma saving throw or the spell fails. Additionally, when a spell fails, the triggering caster takes 21 (7d6) psychic damage.

LEGENDARY ACTIONS

lymrith can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If lymrith has unspent legendary actions at the end of the round it can use its remaining legendary actions. lymrith regains spent legendary actions at the start of his turn.

Detect. lymrith can make a Wisdom (Perception) check.

Move. lymrith can move half her speed.

Sand Cloud. lymrith creates a 30-foot radius sphere of sand swirls centered on a point she can see within 300 feet of it. The sphere spreads around corners and lasts 1d6 rounds. Each creature that starts its turn in the cloud must succeed on a DC 24 Constitution saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns; end the effect on itself on a success.

Quick Casting. lymrith casts one of the following cantrips at 17th level: *chill touch*, *eldritch blast*, *lightning lure*, *minor illusion*, *shocking grasp*, *thunderclap*

Tail Attack (Costs 2 Actions). lymrith makes a tail Attack.

Innate Casting (Costs 3 Actions). lymrith can make an arc lightning attack or cast an at-will spell.

Wing Attack (Costs 3 Actions). lymrith beats her wings. Each creature within 30 ft. of lymrith must succeed on a DC 28 Dexterity saving throw or take 38 (7d6 + 14) bludgeoning damage and be knocked prone. lymrith can then fly up to half her flying speed.

CYAN BLOODBANE

Gargantuan dragon, lawful evil

Armor Class 20 (natural armor)

Hit Points 363 (22d20 + 132)

Speed 40 ft., fly 100 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	23 (+6)	20 (+5)	16 (+3)	20 (+5)

Savings Throws Str +13, Dex +7, Con +12, Int +11, Wis +9, Cha +11

Skills Arcana +10, Deception +10, Insight +9, Perception +15, Stealth +7

Damage Resistances psychic; bludgeoning, piercing, and slashing that is nonmagical

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25

Languages Common, Draconic, Elvish

Challenge 19 (22,000 XP)

Amphibious. Cyan can breathe air and water.

Dominating Presence. When targeting a creature of 20 HD or less, Cyan's charms ignore resistance to the charmed condition and those with immunity have advantage on their saves instead. In addition, Cyan can use a legendary action to exert precise control of creatures it has charmed.

Innate Spellcasting. Cyan's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *dancing lights, minor illusion, plant growth, poison spray*

3/day each: *hypnotic pattern, dominate person, suggestion*

2/day each: *charm person, blur, detect thoughts, mislead*

1/day each: *mass suggestion, polymorph, mirage arcane*

Magic Resistance. Cyan has advantage on saving throws against spells and magical effects.

Magic Weapons. Cyan's weapon attacks are considered magical for overcoming resistances and immunities.

Master Schemer. Cyan's thoughts and illusions can only be detected, even with truesight, when the creature that is attempting to discern the nature of his mind or his illusions is within 5 feet of him or his illusion, respectively. In addition, any perception checks have disadvantage when trying to detect his illusions and he has advantage on saving throws to detect his thoughts. This advantage stacks with magic resistance.

Unstoppable. If Cyan is subject to an effect that would inflict the paralyzed, restrained, or stunned condition; it instead loses its next use (one action) of its legendary actions and its speed is reduced by half for the duration of the spell or effect. The loss of legendary actions is cumulative.

ACTIONS

Multiattack. Cyan can use its Beguiling Presence. It then makes three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage plus 10 (3d6) poison damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 25ft., one target. *Hit:* 28 (4d8 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 21 Constitution saving throw or be knocked prone or pushed 15 feet (dragon's choice).

Beguiling Presence. Each creature of the dragon's choice within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened or magically charmed (the dragon's choice) for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Beguiling Presence for the next 24 hours.

Dominating Gaze (Recharge 5-6). Cyan magically compels one creature it can see within 100 feet of it to look into his eyes. The creature must make a DC 19 Wisdom saving throw. On a failure the creature is dominated as in the dominate monster spell.

Poison Breath (Recharge 5-6). Cyan exhales poison in a 90-foot cone. Each creature in the cone must make a DC 20 Constitution saving throw, taking 104 (19d10) poison damage and be poisoned on a failed save, or half as much damage on a successful one.

Change Shape. Cyan magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form.

In a new form, Cyan retains his alignment, hit points, Hit Dice, ability to speak, proficiencies, Unstoppable trait, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action.. His statistics and capabilities are otherwise replaced by those of the new form.

LEGENDARY ACTIONS

Cyan can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Cyan has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. Cyan regains spent legendary actions at the start of its turn.

Detect. Cyan can make a Wisdom (Perception) check.

Move. Cyan can move half its speed.

Luring Glare. Cyan chooses one creature it can see within 60 feet of it. That creature must make a DC 18 Wisdom saving throw, taking 9 (2d8) psychic damage and use its reaction to move up to 20 feet in a direction Cyan chooses on a failed save, or half as much damage on a successful one.

Tail (Cost 2 Actions). Cyan makes a tail attack.

Wing Attack (Costs 2 Actions). Cyan beats its wings. Each creature within 25 feet of Cyan must succeed on a DC 21 Dexterity saving throw or take 21 (4d6 + 7) bludgeoning damage and be knocked prone. Cyan can then fly up to half its flying speed.

Innate Casting (Costs 3 Actions). Cyan can make a dominating gaze attack or cast an at-will spell.

Mind Poison (Cost 3 Actions). Cyan attacks the mind of one creature he can see within 180 feet of him. The creature must make a DC 19 Intelligence saving throw. On a failed save the creature takes 36 (8d8) psychic damage and uses its reaction to move up to its speed and attack its nearest ally. On a successful save the creature takes half as much damage.

ELEMENTALS



OGRÉMOCH

Gargantuan elemental, neutral evil

Armor Class 25

Hit Points 645 (30d20+330)

Speed 70 ft., burrow 70 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+11)	12 (+2)	32(+12)	16(+4)	18(+5)	24(+8)

Savings Throws Str +19, Con +20, Wis +13

Skills Athletics +19, Intimidate +19

Damage Resistances bludgeoning, piercing, and slashing from +1 or less magical weapons

Damage Immunities poison; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses blindsight 240 ft., tremorsense 240 ft., passive Perception 14

Languages Common, Terran

Challenge 25 (75,000 XP)

Earthbound. While standing on a solid surface, Ogrémoch ignores forced movement and cannot be knocked prone.

Empowered Attacks. Ogrémoch's attacks are treated as adamantine and +2 magical weapons (included in the attack).

Innate Spellcasting. Ogrémoch's spell casting ability is Charisma (spell save DC 24, +16 to hit with attack spells). He can innately cast the following spells, requiring no material components:

At will: *meld into stone*, *move earth*, *wall of stone*

3/day each: *earthquake* (6, 200 foot long fissures located anywhere Ogrémoch desires within a 200' radius), *flesh to stone*, *shield*

Jagged Earth. The ground within 50 feet of Ogrémoch is warped into difficult terrain. In addition, the first time a creature enter the area it must succeed on a DC 26 athletics or acrobatics check or fall prone and take 21 (2d10) bludgeoning and piercing damage. Huge and larger creatures ignore this effect.

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

Magic Resistance. Ogrémoch has advantage on saving throws against spells and magical effects.

Siege Monster. Ogrémoch deals double damage to objects and structure with his melee and ranged weapon attacks.

Actions

Multiattack. Ogrémoch makes two *slam* attacks.

Slam. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 53 (6d12 + 14) bludgeoning damage.

Boulder. *Ranged Weapon Attack:* +12 to hit, range 800 ft., one target. *Hit:* 79 (10d12 + 14) bludgeoning damage and the target must succeed on a DC 27 Strength saving throw or be knocked prone.

Encasing Shards (Recharge 5-6). Up to four creature of Ogrémoch's choice within 80 feet of him must make a DC 27 Constitution saving throw, taking 105 (10d20) piercing damage and be restrained on a failed save, and half as much damage on a success. In addition the target, if it fails the initial save, must make a DC 24 constitution saving throw at the end of its next turn. If it fails it is petrified, if it succeeds the effect ends.

Summon Elementals (2/day). Ogrémoch summons earth elementals with a total combined hit point value of 500 or less. Summoned elementals appear in an unoccupied space within 180 feet of Ogrémoch, and disappear if dismissed by Ogrémoch as a bonus action or Ogrémoch is reduced to 0 hit points.

Bonus Actions

Earthshatter. Ogrémoch chooses one petrified creature within 120 feet that he can see. The target is no longer petrified and must make a DC 28 Constitution saving throw, taking 39 (6d12) piercing and slashing damage on a failure, half as much damage on a success. In addition each creature within 40 feet of the target must make a DC 24 Dexterity saving throw, taking 39 (6d12) piercing and slashing damage on a failure.

Legendary Actions

Ogrémoch can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Ogrémoch has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. Ogrémoch regains spent legendary actions at the start of its turn.

Illuminating Crystals. Ogrémoch's crystalline protrusions flare. Each creature within 60 feet of Ogrémoch must make a DC 24 Dexterity saving throw or be blinded for 3 (1d4+1) rounds on a failure. Regardless of the outcome of the saving throw all targets becomes outlined in orange light, shedding dim light in a 10-foot radius. Any attack roll against an affected creature has advantage if the attacker can see it, and the affected creature can't benefit from being invisible.

Innate Casting (1/round). Ogrémoch casts a spell.

Regenerate. If Ogrémoch is standing on or in a solid surface it regenerates 20 hit points.

Slam (Costs 2 Actions). Ogrémoch makes a *slam* attack.

Boulder (Costs 3 Actions). Ogrémoch makes a *boulder* attack.

CRYONAX

Huge elemental, neutral evil

Armor Class 22 (natural armor)

Hit Points 528 (24d12+240)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+10)	20 (+6)	30 (+11)	16 (+4)	24 (+8)	20 (+6)

Savings Throws Str +17, Con +18, Wis +15

Skills Athletics +17, Intimidate +13

Damage Resistances force; bludgeoning, piercing, and slashing damage from +1 or less magic

Damage Immunities cold, poison; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses blindsight 150 ft., passive Perception 24

Languages Common, Abyssal, Aquan, Primordial

Challenge 24 (62,000 XP)

Cold Aura. At the start of each of the Cryonax's turns, each creature within 30 feet of him takes 21 (6d6) cold damage, and creature that touches Cryonax or hits him with a melee attack within 10 feet of him takes 21 (6d6) cold damage. In addition, any metal weapon or armor that touches Cryonax takes a permanent and cumulative -1 penalty (AC or damage rolls). If armor's AC reaches 10 or the weapon's damage reaches 0, the item is destroyed. Magic items may make a DC 25 saving throw each time to avoid the penalty. A magic items saving throw bonus for this effect equals 10 x their item bonus (minimum of 10).

Elemental Resistance (3/Day). If Cryonax fails a saving throw, he can spend a reaction to succeed instead.

Ice Walk. Cryonax can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost extra movement.

Innate Spellcasting. Cryonax's spell casting ability is Wisdom (spell save DC 23, +15 to hit with attack spells). He can innately cast the following spells, requiring no material components:

At will: *ray of frost* (8d8 cold damage, 120 feet), *wall of ice* (7th level)

3/day each: *blur*, *cone of cold* (7th level), *dispel magic*, *ice storm* (8th level)

1/day each: *control weather*, *power word stun*

Magical Resistance. Cryonax has advantage on saving throws against spells and magical effects.

Magical Weapons. Cryonax's attacks are treated as +2 magical weapons (included in the attack).

Shardstorm (Recharge 6). As a bonus action Cryonax Magically summon a violently storm of ice shards that form a ring around him. The ring is 100 feet high, starts 20 feet from Cryonax and extends to 200 feet from him. The storm provides three-quarters cover from attacks in the storm, or that pass through the storm (except for attacks by Cryonax). The storm is difficult terrain and flying creatures must make a DC 25 strength saving throw if they enter or start their turn in the storm, falling prone on a failure. Creatures that enter or start their turn in the storm must make DC 25 Constitution and Dexterity saving throws. On a failure the target takes 28 (8d6) cold damage and 28 (8d6) piercing damage. On a success the target takes half damage. Cryonax must maintain concentration to sustain the storm.

Regeneration. Cryonax regenerates 10 hit points at the start of his turn. If in terrain made out of snow or ice, Cryonax regenerates 30 hit points at the start of his turn.

ACTIONS

Multiattack. Cryonax makes three attacks: any combination of *fling*, *frozen spittle* and *tentacle* attacks.

Tentacle. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 28 (5d6 + 11) bludgeoning damage plus 21 (6d6) cold damage and the target is grappled (escape DC 25). Until the grapple ends the target is also restrained.

Bite. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 33 (5d8 + 11) piercing damage plus 28 (8d6) cold damage.

Frozen Spittle. *Ranged Weapon Attack:* +17 to hit, range 300 ft., one target. *Hit:* 45 (10d8) cold damage and the target must make a DC 25 Constitution saving throw or be restrained. A restrained creature can make an additional saving throw at the end of each of its turns, ending the effect on itself on a success.

Fling. One medium or smaller object or creature grappled by Cryonax is thrown up to 120 ft. in a direction of his choosing and must make a DC 25 Dexterity saving throw or be knocked prone. If a thrown target strikes a solid surface the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 25 Dexterity saving throw or take the same damage and be knocked prone.

Frost Breath (Recharge 5-6). Cryonax exhales cold in a 150-foot cone. Each creature in that area must make a DC 25 Dexterity saving throw, taking 143 (26d10) cold damage on a failed save, and half as much damage on a success. In addition, on a failed save, the target must make a DC 25 Constitution saving throw or be stunned. A stunned target must make an additional saving throw at the end of its next turn. On a failure, the target is frozen (petrified), or the effect ends on itself on a success. Frozen creatures gain vulnerability to bludgeoning damage.

Arctic Summons (3/day). Cryonax magically summons (100% chance of success) one of the following type of creatures: 5d4+15 *ice mephits*, 1d6+6 *winter wolves* or *yetis*, 1d6+1 *abominable yetis*, or 1 *adult white dragon* (1/day)

Legendary Actions

Cryonax can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Cryonax has unspent legendary actions at the end of the round, He may spend and immediately use his remaining legendary actions. Cryonax regains spent legendary actions at the start of its turn.

Attack. Cryonax makes a *fling*, *frozen spittle* or *tentacle* attack.

Bite. Cryonax makes a *bite* attack on a target he has grappled.

Innate Casting. Cryonax casts an at-will spell.

Regenerate. Cryonax regenerates 20 hit points.

Teleport (Costs 2 Actions). Cryonax teleports up to 240 feet to an unoccupied space he can see.

Elemental Charge (Costs 2 Actions). Cryonax ends any restraining or stunning condition on him and moves half his speed.

Arctic Summon (Costs 3 Actions). Cryonax uses a charge of Arctic summons if available.

Elemental Magic (Costs 3 Actions). Cryonax casts a spell.

IMIX

Huge elemental, chaotic evil

Armor Class 22 (natural armor)

Hit Points 520 (26d12+208)

Speed 80 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	28 (+9)	26 (+8)	17 (+3)	18 (+4)	28 (+9)

Savings Throws Dex +16, Con +15, Cha +16

Skills Acrobatics +16, Persuasion +16

Damage Resistances radiant; bludgeoning, piercing, and slashing damage from +1 or less magic

Damage Immunities fire, poison; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses blindsight 240 ft., passive Perception 14

Languages Common, Ignan

Challenge 24 (62,000 XP)

Empowered Attacks. Imix's attacks are treated as +2 magical weapons (included in the attack).

Fire Aura. At the start of each of the Imix's turns, each creature within 15 feet of it takes 21 (6d6) fire damage, and flammable objects in the area ignite. A creature that touches Imix or hits it with a melee attack within 10 feet of it takes 21 (6d6) fire damage. A creature also takes 21 (6d6) fire damage the first time on a turn that Imix moves into its space. Nonmagical weapons that hit Imix are destroyed by fire immediately after dealing damage to him.

Fire Form. Imix can enter a hostile creature's space and stop there. He can move through a space as narrow as 1 inch without squeezing if fire could pass through that space. Whenever a target is hit by or fails a saving throw from an attack by Imix, any flammable objects worn or carried by the target ignite and the target catches fire. A target takes 10 (3d6) damage when it starts its turn on fire, and remains on fire until it or another creature takes an action to douse the flames.

Illumination. Imix shed's bright light in a 80-foot radius and dim light for an additional 80 feet.

Innate Spellcasting. Imix's spell casting ability is Charisma (spell save DC 24, +16 to hit with attack spells). He can innately cast the following spells, requiring no material components:

At will: *fire ball* (7th level, 200 feet, 30 foot radius), *wall of fire* (7th level)

3/day each: *delayed blast fire ball* (9th level), *fire shield*, *flame strike* (7th level), *teleport*

1/day each: *fire storm*, *flaming sphere* (9th level), *haste*

Legendary Resistance (3/Day). If Imix fails a saving throw, He can choose to succeed instead.

Magic Resistance. Imix has advantage on saving throws against spells and magical effects.

Actions

Multiattack. Imix makes two attacks: any combination of *flame strike* and *slam* attacks.

Slam. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 35 (4d10 + 13) bludgeoning damage plus 31 (7d8) fire damage.

Flame Strike. *Ranged Spell Attack:* +16 to hit, range 300 ft., one target. *Hit:* 65 (10d12) fire damage.

Flame Blast (Recharge 5-6). Imix exhales fire in a 120-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 99 (14d12+8) fire damage on a failed save, and half as much damage and doesn't ignite, see *flame form*, on a success.

Summon Elementals (2/day). Imix summons fire elementals with a total combined hit point value of 500 or less. Summoned elementals appear in an unoccupied space within 180 feet of Imix, and disappear if dismissed by Imix as a bonus action or Imix is reduced to 0 hit points.

Bonus Actions

Blinding Flare (Recharge 5-6). Imix radiates a blinding glare in a 50 foot radius. All creatures of Imix's choice in the area of effect must make a DC 24 Dexterity saving throw, the target is blinded on a failure.

Legendary Actions

Imix can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Imix has unspent legendary actions at the end of the round, He may spend and immediately use her remaining legendary actions. Imix regains spent legendary actions at the start of its turn.

Heat Wave. Imix creates a blast of heat within 300 feet of himself. Each creature in the area in physical contact with metal objects (carrying metal weapons or equipment, or wearing metal armor) takes 11 (2d10) fire damage. Each creature in the area that isn't resistant or immune to fire damage must make a DC 24 Constitution saving throw or gain one level of exhaustion. If a target gains 6 levels of exhaustion from this effect it is not dead, but reduced to 0 hit points and dying instead.

Attack (2/round). Imix makes a *flame strike* or *slam* attack,

Innate Casting (1/round). Imix casts a spell.

Regenerate. Imix regenerates 20 hit points.

Teleport (Costs 2 Actions). Imix teleports up to 240 feet to an unoccupied space he can see.

Combustion (Costs 3 Actions). Imix causes one creature he can see within 120 feet of him to burst into flames. The target must make a DC 24 Constitution saving throw taking 77 (14d10) fire damage on a failed save, and half as much damage and doesn't ignite, see *flame form*, on a success.

OLHYDRA

Huge elemental, neutral evil

Armor Class 22

Hit Points 504 (24d12+216)

Speed 60 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	26 (+8)	28 (+9)	21 (+5)	22 (+6)	27 (+8)

Savings Throws Str +14, Con +16, Wis +13

Skills Acrobatics +15, Persuasion +15

Damage Resistances lightning; bludgeoning, piercing, and slashing from +1 or less magical weapons

Damage Immunities acid, cold, poison; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned, prone, restrained

Senses blindsight 180 ft., passive Perception 16

Languages Aquan

Challenge 23 (50,000 XP)

Aquatic. While in water Olhydra has advantage on her attacks against targets in water that do not have a swim speed.

Empowered Attacks. Olhydra's attacks are treated as +2 magical weapons (included in the attack).

Innate Spellcasting. Olhydra's spell casting ability is Charisma (spell save DC 23, +15 to hit with attack spells). She can innately cast the following spells, requiring no material components:

At will: *acid splash* (17th level), *control water*

3/day each: *fog cloud*, *tsunami*

1/day each: *storm of vengeance*

Drenching Aura. All nonmagical fire of huge size or smaller within a 30 foot radius of Olhydra is immediately extinguished. In addition, Olhydra has half cover from ranged attacks that target her from outside of the aura.

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

Magic Resistance. Olhydra has advantage on saving throws against spells and magical effects.

Water Form. Olhydra can enter hostile creature's space and stop there. She can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. Olhydra makes three *slam* or *water jet* attacks.

Slam. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 44 (6d10 + 11) bludgeoning damage, and the target is grappled (escape DC 22). Olhydra can grapple up to four medium or smaller targets or two large targets. Grappled targets are also restrained. When Olhydra moves, all creatures she is grappling move with her.

Water Jet. *Ranged Weapon Attack:* +17 to hit, range 240 ft., one target. *Hit:* 39 (6d12) bludgeoning damage and the target must succeed on a DC 22 Strength saving throw or be knocked prone.

Acid Flood (Recharge 5-6). Olhydra floods the area within 20 feet of her with acid. All creatures in the area must make a DC 26 Dexterity saving throw, taking 105 (12d20) acid damage on a failure or half damage on a success. In addition, Olhydra can teleport to an area as long as part of her space is within the area of the flood.

Summon Elementals (2/day). Olhydra summons water elementals with a total combined hit point value of 500 or less. Summoned elementals appear in an unoccupied space within 180 feet of Olhydra, and disappear if dismissed by Olhydra as a bonus action or Olhydra is reduced to 0 hit points.

Bonus Actions

Riptide. Olhydra pulls one grappled target into her body and it remains grappled. The target takes 27 (6d8) damage and suffers one level of exhaustion each round (this effect stacks) until it escapes the grapple and can move outside of Olhydra's space.

Legendary Actions

Olhydra can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Olhydra has unspent legendary actions at the end of the round, she may spend and immediately use her remaining legendary actions. Olhydra regains spent legendary actions at the start of its turn.

Crush. One creature that Olhydra is grappling is crushed for 27 (3d10 + 11) bludgeoning damage.

Innate Casting (1/round). Olhydra casts a spell.

Regenerate. If Olhydra is in water she regenerates 20 hit points.

Attack (Costs 2 Actions). Olhydra makes a *slam* or *water jet* attack.

Fling (Costs 2 Actions). One large or smaller object or creature grappled by Olhydra is thrown up to 120 ft in a direction of her choosing. If a thrown target strikes a solid surface the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 23 Dexterity saving throw or take the same damage and be knocked prone.

Water to Acid (Costs 3 Actions). Olhydra transforms her watery body into acid. This effect lasts until Olhydra's next turn. Any creature that comes into contact with Olhydra or hits her with a melee attack while standing within 5 feet of her takes 22 (4d10) acid damage. Any creature grappled by Olhydra takes 44 (8d10) acid damage at the start of its turn.

YAN-C-BIN

Huge elemental, neutral evil

Armor Class 24 (natural armor)

Hit Points 372 (24d12+216)

Speed 60 ft., fly 180 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	28 (+9)	28 (+9)	20 (+5)	25 (+7)	27 (+8)

Savings Throws Dex +16, Wis +14, Cha +15

Skills Acrobatics +14

Damage Resistances cold, fire; bludgeoning, piercing, and slashing

Damage Immunities lightning, poison, thunder; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses blindsight 180 ft., passive Perception 14

Languages Auran

Challenge 23 (50,000 XP)

Air Form. Yan-C-Bin can enter hostile creature's space and stop there. He can move through a space as narrow as 1 inch wide without squeezing if air can pass through the space.

Empowered Attacks. Yan-C-Bin's attacks are treated as +2 magical weapons (included in the attack).

Innate Spellcasting. Yan-C-Bin's spell casting ability is Charisma (spell save DC 23, +15 to hit with attack spells). He can innately cast the following spells, requiring no material components:

At will: *gust of wind*, *invisibility*, *lightning bolt* (7th level, 200 feet)

3/day each: *chain lightning* (8th level), *cloud kill*, *haste*

1/day each: *control weather*, *storm of vengeance* (concentration is not required)

Legendary Resistance (3/Day). If Yan-C-Bin fails a saving throw, He can choose to succeed instead.

Magic Resistance. Yan-C-Bin has advantage on saving throws against spells and magical effects.

Tempest Aura. The area within 30 feet of Yan-C-Bin is filled with swirling wind and debris. Creatures of Yan-C-Bin's choice must make a DC 23 Strength saving throw, on a failure they cannot fly while in the aura and treat it as difficult terrain. In addition, creatures in the aura must make a DC 23 Constitution saving throw or lose any resistance to lightning and thunder damage.

Unseen Wind. Yan-C-Bin is invisible and has resistance to all damage while he moves.

Actions

Multiattack. Yan-C-Bin makes three attacks: any combination of *gale strike* and *peal of thunder*.

Gale Strike. *Melee Weapon Attack:* +16 to hit, reach 30 ft., one target. *Hit:* 31 (4d8 + 13) bludgeoning damage plus 14 (4d6) lightning damage and the target must make a DC 23 Strength saving throw or be moved 30 feet in a direction of Yan-C-Bin's choice.

Peal of Thunder. Yan-C-Bin unleashes a peal of thunder that can be heard for a range of 1 mile. Each creature within 20 feet of Yan-C-Bin takes 22 (4d10) thunder damage.

Thundercrack (Recharge 6). Yan-C-Bin unleashes a terrible thundercrack in a 120-foot-radius sphere centered on himself. All other creatures in the area must succeed on a DC 24 Constitution saving throw or take 91 (12d12) thunder damage and be deafened for 1 minute. On a successful save, a creature takes half damage and is deafened until the start of Yan-C-Bin's next turn.

Change Shape. Yan-C-Bin polymorphs into a medium humanoid. While in a polymorphed form, a swirling breeze surrounds him, his eyes are pale and cloudy, and he loses his *air form* trait. He can also use this action to return to his true form.

Summon Elementals (2/day). Yan-C-Bin summons air elementals with a total combined hit point value of 500 or less. Summoned elementals appear in an unoccupied space within 180 feet of Yan-C-Bin, and disappear if dismissed by Yan-C-Bin as a bonus action or Yan-C-Bin is reduced to 0 hit points.

Move Actions

Poison Wind (recharge 5-6). Yan-C-Bin moves up to his speed and can move through creatures' spaces. Each time he enters a creature's space for the first time during the move, that creature must make a DC 23 Constitution saving throw, taking 18 (4d8) poison damage on a failure and half as much damage on a success.

Legendary Actions

Yan-C-Bin can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Yan-C-Bin has unspent legendary actions at the end of the round, He may spend and immediately use her remaining legendary actions. Yan-C-Bin regains spent legendary actions at the start of its turn.

Attack. Yan-C-Bin makes a *gale strike* or *peal of thunder* attack,

Innate Casting (1/round). Yan-C-Bin casts a spell.

Regenerate. Yan-C-Bin regenerates 40 hit points.

Teleport (Costs 2 Actions). Yan-C-Bin teleports up to 240 feet to an unoccupied space he can see.

Suffocate (Costs 3 Actions). Yan-C-Bin steals the air of one breathing creature he can see within 120 feet of him. The target must make a DC 23 Constitution saving throw. On a failed save, the target drops to 0 hit points and is dying. On a successful save, the target can't breathe or speak until the end of its next turn. If the target becomes stable it is no longer dying and regains the hit points it lost from this attack in 2 (1d4) rounds.

PRIMAL AIR ELEMENTAL

Gargantuan elemental, neutral

Armor Class 21 (natural armor)

Hit Points 362 (25d20+100)

Speed fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+6)	24 (+8)	18 (+5)	11 (+1)	16 (+4)	14 (+3)

Savings Throws Dex +15, Con +12, Wis +11

Skills Acrobatics +15, Perception +11, Stealth +15

Damage Immunities lightning, thunder, poison; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 21

Languages Auran, Primordial

Challenge 22 (41,000 XP)

Air Form. The primal air elemental can enter a hostile creature's space and stay there. Creatures in the primal elementals space suffer the effects of *storm aura*, with disadvantage on their saving throw. The primal air elemental can move through a space as narrow as 1 inch wide without squeezing if air can pass through the space and it does not provoke opportunity attacks when it moves.

Colossal. The primal air elemental's space is 30' x 30'.

Elemental Attacks. The elemental's attacks are magical.

Elemental Master. The primal elemental can cast storm spells (thunder / lightning) as a bonus action and it does not need to use concentration to maintain their spell effects. The primal elemental can move across difficult terrain caused by air or a storm without spending extra movement.

Innate Spellcasting. The primal elemental's spell casting ability is Wisdom (spell save DC 19, +11 to hit with attack spells). It can innately cast the following spells, requiring no material components:

At will: gust of wind, lightning bolt, storm sphere

3/day each: chain lightning, thunder wave (7th level)

1/day each: control weather (wind / 1 stage per round), storm of vengeance

Elemental Resistance (3/Day). If the primal air elemental fails a saving throw, it can use its reaction to re-roll the saving throw.

Magic Resistance. The primal elemental has advantage on saving throws against spells and magical effects.

Storm Aura. As a bonus action the elemental can create a storm filled with swirling wind and debris that fills the area within 30 feet of the elemental. Creatures that start their turn in the aura must make a DC 21 Constitution saving throw, taking 11 (2d10) bludgeoning and 11 (2d10) piercing damage on a failure or half as much damage on a success. In addition, while the aura is active, the primal elemental has half cover from creatures that attack it in the aura, but are not adjacent to it, and three-quarters cover from creatures outside the aura.

Untethered. The primal elemental has advantage on initiative rolls and effects that would inflict the incapacitated condition.

ACTIONS

Multiattack. The primal elemental makes three attacks, any combination of *slam* and *gust* attacks.

Slam. *Melee Weapon Attack:* +15 to hit, reach 30 ft., one target. *Hit:* 30 (6d6 + 9) bludgeoning damage.

Gust. *Ranged Spell Attack:* +15 to hit, range 120 ft., one target. *Hit:* 22 (5d8) bludgeoning damage and the target must succeed on a DC 23 Strength saving throw or be pushed 10 feet plus 5 additional feet for each point rolled below the DC.

Whirlwind (Recharge 4-6). The primal air elemental increases the fury of its cyclone and storm aura. Any creature in the primal elemental's space or aura must make a DC 21 Strength saving throw taking 22 (4d10) bludgeoning and 22 (4d10) piercing damage and be thrown on a failure, or half as much damage on a success. On a failure a gargantuan creature is thrown 10 feet, a huge creature 20 feet, a large creature 40 feet, and a medium or smaller creature 80 feet.

A thrown creature must make a DC 21 Dexterity saving throw, taking 3 (1d6) damage for each 10 feet it is thrown on a failure, or half as much damage on a success.

Summon Elementals (1/day). The elemental summons 2d6 air elementals, 1d6 elder air elementals, or 1d4 ancient air elementals to unoccupied spaces within 120 feet of the primal elemental.

LEGENDARY ACTIONS

The primal elemental can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the elemental has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. The elemental regains spent legendary actions at the start of its turn.

Attack. The elemental makes a gust or slam attack.

Move. The elemental moves up to half its speed.

Wind Bolt (Costs 2 Actions). The elemental hurls a magical bolt of coalesced air at a creature it can see within 600 feet of it. The bolt deals 45 (10d8) piercing damage to the target, striking unerringly. The bolt disappears after it hits.

Static Electricity (Costs 2 Actions). Until the end of its next turn, when the elemental hits a target with a slam attack, the target takes an additional 18 (4d8) lightning damage and it cannot take reactions until the start of its next turn.

PRIMAL EARTH ELEMENTAL

Gargantuan elemental, unaligned

Armor Class 23 (natural armor)

Hit Points 430 (21d20+210)

Speed 60 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+10)	9 (+1)	30 (+11)	12 (+2)	16 (+4)	10 (+1)

Savings Throws Str + 17, Dex +15, Con +14, Wis +10

Skills Athletics +17, History +9, Intimidation +17, Perception + 11

Damage Resistances fire, cold

Damage Immunities poison; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 120 ft., tremorsense 180 ft., passive Perception 21

Languages Terran, Primordial

Challenge 22 (41,000 XP)

Colossal. The primal elemental's space is 30 feet by 30 feet.

Elemental Attacks. The primal elemental's weapon attacks are treated as magical weapons and deal an extra 7 (2d6) bludgeoning damage, included in the attack. .

Elemental Master. The primal elemental can cast earth spells as a bonus action and it does not need to use concentration to maintain them. The primal elemental can move across difficult terrain made of earth or stone without spending extra movement.

Elemental Resistance (3/Day). If the primal elemental fails a saving throw, it can use a reaction to re-roll the saving throw.

Earth Glide. The primal elemental can burrow through nonmagical, unworked earth and stone. While doing so, the primal elemental doesn't disturb the material it moves through. Magical earth and stonework encountered during the glide is affected as if dispel magic (4th level) was cast on it.

Innate Spellcasting. The primal elemental's spell casting ability is Wisdom (spell save DC 19, +11 to hit with attack spells). It can innately cast the following spells, requiring no material components:

At will: *earthbind*, *earthen grasp*, *mold earth*, *stone shape*, *wall of stone*

3/day each: *bones of the earth*, *flesh to stone*, *move earth*

1/day each: *earthquake* (4 fissures 60 feet deep)

Magic Resistance. The primal elemental has advantage on saving throws against spells and magical effects.

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

Actions

Multiattack. The primal elemental makes two *slam* attacks.

Slam. Melee Weapon Attack: +17 to hit, reach 30 ft., one target. *Hit:* 66 (9d10 + 17) bludgeoning damage and the target must make a DC 25 Strength saving throw or be knocked prone or pushed 20 feet, the primal elemental's choice.

Rock. Ranged Weapon Attack: +17 to hit, range 120/ 480 ft., one target. *Hit:* 50 (6d10 +17) bludgeoning damage and the target must make a DC 25 Strength saving throw or be knocked prone and stunned. If there are no rocks in the area for the primal elemental to use it can use a piece of its body, taking 11 (2d10) damage.

Rampage (Recharge 5-6). The primal elemental moves up to its speed and can enter the space of huge or smaller creatures. The first time it enters a creature's space, or comes within reach of a creature during the move, it can make a *slam* attack against the target.

Summon Elementals (1/day). The primal elemental summons 1d4 earth elementals to an unoccupied space within 120 feet of the primal elemental.

Bonus Action

Attack (Recharge 5-6). The primal elemental makes a *rock* attack.

Reaction

Stomp. If the primal elemental is missed by a melee attack it can make a *slam* attack on the target that missed it.

PRIMAL FIRE ELEMENTAL

Gargantuan elemental, unaligned

Armor Class 19 (natural armor)

Hit Points 335 (21d20+115)

Speed 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+5)	24 (+8)	20 (+6)	12 (+2)	15 (+3)	16 (+4)

Savings Throws Dex +15, Con +14, Wis +10

Skills Acrobatics +14, Intimidation +18, Perception + 11

Damage Resistances radiant

Damage Immunities fire, poison; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 240 ft., passive Perception 21

Languages Ignan, Primordial

Challenge 22 (41,000 XP)

Colossal. The primal elemental's space is 30 feet by 30 feet.

Consume. When the primal elemental deals fire damage from touching a creature or object, see *fire form*, it gains hit points equal to half the damage inflicted. In addition, if it is hit by an attack or effect that does fire damage, the primal elemental takes no damage and instead gains hit points equal to the amount of fire damage.

Elemental Attacks. The primal elemental's attacks are treated as magical weapons and deal and extra 7 (2d6) fire damage, included in the attack.

Elemental Master. The primal elemental can cast fire spells as a bonus action and it does not need to use concentration to maintain them.

Elemental Resistance (3/Day). If the primal elemental fails a saving throw, it can use a reaction to re-roll the saving throw.

Evaporate / Melt. All nonmagical water or ice of huge size or smaller that is touched by or comes into contact with the primal elemental is immediately evaporated or melted. Any magic water or ice is affected as if dispel magic (4th level) was cast on it.

Fire Form. The primal elemental 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 within 10 feet of it takes 22 (4d10) fire damage. In addition, the primal 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 22 (4d10) fire damage and catches fire. Until the creature takes an action to douse the fire, the target takes 11 (2d10) fire at the start of each of its turns.

Fire Aura. At the start of each of the primal elemental's turns, each creature within 30 feet of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite.

In addition, the primal elemental sheds bright light in a 90-foot radius and dim light in an additional 90 feet.

Innate Spellcasting. The primal elemental's spell casting ability is Charisma (spell save DC 19, +11 to hit with attack spells). It can innately cast the following spells, requiring no material components:

At will: *control flames, fireball, produce flame, wall of fire*
3/day each: *delayed blast fireball, flame strike, Investiture of flame*
2/day each: *fire storm*

Magic Resistance. The primal elemental has advantage on saving throws against spells and magical effects.

Water Susceptibility. For every 20 feet the primal elemental moves in water, or for every four gallons of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The primal elemental makes four *burning touch* or two *fire bolt* attacks.

Burning Touch. *Melee Weapon Attack:* +15 to hit, reach 30 ft., one target. *Hit:* 47 (6d10 + 14) fire damage and the target ignites, see *fire form*, and loses resistance to fire damage, or immunity becomes resistance to fire damage. This effect is cumulative and lasts for 24 hours,

Fire Bolt. *Ranged Spell Attack:* +15 to hit, range 240 ft., one target. *Hit:* 35 (6d6 + 14) fire damage and loses resistance to fire damage, or immunity becomes resistance to fire damage. This effect is cumulative and lasts for 24 hours,

Inferno (Recharge 5-6). The primal elemental makes a *fire bolt* attack on all targets within 240 feet of it.

Summon Elementals (1/day). The primal elemental summons 1d4 fire elementals to an unoccupied space within 120 feet of the primal elemental.

Bonus Action

Teleport (Recharge 5-6). If the primal elemental teleports to an unoccupied space within 120 feet of it.

PRIMAL WATER ELEMENTAL

Gargantuan elemental, unaligned

Armor Class 20 (natural armor)

Hit Points 367 (21d20+147)

Speed 60 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+8)	20 (+6)	24 (+8)	11 (+1)	16 (+4)	14 (+3)

Savings Throws Dex +13, Con +15, Wis +11

Skills Acrobatics +13, Stealth +13

Damage Resistances cold;

Damage Immunities acid, poison; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 14

Languages Aquan, Primordial

Challenge 22 (41,000 XP)

Aquatic. While in water the primal elemental has advantage on its attacks against targets in water that do not have a swim speed.

Colossal. The primal elemental's space is 30 feet by 30 feet.

Drench. All nonmagical fire of gargantuan size or smaller that is touched by or comes into contact with the primal elemental is immediately extinguished. Any magic fire is affected as if dispel magic (4th level) was cast on it.

Elemental Attacks. The primal elemental's attacks are treated as magical weapons and deal an extra 7 (2d6) bludgeoning damage, included in the attack.

Elemental Master. The primal elemental can cast water (ice) spells as a bonus action and it does not need to use concentration to maintain them. The primal elemental can move across difficult terrain made of water without spending extra movement.

Elemental Resistance (3/Day). If the primal elemental fails a saving throw, it can use a reaction to re-roll the saving throw.

Innate Spellcasting. The primal elemental's spell casting ability is Wisdom (spell save DC 19, +11 to hit with attack spells). It can innately cast the following spells, requiring no material components:

At will: *control water, sleet storm, wall of water*

3/day each: *create water, ice storm, watery sphere (20-foot radius)*

1/day each: *tsunami*

Magic Resistance. The primal elemental has advantage on saving throws against spells and magical effects.

Water Form. The primal elemental can enter hostile creature's space and stop there. It can move through a space as narrow as 6 inches wide without squeezing.

Actions

Multiattack. The primal elemental makes three *slam* or *water jet* attacks.

Slam. *Melee Weapon Attack:* +15 to hit, reach 30 ft., one target. *Hit:* 43 (6d8 + 16) bludgeoning damage.

Water Jet. *Ranged Weapon Attack:* +13 to hit, range 120 ft., one target. *Hit:* 37 (6d6+16) bludgeoning damage and the target must succeed on a DC 23 Strength saving throw or be knocked prone.

Whelm (Recharge 5-6). The primal elemental moves up to its speed. When it stops, each creature in the primal elemental's space must make DC 23 Strength saving throw. On a failure, a target takes 43 (6d8 + 13) bludgeoning damage. If it is gargantuan or smaller it is also grappled (escape DC 22). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful it takes half the amount of damage and is pushed out of the elemental's space.

The primal elemental can grapple one gargantuan, two huge, four large, or 8 medium or smaller creatures at a time. At the start of each of the primal elemental's turns, each target grappled takes 43 (6d8 + 13) bludgeoning damage.

Summon Elementals (1/day). The primal elemental summons 1d4 water elementals to an unoccupied space within 120 feet of the primal elemental.

Reactions

Watery Dodge. If the primal elemental is targeted by a ranged attack it can see it can use its reaction to gain a +4 bonus to its AC. If the attack is a miss, it can teleport a body of water, at least 30-feet in diameter, which is within 120 feet of it.

FEY



THREE-HEADED SIRRUSH

Huge fey, chaotic neutral

Armor Class 24 (natural armor)

Hit Points 462 (28d12 + 280)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+10)	28 (+10)	30 (+11)	21 (+6)	20 (+6)	22 (+7)

Savings Throws Str +17, Dex +17, Con +18, Wis +13, Cha +14

Skills Acrobatics +17, Athletics +17, Intimidation +14, Perception +13, Stealth +17

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing that is +1 or lesser magic

Damage Immunities bludgeoning, piercing, and slashing that is non-magical.

Condition Immunities frightened

Senses blindsight 360 ft., darkvision 120 ft., passive Perception 21

Languages Draconic, Sylvan

Challenge 24 (62,000 XP)

Keen Senses. The sirrush has advantage on Wisdom (Perception) checks that rely on hearing or smell and initiative checks.

Magic Resistance. The sirrush has advantage on saving throws against spells magical effects.

Magic Weapons. The sirrush's weapon attacks are considered +2 magical for overcoming resistances.

Multiple Heads. The sirrush can take 3 reactions per round, but only one per turn. It also has advantage on saving throws against being blinded, deafened, stunned, or knocked unconscious.

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

Pounce. If the sirrush moves at least 20 feet straight towards a creature and then hits with a claw attack on the same turn, the target must succeed on DC 18 Strength saving throw or be knocked prone. If the target is prone, the sirrush can make a bite attack against it as a bonus action.

Rake. If the sirrush has a target grappled it can use a bonus action to make two claw attacks against it with advantage.

ACTIONS

Multiattack. The sirrush makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 38 (5d10 + 11) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 28 (5d6 + 11) slashing damage and the target must make a DC 20 Strength saving throw or be grappled..

Roar (Recharge 5-6). The sirrush emits a thunderous roar. Each creature within a 60-foot radius of the sirrush, that is not resistant or immune to thunder damage, must make a DC 26 Constitution saving throw or be deafened until the end of the sirrush's next turn. In addition, each creature within a 60-foot cone of the sirrush's mouth must make a DC 26 Constitution saving throw, taking 88 (16d10) thunder damage and be stunned and deafened until the end of the sirrush's next turn on a failed save, or half as much damage on a successful one.

Concordant Roar (1/day). All three of the sirrush's heads emit a thunderous roar. Each creature within a 120-foot radius of the sirrush, that is not resistant or immune to thunder damage, must make a DC 26 Constitution saving throw or be deafened for 2 (1d4) rounds. In addition, each creature within a 120-foot cone of the sirrush's mouth must make a DC 26 Constitution saving throw, taking 121 (22d10) thunder damage and be stunned and deafened for 2 (1d4) rounds on a failed save, or half as much damage on a successful one. The sirrush's roar attack must be charge to use the attack.

LEGENDARY ACTIONS

The sirrush can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the sirrush has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. The sirrush regains spent legendary actions at the start of her turn.

Attack. The sirrush makes a claw or bite attack.

Move. The sirrush can move up to half its speed.

Regenerate. The sirrush regenerates 20 hit points

Alpha's Orders (Cost 2 Actions). Each ally of the sirrush that is within 120 feet of it, and can hear or see it, can use its reaction to move up to half its speed and make an attack.

HOARY HUNTER

Medium fey, neutral evil

Armor Class 22 (natural armor)

Hit Points 273 (26d8 + 156)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	20 (+5)	22 (+6)	19 (+4)	16 (+3)	17 (+3)

Savings Throws Dex +11, Con +12, Wis +9, Cha +9

Skills Acrobatics +11, Athletics +12, Perception +9, Stealth +11

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical weapons.

Damage Immunities cold, poison; refer to Arch-Fey traits

Condition Immunities cold, petrified

Senses darkvision 120 ft., passive Perception 19

Languages Common, Elvish, Sylvan

Challenge 20 (25,000 XP)

Action Surge (1/rest). The Hunter can take an additional action on its turn.

Banishment. When a Hunter drops to 0 hit points, its body is destroyed but its essence travels back to its domain, and it is unable to take physical form until the next cold moonlit night.

Favored Enemy. The Hunter has advantage on Wisdom (Survival) checks to track and Intelligence checks to recall any information on 3 of the following types of monsters: aberrations, fey, and humanoids (all races).

Hunter's Stunts (10/Short Rest): The Hunter's stunt ability is Strength (save DC 20). The Hunter can use one of the following stunts:

- **Evasive Footwork.** When the Hunter moves it can use a stunt and add 6 (1d12) to its AC until it stops moving.
- **Hunter's Quarry.** As a bonus action the Hunter uses a stunt and chooses one creature it can see and has observed for at least 1 round. The Hunter deals an additional 6 (1d12) damage, or 13 (2d12) damage if it is a favored enemy, to that creature for the next hour. The Hunter can have multiple quarries at one time.
- **Longstrider.** As a bonus action the ranger uses a stunt and increases its speed by 10 feet for 10 minutes.
- **Disarming Strike.** When the Hunter hits a creature with a weapon attack it can use a maneuver and attempt to force the target to drop one item. The target must make DC 20 Strength saving throw, dropping the chosen item at its feet on a failure.
- **Lunging Attack.** When the Hunter makes a melee weapon attack it can use a stunt and increase the reach of the attack by 5 feet. If the attack hits the fighter adds 6 (1d12) to the attack's damage.
- **Precision Attack.** When the Hunter makes a weapon attack roll against a creature, the Hunter can use a stunt and add 6 (1d12) to the roll.
- **Sweeping Attack.** When the Hunter hits a creature with a melee weapon attack it can use a stunt and attempt to damage another creature within 5 feet of the original target. If the attack roll to hit the original target would hit the second target, the second target takes 6 (1d12) slashing damage.

Indomitable (3/Long Rest). The Hunter can reroll a saving throw it has failed. If so, it must use the second roll.

Innate Spellcasting. The Hunter's spell casting ability is Charisma (spell save DC 17, +9 to hit with attack spells). The Hunter can innately cast the following spells, requiring no material components:

At will: *fog cloud, locate creature, true strike*

3/day each: *dispel magic, hold monster, plane shift*

1/day each: *antimagic shell, dominate monster*

Limited Magic Immunity. Unless the Hunter wishes to be affected, it is immune to cantrips, and has advantage on 5th level or lower spells and magical effects.

Longsword of Binding. The hunter's longsword is a +3 longsword of binding that deals an extra 18 (4d8) cold damage (included in the attack). If the Hunter reduces a creature to 0 hit points or less with its longsword, the creature does not die, instead it is transformed into a brilliant white diamond on the sword's hilt. This transformation can be reversed by the Hunter as a bonus action or by a greater restoration spell, wish, or similarity power magic.

Magic Weapons. The hunter's weapon attacks are considered magical for overcoming resistances.

Regenerate. The Hunter regains 15 hit points at the start of its turn.

ACTIONS

Multiattack. The Hunter makes four long sword or three javelin attacks.

Longsword. Melee Weapon Attack: +15 to hit, reach 5 ft., one target. *Hit:* 14 (1d10+9) slashing damage plus 18 (4d8) cold damage.

Javelin. Melee or Ranged Weapon Attack: +12 to hit, reach 5 ft., or range 120 ft., one target. *Hit:* 9 (1d6+6) piercing damage plus 7 (2d6) cold damage and the target's speed is reduced by 10 feet until the end of its next turn.

BONUS ACTIONS

Feinting Attack. The Hunter chooses one creature within 5 feet of it and uses a stunt to gain advantage on the fighter's next attack roll. If that attack hits, add 6 (1d12) to the damage roll.

REACTIONS

Parry. When the Hunter is damaged by a melee attack it can use a stunt to reduce the damage by 11.

Riposte. When a creature misses the Hunter with an attack, the Hunter can use a stunt to make a melee weapon attack against the creature. If the attack hits, add 6 (1d12) slashing damage to the attack.

HOARY STEED

Large fey, neutral evil

Armor Class 20 (natural armor)

Hit Points 106 (14d10 + 36)

Speed 90 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	6 (-2)	14 (+2)	12 (+1)

Savings Throws Str +8, Dex +6, Con +7, Wis +5

Skills Athletics +11, Perception +8

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons.

Condition Immunities charmed, petrified

Senses darkvision 120 ft., passive Perception 18

Languages understands Common, Elvish, Sylvan, but cannot speak

Challenge 8 (3,900 XP)

Ethereal Stride (4/day). The steed and up to two willing creatures riding it can magically enter the Ethereal Plane from the material plan, or vice versa, as a bonus action.

Flyby Attack. If the steed flies at least 20 feet toward a creature and it, or its rider, hits the creature with an attack, the steed and its rider are not subject to opportunity attacks from that creature when they fly out of its reach.

Keen Hearing. The steed has advantage on Wisdom (Perception) checks that rely on sound.

Limited Magic Resistance. The steed has advantage on 5th level or lower spells and magical effects.

Magic Weapons. The steed's weapon attacks are considered magical for overcoming resistances.

Misty Breath. The area within a 20-foot radius of the steed is filled a cold misty vapor. Creatures in the mist are lightly obscured from those outside the mist and grants the steed and its rider a +2 bonus to its AC and saving throws from ranged and area attacks.

Protection from Good. All creatures within 10 feet of the steed, that the steed wishes, gain the following protections: good aligned creatures have disadvantage on attacks against them and good aligned creatures cannot charm, frighten, or possessed by them while they are within the area.

Trampling Charge. If the steed moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, the target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

ACTIONS

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 19 (4d6 + 5) bludgeoning damage plus 5 (1d10) cold damage.

SIRRUSH

Large fey, chaotic neutral

Armor Class 22 (natural armor)

Hit Points 324 (24d10 + 192)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	28 (+9)	26 (+8)	18 (+4)	20 (+5)	22 (+6)

Savings Throws Str +14, Dex +15, Con +14, Cha +12

Skills Acrobatics +15, Athletics +14, Perception +11, Stealth +15

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing that is non-magical.

Condition Immunities frightened

Senses blindsight 300 ft., darkvision 60 ft., passive Perception 21

Languages Draconic, Sylvan

Challenge 20 (25,000 XP)

Keen Senses. The sirrush has advantage on Wisdom (Perception) checks that rely on hearing or smell and initiative checks.

Magic Resistance. The sirrush has advantage on saving throws against spells magical effects.

Magic Weapons. The sirrush's weapon attacks are considered magical for overcoming resistances.

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

Pounce. If the sirrush moves at least 20 feet straight towards a creature and then hits with a claw attack on the same turn, the target must succeed on DC 18 Strength saving throw or be knocked prone. If the target is prone, the sirrush can make a bite attack against it as a bonus action.

Rake. If the sirrush has a target grappled it can use a bonus action to make two claw attacks against it with advantage.

ACTIONS

Multiattack. The sirrush makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 23 (4d6 + 9) slashing damage and the target must make a DC 18 Strength saving throw or be grappled..

Tail Stinger. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 23 (4d6 + 9) piercing damage and the target must make a DC 18 Constitution saving throw or be poisoned. A poisoned creature takes 18 (4d8) poison damage at the start of each of its turns. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Roar (Recharge 5-6). The sirrush emits a thunderous roar. Each creature within a 60-foot radius of the sirrush, that is not resistant or immune to thunder damage, must make a DC 22 Constitution saving throw or be deafened until the end of the sirrush's next turn. In addition, each creature within a 60-foot cone of the sirrush's mouth must make a DC 22 Constitution saving throw, taking 88 (16d10) thunder damage and be stunned and deafened until the end of the sirrush's next turn on a failed save, or half as much damage on a successful one.

ARCH-FEY

(FEY)

The Arch-Fey are an eclectic and loosely defined group; however, they generally have the abilities and traits in the list below. These abilities and traits are assumed to be part of the Arch-Fey's stat block. Specific modifications to these traits and/or additional traits are listed in the individual stat blocks.

Damage Resistances bludgeoning, piercing, and slashing from a +2 or lesser magic

Damage Immunities bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities exhaustion

Banishment. When an Arch-Fey drops to 0 hit points, its body is destroyed but its essence travels back to its domain, and is unable to take physical form for a time.

Fey Lords. An Arch-Fey is immune to spells and effects that are charms or illusions created by a creature or phenomenon five or more below the Arch-Fey's CR. In addition, they add double their proficiency bonus on saving throws against all other Charms and Illusions.

Innate Spellcasting. Refer to individual entries for an Arch-Fey member's spell casting ability, their save DC, and attack bonus. An Arch-Fey can innately cast the following spells at 5th level or higher, requiring no material components:

At will: *dancing lights, detect evil and good, detect magic, dispel magic, druidcraft, faerie fire, pass without trace*
3/day each: *banishment, bless, protection from evil and good, sleep, teleport*
1/day each: *mirage arcane, plane shift, project image*

Unstoppable. If the Arch-Fey is subject to an effect that would inflict the paralyzed, petrified, prone, restrained, or stunned condition; it loses its next turn's bonus action instead and its speed is reduced by half for the duration of the spell or effect. The Arch-Fey loses an additional use of its bonus action for each condition it suffers. If the Arch-Fey has Legendary Actions, instead of spending a bonus action, the Arch-Fey may spend one Legendary Action for each condition it wishes to remove.

Limited Magic Immunity. Unless an Arch-Fey wishes to be affected, it is immune to spells of 2nd level or lower, and it has advantage on all other spells and magical effects.

Magic Weapons. An Arch-Fey's weapon attacks are treated as magical weapons for overcoming resistances.

Regeneration. The Arch-Fey regains 30 hit points at the start of its turn.

ACTIONS:

Fey Summons (1/day). An Arch-fey magically summons fey creatures to unoccupied spaces it can see within 120 feet of it. The total CR of the summoned creatures cannot exceed the Arch-Fey's CR and the maximum CR of a creature summoned cannot exceed the Arch-Fey's CR - 5. This action is otherwise the same as the spell *conjure fey*.

Sidhe Fear. Each creature of the Arch-Fey's choice that is within 60 feet of it must succeed on a Wisdom saving throw (DC is equal to the Arch-Fey's Charisma Modifier + its Proficiency Bonus + its Epic Bonus + 8) or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Fey's Sidhe Fear for the next 24 hours. An Arch-Fey has advantage on attacks that target a creature frightened by its Sidhe Fear.

TITANIA

Small fey (Arch-Fey), chaotic good

Armor Class 27 (wand of summer)

Hit Points 650 (50d6 + 350)

Speed 120 ft., fly 240 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+9)	33 (+14)	25 (+10)	32 (+14)	33 (+14)	34 (+15)

Savings Throws Str +20, Dex +25, Con +20, Int + 25, Wis +25, Cha +26

Skills Acrobatics +32, Arcana +23, Nature +23, History + 23, Insight +23, Perception +23, Persuasion +24, Stealth +32

Damage Resistances cold, fire, necrotic; bludgeoning, piercing, and slashing from +3 or lesser magical weapons

Damage Immunities lightning, poison, radiant; refer to Arch-Fey traits

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned; refer to Arch-Fey traits

Senses truesight 240 ft., passive Perception 33

Languages All, telepathy 600 ft.

Challenge 31 (175,000 XP)

Banishment. Refer to Arch-Fey traits.

Blurred Movement. Attack rolls against Titania have disadvantage unless Titania is incapacitated or restrained.

Escape. Titania doesn't provoke an opportunity attack when she moves out of an enemy's reach.

Evasion. If Titania is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and half damage if she fails.

Faerie Queen. Titania is immune to charms and illusions and her charms and illusions ignore immunities and resistances to these effects. In addition, she can use a bonus action to make a telepathic link with any willing fey to communicate with it or see and hear through it.

Innate Spellcasting. Refer to Arch Fey entry. In addition, Titania's spell casting ability is Charisma (spell save DC 34, +24 to hit with attack spells). Titania can innately cast the following spells, requiring no material components:

At will: *calm emotions, charm person, detect thoughts, entangle, goodberry, plant growth, sunbeam (10d8, 120 ft. line)*

3/day each: *counterspell, major image (7th level), protection from energy, wall of thorns, regenerate*

2/day each: *aura of purity, create food and water, mass heal, purify food and drink*

1/day each: *astral projection, heal, true polymorph, true resurrection*

Limited Magic Immunity. Unless Titania wishes to be affected, she is immune to spells of 6th level or lower, and she has advantage on all other spells and magical effects.

Magic Weapons. Titania's weapon attacks are treated as +4 magical weapons for overcoming resistances.

Queen's Radiance. Titania emits bright light in a 60 foot radius and dim light for an additional 60 feet. A creature within the area of bright light has disadvantage on its saving throws versus Titania's charms and illusions. In addition, If Titania wishes, a creature that enters or starts its turn in the area of bright light takes 21 (6d6) radiant damage.

Regenerate. Titania regains 50 hit points at the start of her turn.

Speak with Beasts and Plants. Titania can communicate with beasts and plants as if they shared a language.

Tree Stride. Once per round, on her turn, Titania can use 10 feet of her movement to step magically into one living tree within her reach and can emerge from a second living tree within 360 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Medium or bigger.

Unstoppable. Refer to Arch-Fey traits.

Wand of Summer. Titania wields a diamond tipped wand of great power. The wand can be wielded like a +4 epic quarterstaff. Refer to Equipment for more information.

ACTIONS

Multiattack. Titania makes four weapon attacks or cast two at-will spells.

Dagger +4. *Melee Weapon Attack:* +24 to hit, reach 5 ft., one target. *Hit:* 25 (3d4 + 18) piercing damage plus 10 (3d6) radiant damage.

Touch of Slumber. *Melee Weapon Attack:* +24 to hit, reach 5 ft., one target. *Hit:* if the target has 100 hit points or less it falls asleep as in the spell *sleep*.

Wand of Summer. *Melee Weapon Attack:* +24 to hit, reach 5 ft., one target. *Hit:* 28 (3d6 + 18) bludgeoning damage.

Queen's Charm. Titania targets one creature she can see within 120 feet of her. If the target can see Titania, it must succeed on a DC 34 Wisdom saving throw or be magically charmed. The charmed creature is beguiled as in the spell *dominate monster*.

Titania can use a bonus action or legendary action to exert precise control over a creature dominated in this way.

Summons (Recharge 6, 3/day). Titania magically summons (100% chance of success) fey whose combined average hit points do not exceed 1000 (or 1500 if she is holding the wand of summer), or (75% chance of success, 100% chance of success if she is holding the wand of summer) another Arch-Fey.

LEGENDARY ACTIONS

Titania can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Titania has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. Titania regains spent legendary actions at the start of her turn.

Attack. Titania makes weapon attack.

Move. Titania can move up to half its speed.

Regenerate. Titania regenerates 50 hit points.

Teleport. Titania teleports to an unoccupied space sheet can see within 120 feet of her.

Magnified Radiance (Costs 2 Actions). Titania doubles the size of her queen's radiance until the end of her next turn.

Spellcasting (Costs 2 Actions). Titania casts a spell.

Burning Radiance (Costs 2 Actions). All creatures that Titania wishes within the area of bright light of her queen's radiance take 42 (12d6) radiant damage and must make a DC 34 Dexterity saving throw or be blinded.

Mass Transport (Costs 4 Actions 1/ day). The Queen and all fey she chooses (DC 34 Wisdom saving throw if they are not willing) within one mile of her teleport or plane shift (Titania's choice), as in their respective spells with no chance of error,

EQUIPMENT

Wand of Summer.

Wand, epic artifact (requires attunement by a fey of 22 HD or more)

This staff can be wielded as a magic quarterstaff that grants a +4 bonus to attack and damage rolls made with it. While holding it you gain a +3 bonus to Armor Class, saving throws, spell save DC and attack rolls.

The wand has 30 charges for the following properties. The staff regains 2d10+4 expended charges daily at dawn.

Empowered Strike. When you hit with a melee attack using this staff, you can expend 1 or more charges to deal 21 (6d6) damage of the following types, your choice, per charge spent: fire, force, or radiant.

Quickend Spells. While holding this staff, you can use a bonus action to cast one of the following spells: *bless* (1 charge), *fire bolt* (17th level), *bestow curse* (1 charge), *telekinesis* (1 charge).

Spells. While holding this staff, you can use an action to cast one of the following spells: *animal shapes* (3 charges), *bestow curse*, 9th level (4 charges), *control weather* (3 charges), *dominate monster* (3 charges), *prismatic wall* (5 charges), *time stop* (5 charges), *wish* (6 charges)

EMMANTIENSIEN

Gargantuan fey (Arch-Fey), neutral

Armor Class 22 (natural armor)

Hit Points 1,160 (40d20 + 360)

Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
36 (+16)	6 (+1)	29 (+12)	22 (+9)	30 (+13)	20 (+8)

Savings Throws Dex +18, Con +18, Wis +17, Cha +18

Skills Arcana +16, Acrobatics +18, Nature +16, Intimidation +18, Perception +17, Survival +17

Damage Resistances All, except bludgeoning, piercing, and slashing from +3 or greater magical weapons

Damage Immunities psychic; refer to Arch-Fey traits

Condition Immunities defended, petrified; refer to Arch-Fey traits

Senses truesight 960 ft., passive Perception 27

Languages All, telepathy 1,000 ft.

Challenge 30 (155,000 XP)

Banishment. Refer to Arch-Fey traits.

Colossal. Emmantiensien's space is 180 ft. by 180 ft., and it stands approximately 300 ft. tall. Any Huge or smaller creature can enter its space. A creature in Emmantiensien's space has advantage on melee attacks targeting the Emmantiensien. A Large or smaller creature must be within the Emmantiensien's space to be considered adjacent for melee attacks and Emmantiensien suffers a -4 penalty to hit Huge or smaller creatures (included in its attacks).

When Emmantiensien makes a melee attack, each creature within 10 feet of a Medium or 5 feet of a Large primary target becomes a secondary target and is also hit by the attack if Emmantiensien's attack roll would also hit the secondary target. However, the secondary target may spend a reaction, to increase its AC by 5. If the attack becomes a miss, the secondary target moves to an unoccupied space adjacent to the attack's area.

Deep Magic. When Emmantiensien cast a spell it is always at the maximum level and the duration, range, and damage are doubled.

False Appearance. While Emmantiensien remains motionless, it is indistinguishable from an enormous tree.

Fey Lords. Refer to Arch-Fey traits.

Innate Spellcasting. Refer to Arch Fey entry. In addition, Emmantiensien's spell casting ability is Charisma (spell save DC 26, +18 to hit with attack spells). Emmantiensien can innately cast the following spells, requiring no material components:

At will: *All druid cantrips and spells of levels 1-3, aura of vitality, clairvoyance, counterspell,*

3/day each: *All druid spells of levels 4-6, banishment, dispel evil and good, find the path, investiture of wind, legend lore*

1/day each: *All druid spells of levels 7-9, foresight, prismatic spray*

Limited Magic Immunity. Unless Emmantiensien wishes to be affected, it is immune to spells of 6th level or lower, and it has advantage on all other spells and magical effects.

Magic Weapons. The Emmantiensien's weapon attacks are treated as +4 magical weapons.

Regenerate. Refer to Arch-Fey traits.

Seige Monster. Emmantiensien deals double damage to objects and structures.

Trample. When Emmantiensien moves it can enter creatures' space (see colossal). The first time it enters a creature's space Emmantiensien can make a *slam* attack against that creature. Emmantiensien can make a maximum of one attack per 60 feet of movement.

Unstoppable. Refer to Arch-Fey traits.

ACTIONS

Slam. *Melee Weapon Attack:* +21 to hit, reach 120 ft., one target. *Hit:* 113 (27d6 + 19) bludgeoning damage.

Grab. *Melee Weapon Attack:* +21 to hit, reach 120 ft., one target. *Hit:* 69 (20d4 + 19) bludgeoning damage and if the target is Huge or smaller it is grappled. A grappled creature is also restrained.

Rock (Recharge 5-6). *Ranged Weapon Attack:* +21 to hit, range 540/1080 ft., one target. *Hit:* 167 (27d10 + 19) bludgeoning damage and each creature within a 15-foot radius of the target must make a DC 26 Dexterity saving throw or take the same amount of damage.

Fling. One object or creature held or grappled by Emmantiensien is thrown up to 450 ft in a direction of its choosing. The target must make a DC 26 Dexterity saving throw or take 3 (1d6) bludgeoning damage for every 10 feet it was thrown and knocked prone on a failure, or half as much damage on a success. If the target is thrown at another creature, that creature must succeed on a DC 26 Dexterity saving throw or take the same damage and be knocked prone.

Rally the Forest (Recharge 6). Emmantiensien imbues his allies with the deep magic of the primordial forest. All plant creatures of Emmantiensien's choice within 1000 feet of it gain 50 temporary hit points and are blessed as in the spell *bles*.

Animate Trees (3/day). Emmantiensien magically animates 2 (1d4) trees it can see within 360 feet of it. These trees become treants (MM pg. 289). The treants are allies of Emmantiensien and act on their own initiative.

Summons (1/short rest). The Emmantiensien magically summons (100% chance of success) 4 (1d8) treants, or (75% chance of success) 2 (1d4) elder treants.

REACTIONS

Stomp. When a creature enters or starts its turn in Emmantiensien's space, Emmantiensien can make a *slam* attack against that creature.

LEGENDARY ACTIONS

Emmantiensien can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Emmantiensien has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. Emmantiensien regains spent legendary actions at the start of her turn.

Quick Casting. Emmantiensien casts an at-will spell.

Regenerate. Emmantiensien regenerates 10 hit points

Fling (Costs 2 Actions): Emmantiensien uses its Fling action on a creature it has grappled.

Stomp (Costs 2 Actions). Emmantiensien makes a Slam attack.

Move (Costs 3 Actions). Emmantiensien can move up to half its speed.

Spellcasting (Costs 3 Actions). Emmantiensien casts a spell.

OBERON

Medium fey (Arch-Fey), neutral good

Armor Class 26 (natural armor)

Hit Points 720 (45d8 + 360)

Speed 60 ft., climb 50 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+13)	28 (+12)	27 (+11)	28 (+12)	28 (+12)	29 (+12)

Savings Throws Str +22, Dex +21, Con +20, Int +21, Wis +21, Cha +21

Skills Acrobatics +21, Animal Handling +30, Athletics +22, Nature +30, Perception +30, Stealth +30, Survival +21

Damage Resistances acid, cold, lightning, radiant: bludgeoning, piercing, and slashing from +3 or lesser magic.

Damage Immunities poison; refer to Arch-Fey traits

Condition Immunities frightened, paralyzed, petrified, poisoned; refer to Arch-Fey traits

Senses truesight 240 ft., passive Perception 40

Languages All, telepathy 240 ft.

Challenge 30 (155,000 XP)

Banishment. Refer to Arch-Fey traits.

Cunning Action. Oberon can use a bonus action to take the Dash, Disengage, or Hide action.

Fey Lords. Refer to Arch-Fey traits.

Keen Senses. Oberon has advantage on all Wisdom (Perception) checks.

Innate Spellcasting. Refer to Arch Fey entry. In addition, Oberon's spell casting ability is Charisma (spell save DC 28, +20 to hit with attack spells). Oberon can innately cast the following spells, at 6th level or greater, requiring no material components.

At will: *call lightning, conjure volley, ensnaring strike, enlarge (beasts only), grasping vine, hunter's mark, phantom steed, sunbeam*
3/day each: *awaken, commune with nature, plant growth, wall of thorns.*

1/day each: *Imprisonment (slumber), true polymorph*

Limited Magic Immunity. Unless The Oberon wishes to be affected, he is immune to 6th level spells, and it has advantage on all other spells and magical effects.

Lord of Beasts. Any beast that wishes to harm Oberon must make a DC 28 Charisma saving throw or be charmed by Oberon. The beat may make another saving throw at the end of its turn, end the effect on itself on a success. If a beast's saving throw is successful, or the effect ends for it, the beast is immune to Oberon's charm for 12 hours.

Magic Weapons. Oberon's weapon attacks are treated as +3 magical weapons for overcoming resistances. In addition, Oberon wields a +3 epic spear and a +3 epic longbow. Both instantly return to his hand if he wishes (free action). Oberon also carries a quiver which can enchant 20 arrows per day with a +3 bonus to hit and a +6 bonus to damage, or make them arrows of slaying for: bugbears, goblins, hobgoblins, and orcs.

Master Hunter. Unless Oberon wishes it, he cannot be tracked or detected, as if under the effects of the nondetection spell. He ignores difficult terrain, and has advantage on Wisdom (Survival) checks to track creatures.

Regenerate. Refer to Arch-Fey traits.

Speak with Beasts and Plants. Oberon can communicate with beasts and plants as if they shared a language.

Slayer. If Oberon observes a target for at least one round, for the next 24 hours his melee attacks against that target do an extra 14 (4d6) damage .

Twist. If Oberon hits with a spear attack that does piercing damage he can spend a bonus action to inflict an addition 21 (6d6) piercing damage.

Unstoppable. Refer to Arch-Fey traits.

ACTIONS

Multiattack. The Oberon makes four spear or longbow attacks.

Spear. Oberon makes one of the following attacks:

- **Melee Weapon Attack:** +22 to hit, reach 10 ft., one target. *Hit:* 43 (6d8 + 16) piercing damage.
- **Melee Weapon Attack:** +22 to hit, reach 10 ft., one target. *Hit:* 43 (6d8 + 16) slashing damage and the target's speed is reduced by 10 feet until the end of its next turn.
- **Melee Weapon Attack:** +22 to hit, reach 10 ft., one target. *Hit:* 43 (6d8 + 16) bludgeoning damage and the target must make a DC 23 Strength saving throw or be knocked prone.

Longbow. *Ranged Weapon Attack:* +21 to hit (+24 with magic arrows), range 1,800 ft., one target. *Hit:* 42 (6d8 + 15) piercing damage or 48 (6d8 + 21) piercing damage with magic arrows.

Whirlwind Charge (Recharge 5-6). Oberon moves up to his speed and makes a spear attack against each target within 10 feet of him during the move. If he hits a target, it cannot take reactions until the end of its next turn.

Change Shape. Oberon magically polymorphs into a beast, humanoid, or back to his true form. His statistics stay the same in any form, though he gains the traits, actions, and senses of the new form. He retains his movement speed unless the new form has a superior movement speed.

Summons (1/short rest). The Oberon magically summons beasts whose total average hit points do not exceed 1000.

REACTIONS

Parry. Oberon adds 6 to his AC against one attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

LEGENDARY ACTIONS

Oberon can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Oberon has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. Oberon regains spent legendary actions at the start of her turn.

Attack. Oberon makes a spear or longbow attack.

Detect. Oberon makes Wisdom (Perception) check.

Move. Oberon can move up to half its speed.

Hunter's Quarry (Costs 2 Actions). Oberon magically marks a creature he can see. Oberon has advantage on attack rolls against that creature for 24 hours or until he target's another creature with this ability.

Multiattack (2 Actions). Oberon makes two spear or longbow attacks.

Spell Casting (2 Actions). Oberon, casts an at-will spell.

Nature's Rally (Costs 4 Actions, 1/day): All beasts friendly to Oberon, and within 1 mile of him, gain advantage on attack rolls, saving throws and initiative checks for 1 hour as long as they remain within 1 mile of Oberon.

MAB, THE QUEEN OF AIR AND DARKNESS

Medium fey (Arch-Fey), chaotic evil

Armor Class 24

Hit Points 360 (24d8 + 168)

Speed fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+10)	32 (+14)	25 (+10)	30 (+13)	29 (+12)	30 (+13)

Savings Throws Dex +20, Con +19, Int + 22, Wis +11, Cha +22

Skills Acrobatics +20, Arcana +22, Deception =22, History +22, Insight +21, Intimidation +22, Perception +21, Stealth +29

Damage Resistances refer to Incorporeal.

Damage Immunities necrotic, poison; refer to Arch-Fey traits

Condition Immunities blinded, grappled, paralyzed, petrified
poisoned, prone, restrained; refer to Arch-Fey traits

Senses truesight 400 ft., passive Perception 31

Languages All, telepathy 240 ft.

Challenge 30 (155,000 XP)

Aura of Air and Darkness. Mab can, as a bonus action, activate or end her aura of air or darkness. These auras extend in a 30 foot radius centered on Mab and she much activate each one separately. An aura last until the start of Mab's next turn unless she maintains concentration. She can maintain concentration on both auras at the same time, and both end if her concentration ends. The auras have the following effects.

- **Aura of Air:** The area is filled with powerful winds as in the spell *whirlwind*.
- **Aura of Darkness:** The area is filled with magical darkness, that provides her complete cover from ranged attacks from outside the aura and creatures in the aura are blinded while in the aura. A creature must be CR 30 or higher and have truesight to bypass these effects.

Black Diamond. If Mab is reduced to 0 hit points she is banished to the Black Diamond and cannot manifest for 6 (1d12) hours, when she reappears at full hit points within 30 feet of the diamond. Mab cannot die as long as the Night Diamond persists. If the Night Diamond is destroyed and she is reduced to 0 hit points, she too is destroyed.

The Night Diamond has AC 25, resistance to all damage, immunity to psychic and non-magical bludgeoning, piercing, and slashing damage. The diamond has 500 hit points and it regains 10 hit points every second. In addition, the Black Diamond cannot be harmed while Mab is manifest.

Fey Lords. Refer to Arch-Fey traits.

Incorporeal. Mab can enter another creature's space and move through other creatures and objects as if they were difficult terrain. In addition, she has resistance to all damage types except psychic and radiant.

Innate Spellcasting. Refer to Arch Fey entry. In addition, Mab's spell casting ability is Charisma (spell save DC 30, +22 to hit with attack spells). Mab can innately cast the following spells, at 6th level (unless noted otherwise), requiring no components:

At will: *bestow curse*, *blight*, *chill touch* (17th level), *command*, *darkness*, *dissonant whispers*, *gust of wind*, *message*, *suggestion*, *vampiric touch*

3/day each: *blindness/deafness*, *cloudkill*, *counterspell*, *eyebite*, *geas*, *harm*

1/day each: *abi-dalzim's horrid wilting*, *finger of death* (target's raised as wraiths), *mass suggestion*.

Invisible. Mab is invisible. In addition, while in an area of darkness she is even invisible to creatures of CR 30 and below with truesight.

Limited Magic Immunity. Unless Mab wishes to be affected, she is immune to 6th level spells, and it has advantage on all other spells and magical effects.

Magic Weapons. Mab's weapon attacks are treated as +3 magical weapons for overcoming resistances.

Regenerate. Refer to Arch-Fey traits.

Unstoppable. Refer to Arch-Fey traits.

ACTIONS

Multiattack. Mab makes three Life Drain or Wind Blast attacks.

Life Drain. *Melee Spell Attack:* +22 to hit, reach 5 ft., one creature. *Hit:* 36 (8d8) necrotic damage. The target must succeed on a DC 22 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. If the target is reduced to 0 hit points by this effect it is disintegrated and, its spirit rising as a specter loyal to Mab at the beginning of here next turn.

Wind Blast. Mab targets a creature within 60 feet of her. The creature must make a DC 30 Strength check or take 44 (8d10) bludgeoning damage and be pushed up to 80 feet, taking 4 (1d8) bludgeoning damage for every 10 feet it was pushed, and knocked prone on a failure, or half as much damage on a success. If there is another creature in the path of the pushed target, that creature must also succeed on a DC 30 Dexterity saving throw or take the same bludgeoning damage and be knocked prone.

Flyby Attack. Mab moves up to her speed. The first time a creature is within her reach, or she enters a creature's space, during the move, she makes a Life Drain attack on that creature.

Hurricane Burst (Recharge 5-6). Mab makes a Wind Blast attack against each creature within 120 feet of her.

Summons (Recharge 6, 3/day). Mab magically summons (100% chance of success) evil fey whose combined average hit points do not exceed 750.

LEGENDARY ACTIONS

Mab can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Mab has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. Mab regains spent legendary actions at the start of her turn.

Attack. Mab makes a Life Drain or Wind Blast attack.

Move. Mab moves half her speed.

Quicken Spellcasting. Mab casts an at-will spell.

Etherealness (Costs 2 Actions). Mab becomes ethereal, as in the spell *etherealness*, and can move up to her speed.

Shadow Step (Costs 2 Actions). Mab teleports from an area of darkness to another area of darkness of Medium size or larger within 120 feet of her.

Chilling Beauty (Cost 3 Actions). Mab drops her veil of invisibility and darkness and reveals herself to one creature within 120 feet of her that can see her. That creature must make a DC 30 Wisdom saving throw or be charmed by Mab. A creature charmed in this way is paralyzed. The charmed creature can make a saving throw at the end of each of its turns, ending the effect on itself on a success.

Spellcasting (Costs 3 Actions). Mab casts a spell.

DAMH

Medium fey (Arch-Fey), chaotic neutral

Armor Class 25 (natural armor)

Hit Points 640 (40d8 + 320)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+12)	27 (+10)	27 (+10)	25 (+9)	26 (+10)	28 (+11)

Savings Throws Dex +15, Con +14, Int + 13, Wis +14

Skills Acrobatics +15, Nature +20, Perception +14, Performance +23, Stealth +10

Damage Resistances psychic; refer to Arch-Fey traits

Damage Immunities poison; refer to Arch-Fey traits

Condition Immunities poisoned; refer to Arch-Fey traits

Senses truesight 120 ft., passive Perception 24

Languages All, telepathy 240 ft.

Challenge 29 (135,000 XP)

Banishment. Refer to Arch-Fey traits.

Charge. If Damh moves at least 20 feet straight toward a target and then hits with a ram attack on the same turn, the target takes an extra 30 (12d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 22 Strength saving throw or be pushed 20 feet and knocked prone.

Fey Lords. Refer to Arch-Fey traits.

Finish the Fallen. Damh's maul attacks deal an extra 14 (4d6) bludgeoning damage to prone targets.

Innate Spellcasting. Refer to Arch Fey entry. In addition, Damh's spell casting ability is Charisma (spell save DC 28, +20 to hit with attack spells). Damh can innately cast the following spells, requiring no material components:

At will: *earthbind, stone shape, transmute rock*

3/day each: *animate objects (rock/stone), heal, wall of stone*

1/day each: *earthquake, forcecage, power word stun*

Limited Magic Immunity. Unless Damh wishes to be affected, he is immune to 5th level spells, and it has advantage on all other spells and magical effects.

Magic Weapons. Damh's weapon attacks are treated as +2 magical weapons for overcoming resistances. In addition, Damh wields a +3 epic maul that he can throw as a ranged weapon. Damh can summon the maul back to his hand as a free action.

Regenerate. Refer to Arch-Fey traits.

Banishing Smite. Once per round, Damh can cast banishing smite as a free action.

Unstoppable. Refer to Arch-Fey traits.

ACTIONS

Multiattack. Damh makes two melee maul or one ranged maul attacks.

Maul. *Melee Weapon Attack:* +22 to hit, reach 5 ft., one target. *Hit:* 58 (12d6 + 16) bludgeoning damage.

Maul. *Ranged Weapon Attack:* +20 to hit, range 60/120 ft., one target. *Hit:* 58 (12d6 + 16) bludgeoning damage.

Ram. *Melee Weapon Attack:* +21 to hit, reach 5 ft., one target. *Hit:* 29 (6d4 + 14) bludgeoning damage.

Sweep (Recharge 5-6). Damh swings his maul in a vicious arc and makes a maul attack against each target in his reach. In addition, on a hit the target is also knocked prone.

Summons (1/short rest). Damh magically summons one of the following types of creatures: 2d10 satyrs, 2d4 korreds, or 1d10 satyrs and 1d4 korreds.

BONUS ACTIONS

Smash. Damh makes a maul attack targeting a prone creature within his reach.

Pipes (Recharge 4-6). Damh plays a note on his pipes. All creature of Damh's choice within 180 feet of him and that can hear him, must make a DC 28 Wisdom saving throw or be affected as described below (Damh's choice).

An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to that note for 24 hours.

Charm. The creature is charmed for 5 minutes. If Damh or its allies harm the creature, the effect ends immediately.

Laughter. The creature falls prone and laughs uncontrollable for 5 minutes. While the creature is laughing it is incapacitated and creatures have advantage on attacks against it. If Damh or its allies harm the creature, the effect ends immediately.

Panic. The creature is frightened for 5 minutes. Damh has advantage on attacks against creatures that are frightened by this note.

Protection. The creature gains a +2 bonus to its AC for 5 minutes.

Age. The creature gains a +13 (2d12) bonus to its attack damage for 5 minutes.

Sleep. The creature falls asleep and is unconscious for 5 minutes.

The effect ends immediately if the creature takes damage or if someone takes an action to shake the creature awake.

REACTIONS

Quick Note (1/short rest). When Damh is the target of a ranged attack that he can see and that would hit him: he can immediately recharge his pipes and play the note of protection, targeting only himself, and gain a +4 bonus to his AC.

LEGENDARY ACTIONS

Damh can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Damh has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. Damh regains spent legendary actions at the start of her turn.

Attack. Damh makes a melee maul attack.

Move. Damh can move up to half its speed.

Misty Step (2 Actions). Damh, and any creature or equipment it is carrying, teleports to an unoccupied space it can see within 120 feet of it.

Charging Ram (2 Actions). Damh, moves up to his speed and makes a ram attack.

Spell Casting (2 Actions). Damh, casts an at-will spell.

Harp of Damh (Costs 3 Actions, 1/day): Damh plays his harp and all creatures of his choice within 90 of him must make a DC 28 Wisdom saving throw or suffer the effects of the spell: Otto's Irresistible Dance. Damh can maintain the spell as long as he plays his harp. A creature may attempt a saving throw at the end of its turn, ending the spell effect on itself on a success.

EACHTHIGHERN

Large celestial (Arch-Fey), lawful good

Armor Class 26 (natural armor)

Hit Points 722 (38d10 + 360)

Speed 120 ft., fly 240 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
28 (+11)	24 (+9)	28 (+11)	21 (+7)	27 (+10)	30 (+12)

Savings Throws Str +20, Dex +18, Con +19, Wis +19, Cha +19

Skills Arcana +16, Athletics +20, Nature +16, Insight +19, Perception +19, Religion +16, Survival +19

Damage Resistances radiant, thunder; bludgeoning, piercing, and slashing from +3 or lesser magical weapons

Damage Immunities poison; refer to Arch-Fey traits

Condition Immunities charmed, paralyzed, petrified, poisoned; refer to Arch-Fey traits

Senses truesight 120 ft., passive Perception 29

Languages All, telepathy 480 ft.

Challenge 29 (135,000 XP)

Banishment. Refer to Arch-Fey traits.

Charge. If Eachthighern moves at least 20 feet straight toward a target and then hits with a horn attack on the same turn, the target takes an extra 18 (4d8) piercing damage. If the target is a creature, it must succeed on a DC 28 Strength saving throw or be knocked prone.

Fey Lords. Refer to Arch-Fey traits.

Innate Spellcasting. Refer to Arch Fey entry. In addition, Eachthighern's spell casting ability is Charisma (spell save DC 30, +22 to hit with attack spells). Eachthighern can innately cast the following spells, requiring no material components:

At will: *calm emotions, dispel evil and good, entangle*
3/day each: *guardian of faith, scrying, mass cure wounds, heroes' feast, plane shift*

1/day each: *control weather, true resurrection*

Limited Magic Immunity. Unless Eachthighern wishes to be affected, it is immune to spells of 6th level or lower, and it has advantage on all other spells and magical effects.

Magic Weapons. The Eachthighern's weapon attacks are treated as +3 magical weapons.

Regenerate. Refer to Arch-Fey traits.

Trample. When Eachthighern hits a prone target with a hoof attack it causes an additional 7 (2d6) bludgeoning damage.

Unstoppable. Refer to Arch-Fey traits.

ACTIONS

Multiattack. Eachthighern makes two hoof attacks and a horn attack.

Hoof. *Melee Weapon Attack:* +20 to hit, reach 5 ft., one target. *Hit:* 30 (5d6 + 13) bludgeoning damage plus 14 (4d6) thunder damage.

Horn. *Melee Weapon Attack:* +20 to hit, reach 10 ft., one target. *Hit:* 41 (5d8 + 13) piercing damage plus 33 (6d10) radiant damage.

Flyby Attack (Recharge 5-6). Eachthighern move its speed and can enter the space of Large and smaller creatures. The first time Eachthighern enters a creatures space it can make a horn attack against that creature. On a successful hit the creature is also knocked prone.

Healing Touch (Recharge 5-6). Eachthighern touches another creature with its horn. The target magically regains 41 (5d8 + 13) hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.

Teleport. Eachthighern magically teleports itself and up to six willing creatures it can see within 10 feet of it, along with any equipment they are wearing or carrying, to a location Eachthighern is familiar with on the same plane, or (1/day) to a location on Arvandor, Gladshiem, or the Beastlands.

Radiance of Life. Eachthighern's horn glows with bright light in a 120-foot radius and dim light for another 120 feet. Any undead in the area of bright light must make a DC 20 Constitution saving throw or be destroyed and undead in the area of dim light must make a DC 20 Constitution saving throw or be turned as the Cleric feature Turn Undead.

Summons (1/short rest). Eachthighern magically summons one of the following types of creatures: 2d6 pegasi, 1d8 unicorns, or 1d4 ki-rins.

REACTIONS

Kick. When a creature moves into a position that would flank Eachthighern, it can make the following attack. *Melee Weapon Attack:* +20 to hit, reach 5 ft., one target. *Hit:* 48 (10d6 + 13) bludgeoning damage and if the creature is Huge or smaller it must make a DC 28 Strength saving throw or be pushed 40 feet, knocked prone, and stunned until the end of Eachthighern's next turn.

LEGENDARY ACTIONS

Eachthighern can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Eachthighern has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. Eachthighern regains spent legendary actions at the start of her turn.

Detect. Eachthighern makes a Wisdom (Perception) check or a Wisdom (Insight) check.

Hoof. Eachthighern makes a hoof attack.

Move. Eachthighern can move up to half its speed.

Quick Casting. Eachthighern casts an at-will spell.

Regenerate. Eachthighern regenerates 30 hit points

Misty Step. Eachthighern, and any creature or equipment it is carrying, teleports to an unoccupied space it can see within 120 feet of it.

Horn (Costs 2 Actions): Eachthighern makes a horn attack.

Shimmering Shield (Costs 2 Actions). Eachthighern creates a shimmering, magical field around itself or another creature it can see within 180 feet of it. The target gains a +4 bonus to AC until the end of Eachthighern's next turn.

Flyby Recharge (Costs 3 Actions). Eachthighern's ability to use Flyby attack recharges.

Spellcasting (Costs 3 Actions). Eachthighern casts a spell.

THE PRINCE OF FROST

Medium fey (Arch-Fey), chaotic evil

Armor Class 25 (natural armor)

Hit Points 680 (40d8 + 360)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+11)	30 (+12)	28 (+11)	25 (+9)	24 (+9)	30 (+12)

Savings Throws Str +20, Dex +21, Con +20, Int +18, Wis +18, Cha +21

Skills Acrobatics +21, Arcana +18, Athletics +20, Perception +18, Intimidation +21

Damage Resistances psychic, radiant: bludgeoning, piercing, and slashing from +3 or lesser magic.

Damage Immunities cold; refer to Arch-Fey traits

Condition Immunities blinded, charmed; refer to Arch-Fey traits

Senses truesight 180 ft., passive Perception 28

Languages All, telepathy 240 ft.

Challenge 29 (135,000 XP)

Banishment. Refer to Arch-Fey traits.

Chill the Heart. The Prince is surround by a freezing whirlwind that occupies a 15-foot radius centered on the Prince. Each creature of the Prince's choice that starts its turn in the aura takes 22 (4d10) cold damage, unless it has resistance to cold damage. A creature with resistance to cold damage loses its resistance for 1 hour.

Fey Lords. Refer to Arch-Fey traits.

Innate Spellcasting. Refer to Arch Fey entry. In addition, The Prince's spell casting ability is Charisma (spell save DC 29, +21 to hit with attack spells). The Prince can innately cast the following spells, requiring no material components. In addition, all cold or ice spells are cast at 9th level:

At will: *control weather (no concentration)*, *ice knife*, *investiture of ice*
3/day each: *cone of cold*, *ice storm*, *wall of ice*
1/day each: *feblemind*, *whirlwind (90 ft. high)*

Limited Magic Immunity. Unless The Prince wishes to be affected, he is immune to 5th level spells, and it has advantage on all other spells and magical effects.

Lord of Winter. A creature that touches the Prince or hits him with a melee attack while within 5 feet of him takes 22 (4d10) cold damage and the Prince can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost extra movement.

Magic Weapons. The Prince's weapon attacks are treated as +2 magical weapons for overcoming resistances. In addition, The Prince wields a +3 epic longsword, bitter edge, which deals an extra 22 (4d10) cold damage on a hit (included in the attack).

Regenerate. Refer to Arch-Fey traits. If the Prince takes fire damage, this trait doesn't function at the start of his next turn.

Unstoppable. Refer to Arch-Fey traits.

ACTIONS

Multiattack. The Prince makes three bitter edge attacks or two ice lance attacks.

Bitter Edge. *Melee Weapon Attack:* +21 to hit, reach 5 ft., one target. *Hit:* 37 (5d8 + 15) slashing damage plus 22 (4d10) cold damage.

Ice Lance. *Ranged Spell Attack:* +21 to hit, range 300 ft., one target. *Hit:* 29 (5d6 + 12) piercing damage plus 22 (4d10) cold damage and the target must

Blood to Ice (Recharge 5-6). The Prince chooses a creature he can see within 120 feet of him. The target must make a DC 29 Constitution saving throw, taking 105 (20d10) cold damage and be restrained on a failure, or half as much damage on a success. In addition, on a failure the target must make a saving throw on each of its turns. On the first failed save the target takes 55 (10d10) cold damage and is stunned. On any successful save, all effects on the target end. On a second failed save the target is petrified (ice, immune to cold damage and vulnerable to fire damage) and the target no longer attempts saving throws. This effect can only be reversed by a spell of 9th level or higher or the banishment or death of the Prince.

Summons (1/short rest). The Prince magically summons evil creatures with resistance or immunity to cold whose average hit points do not exceed 800.

BONUS ACTIONS

Grip of Winter (Recharge when no enemy is affected by this power). The Prince targets one creature that has taken cold damage since his last turn. The creature must make a DC 29 Wisdom saving throw or be charmed by the Prince, while charmed in this way the target is dominated as in the spell Dominate Monster, except the Prince can use a bonus action to exert precise control of the creature. The charmed creature can make a saving throw at the end of each of its turns, ending the effect on itself on a success. In addition, if the Prince or his allies harm the target, it can make an immediate saving throw with advantage.

Harrowing Winds (Recharge 4-6). The Prince creates a 120 foot cone of freezing wind. Each creature in the cone must make a DC 29 Dexterity saving throw. On a failure the target takes 55 (10d10) cold damage and has its speed reduced in half and cannot take reactions until the end of the Prince's next turn. That target takes half as much damage on a successful save.

REACTIONS

Curse the Flames (Recharge 4-6). When a creature makes an attack with fire within 120 feet of the Prince. The Prince can use a reaction and one legendary action to use Blizzard Step to teleport adjacent to the offending creature and then make a Bitter Edge attack against it.

LEGENDARY ACTIONS

The Prince can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If The Prince has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. The Prince regains spent legendary actions at the start of her turn.

Attack. The Prince makes a bitter edge or ice lance attack.

Move. The Prince can move up to half its speed.

Blizzard Step (2 Actions). The Prince, and any equipment he is carrying, teleports to an unoccupied space he can see within 120 feet of him. A creature that is within 10 feet of the Prince's initial position takes 22 (4d10) cold damage.

Spell Casting (2 Actions). The Prince, casts an at-will spell.

Flash Freeze (Costs 3 Actions): The Prince momentarily increases the size and intensity of his Chill the Heart aura. The area increases to a 60-foot radius and each creature in the area make a DC 29 Constitution saving throw, taking 55 (10d10) cold damage on a failed save, or half as much damage on a success.

SKERRIT

Large celestial (Arch-Fey), neutral

Armor Class 24 (natural armor)

Hit Points 720 (40d10 + 320)

Speed 120 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+11)	26 (+10)	27 (+10)	26 (+10)	26 (+10)	27 (+10)

Savings Throws Str +20, Dex +18, Con +19, Wis +19, Cha +19

Skills Arcana +16, Athletics +20, Nature +16, Insight +19,

Perception +19, Religion +16, Survival +19

Damage Resistances radiant, thunder; bludgeoning, piercing, and slashing from +3 or lesser magical weapons

Damage Immunities poison; refer to Arch-Fey traits

Condition Immunities charmed, paralyzed, petrified, poisoned; refer to Arch-Fey traits

Senses truesight 120 ft., passive Perception 29

Languages All, telepathy 480 ft.

Challenge 28 (120,000 XP)

Banishment. Refer to Arch-Fey traits.

Charge. If Skerrit moves at least 20 feet straight toward a target and then hits with a spear attack on the same turn, the target takes an extra 22 (4d10) piercing damage. If the target is a creature, it must succeed on a DC 27 Strength saving throw or be knocked prone.

Defenders Rage. When Skerrit is reduced to half his hit points (360) he flies into a rage for 2 (1d4) minutes. While in a rage Skerrit adds 20 feet to his speed and his weapon attacks deal an extra 21 (6d6) damage.

Fey Lords. Refer to Arch-Fey traits.

Forrest Lord. When Skerrit is in a forest or similar woodlands he gains a +4 bonus to his AC, advantage on nature, perception, and survival checks, and he can cast the spell Commune with Nature as an at-will spell.

Innate Spellcasting. Refer to Arch Fey entry. In addition, Skerrit's spell casting ability is Charisma (spell save DC 26, +18 to hit with attack spells). Skerrit can innately cast the following spells, requiring no material components:

At will: *aid*, *animal friendship*, *animal messenger*, *remove curse*, *warding bond*

3/day each: *aura of life (no concentration)*, *bless*, *hold monster*, *sunbeam*, *wall of force*

1/day each: *antipathy/sympathy*, *dominate monster*, *primordial ward*

Limited Magic Immunity. Unless Skerrit wishes to be affected, it is immune to spells of 6th level or lower, and it has advantage on all other spells and magical effects.

Magic Weapons. Skerrit's weapon attacks are treated as +2 magical weapons. In addition, he carries a +3 epic pike and a +3 epic longbow.

Regenerate. Refer to Arch-Fey traits.

Unstoppable. Refer to Arch-Fey traits.

ACTIONS

Multiattack. Skerrit makes two hoof and two pike attacks or two longbow attacks.

Pike. *Melee Weapon Attack:* +20 to hit, reach 15 ft., one target. *Hit:* 41 (5d10 + 15) piercing damage.

Hoof. *Melee Weapon Attack:* +19 to hit, reach 5 ft., one target. *Hit:* 30 (5d6 + 13) bludgeoning damage.

Longbow. *Ranged Weapon Attack:* +19 to hit, range 600 ft., one target. *Hit:* 36 (5d8 + 14) piercing damage.

Sweeping Charge (Recharge 4-6). Skerrit moves up to his speed and can enter the space of Large or smaller creatures. The first time he enters a creature's space it must make DC 28 Strength saving throw or be knocked prone and Skerrit can make a hoof attack against the prone creature with advantage. In addition, Skerrit can make up to three pike attacks against creatures within his reach during the move. Skerrit can roll to recharge this attack immediately after using it.

Change Shape. Skerrit magically polymorphs into a woodland beast that has a challenge rating no higher than his own, or back into its true form. He reverts to its true form if reduced to 0 hit points. Any equipment he is wearing or carrying is absorbed or borne by the new form (Skerrit's choice).

In the new form, Skerrit retains his alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, Domain Actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. His Statistics and capabilities are otherwise replaced by those of the new form, except any Class Features or legendary actions of that form.

Summons (1/short rest). Skerrit magically summons centaurs and/or woodland creatures whose combined average hit points do not exceed 600.

BONUS ACTIONS

Stomp. Skerrit can use a bonus action to make a hoof attack against a prone creature within his reach.

REACTIONS

Kick. When a creature moves into a position that would flank Skerrit, he can make the following attack: *Melee Weapon Attack:* +20 to hit, reach 5 ft., one target. *Hit:* 48 (10d6 + 13) bludgeoning damage and if the creature is Huge or smaller it must make a DC 28 Strength saving throw or be pushed 40 feet, knocked prone, and stunned until the end of Skerrit's next turn.

LEGENDARY ACTIONS

Skerrit can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Skerrit has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. Skerrit regains spent legendary actions at the start of her turn.

Attack. Skerrit makes a pike, hoof, or longbow attack.

Move. Skerrit can move up to half its speed.

Regenerate. Skerrit regenerates 30 hit points

Misty Step. Skerrit, and any creature or equipment it is carrying, teleports to an unoccupied space it can see within 120 feet of it.

Spellcasting (Costs 3 Actions). Skerrit casts a spell.

Continued Charge (Costs 3 Actions). If he is able, Skerrit makes a sweeping charge attack.

BABA YAGA

Medium fey (Arch-Fey), chaotic evil

Armor Class 22 (natural armor)

Hit Points 480 (30d8 + 240)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+8)	18 (+6)	26 (+10)	30 (+12)	24 (+9)	25 (+9)

Savings Throws Dex +14, Con +18, Int +20, Wis +17, Cha +17

Skills Arcana +20, Deception +17, Insight +17, Perception +18, Persuasion +17, Stealth +14

Damage Resistances cold, fire, psychic; bludgeoning, piercing, and slashing from +3 or lesser magical weapons

Damage Immunities poison; refer to Arch-Fey traits

Condition Immunities charmed, petrified, poisoned; refer to Arch-Fey traits

Senses truesight 120 ft., passive Perception 28

Languages All, telepathy 480 ft.

Challenge 27 (105,000 XP)

Banishment. Refer to Arch-Fey traits. If Baba Yaga is reduced to 0 hit points by fire damage she disappears and then reappears at the start of her next turn in an unoccupied space within 60 feet of her previous location, and she has 80 hit points.

Fey Lords. Refer to Arch-Fey traits.

Keen Smell. Baba Yaga has advantage on Wisdom (Perception) checks that rely on smell. In addition, if she succeeds by 5 or more on the check, she knows the precise location and origin of the smell.

Witch Queen. Baba Yaga has advantage on all Intelligence (Arcana) and Wisdom (Insight) checks.

Innate Spellcasting. Refer to Arch Fey entry. In addition, Baba Yaga's spell casting ability is Intelligence (spell save DC 28, +20 to hit with attack spells). Baba Yaga can innately cast the following spells at 6th level (17th level cantrips), requiring no components:

At will: *alter self*, *fog cloud*, *hold person*, *magic missile*, *minor illusion*, *ray of enfeeblement*, *vicious mockery*
3/day each: *plane shift (self only)*, *sleep (9th level)*, *true polymorph*
1/day each: *bestow curse (9th level)*, *meteor swarm*

Limited Magic Immunity. Unless Baba Yaga wishes to be affected, she is immune to spells of 6th level or lower, and she has advantage on all other spells and magical effects.

Magic Weapons. Refer to Arch-Fey traits. In addition, Baba Yaga's wields a +3 magic broomstick / cane that she can transform into one or the other as a bonus action. When it is a broomstick she gains a fly speed of 120 ft. When it is a cane, she can strike with it as an epic quarterstaff that can also extend 5 feet if she wishes, gaining the reach property. In either form, it returns to her hand instantly, free action, when she wills it to.

Mimicry. Baba Yaga can mimic sounds and humanoid voices. A creature that hears the sound can tell they are imitations with a successful DC 26 Wisdom (insight) check.

Regenerate. Refer to Arch-Fey traits.

Slippery Mind. When Baba Yaga must make a Wisdom saving throw, she automatically succeeds if the DC is equal to or lower than her Wisdom score. In addition, any dominating or stunning effect on her ends at the start of her turn.

Spellcasting. Refer to innate spellcasting. In addition, Baba Yaga typical has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *mage hand*, *prestidigitation*, *ray of frost*, *shocking grasp*

1st level (at will): *identify*, *feather fall*, *ray of sickness*, *shield*, *tasha's hideous laughter*, *thunderwave*

2nd level (at will): *detect thoughts*, *hold person*, *locate object*, *mirror image*, *misty step*, *phantasmal force*, *web*

3rd level (at will): *bestow curse*, *counterspell*, *fireball*, *fly*, *lightning bolt*, *major image*, *stinking cloud*, *water breathing*

4th level (at will): *blight*, *confusion*, *greater invisibility*, *phantasmal killer*, *polymorph*, *vampiric touch*

5th level (3 slots): *bigby's hand*, *contagion*, *dominate person*, *geas*, *scrying*

6th level (3 slots): *disintegrate*, *eyebite*, *fear*, *circle of death*

7th level (3 slots): *finger of death*, *plane shift*, *resurrection*, *teleport*

8th level (2 slot): *control weather*, *dominate monster*, *feeblemind*

9th level (2 slot): *foresight*, *power word kill*, *wish*

Unstoppable. Refer to Arch-Fey traits.

Veil of Containment. A creature within 60 feet of Baba Yaga cannot willingly teleport. In addition, flying enemies in the aura cannot hover, and the aura is difficult terrain for them.

ACTIONS

Multiattack. Baba Yaga makes an evil eye or witch's curse attack and then up to three cane attacks or casts an at will spell.

Cane. Melee Weapon Attack: +20 to hit, reach 10 ft., one target.

Hit: 22 (3d6 + 12) bludgeoning damage or 25 (3d8 + 12)

bludgeoning damage if used with two hands.

Evil Eye. Baba Yaga's chooses one creature she can see within 120 feet of her. That creature must make a DC 28 Intelligence saving throw. On a failure, the target must use its reaction to move up to its speed to its nearest ally and attack it, dealing an extra 14 (1d10 + 9) psychic damage on a hit. The target can refuse to make the attack. If the target does so or its attack misses, it takes 31 (4d10 + 9) psychic damage and falls prone.

Witch's Curse. Baba Yaga's chooses one creature she can see within 120 feet of her. That creature must make a DC 28 Charisma saving throw. On a failure, the target takes 20 (2d10 + 9) psychic damage and has disadvantage on attack rolls for one minute.

LEGENDARY ACTIONS

Baba Yaga can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Baba Yaga has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. Baba Yaga regains spent legendary actions at the start of her turn.

Attack. Baba Yaga makes a cane attack.

Detect. Baba Yaga makes an Intelligence (Arcana), a Wisdom (Perception) check, or a Wisdom (Insight) check.

Move. Baba Yaga can move up to half her speed.

Quick Casting. Baba Yaga casts an at-will spell.

Death Glare (Costs 2 Actions). Baba Yaga targets one creature within 120 feet of her and that can see her. The target must succeed on a DC 19 Wisdom saving throw or drop to 0 hit points.

Etherealness (Costs 2 Actions). Baba Yaga magically enters the ethereal plane from the material plane, or vice versa.

Spellcasting (Costs 3 Actions). Baba Yaga casts any spell.

KOLIADA, THE WINTER WITCH

Medium fey (Arch-Fey), chaotic evil

Armor Class 26 (natural armor)

Hit Points 480 (30d8 + 240)

Speed 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+7)	26 (+10)	26 (+10)	22 (+8)	24 (+9)	26 (+10)

Savings Throws Dex +18, Con +18, Wis +17, Cha +18

Skills Arcana +16, Acrobatics +18, Nature +16, Intimidation +18, Perception +17, Survival +17

Damage Resistances lightning, thunder; refer to Arch-Fey traits

Damage Immunities cold, poison; refer to Arch-Fey traits

Condition Immunities poisoned; refer to Arch-Fey traits

Senses truesight 120 ft., passive Perception 27

Languages All, telepathy 300 ft.

Challenge 26 (90,000 XP)

Banishment. Refer to Arch-Fey traits.

Cold Hearted. Koliada has advantage against grappled or restrained creatures and Koliada scores a critical on an 18-20 against creatures she attacks with advantage. Creatures that are critically hit by Koliada lose any cold resistance. If the attack was with the *Sword of Black Ice*, the target becomes vulnerable to poison (immunities becomes resistance, resistance becomes normal susceptibility). Multiple criticals are not cumulative and a creature can, at the end of its turn, spend a bonus action or a legendary action to make a DC 26 Constitution save to end the effect.

Fey Lords. Refer to Arch-Fey traits.

Slippery as Ice. Koliada is always under the effects of a *Freedom of Movement* spell. If dispelled (DC 26), Koliada can activate it again as a bonus action or legendary action. Koliada does not provoke opportunity attacks when leaving an enemy's threatened area.

Mistress of Winter. Koliada's attacks ignore cold immunity of creatures of CR 20 or lower, and cold resistance of creatures of CR 25 or lower. Cold immunity for creatures of CR 25 to 21 is treated as cold resistance. Her *Sword of Black Ice* attacks ignore poison **Icy Grave**. When Koliada reduces a creature to 0 hit points or less it must make a DC 26 Constitution saving throw or be encased in ice and gains the petrified condition, becoming a Pillar of Ice.

Icy Steps. Koliada ignores difficult terrain composed of or covered with ice and/or snow, and she can climb any surface (even ceilings) covered in ice at her speed. In addition, the ground in a 10-foot radius around Koliada is icy and is difficult terrain, except for her. The radius moves with her.

Innate Spellcasting. Refer to Arch Fey entry. In addition, Koliada's spell casting ability is Charisma (spell save DC 26, +18 to hit with attack spells). Koliada can innately cast the following spells, requiring no material components:

At will: *cloudkill*, *cone of cold*, *control weather* (no concentration required), *counterspell*, *etherealness*, *evard's black tentacles*, *misty step*,

3/day each: *dispel evil and good*, *ice storm*, *protection from elements*, *wall of ice*

1/day each: *abi-daizim's horrid wilting*, *imprisonment*

Limited Magic Immunity. Unless Koliada wishes to be affected, she is immune to spells of 5th level or lower, and she has advantage on all other spells and magical effects.

Unstoppable. Refer to Arch-Fey traits.

Winter's Chill. An aura of intense cold surrounds Koliada in a 20 feet radius. Enemies that start or end their turn in the aura suffer 20 cold damage and must succeed on a DC 26 Constitution save or be *slowed* as per the spell.

ACTIONS

Multiattack. Koliada makes three *Sword of Black Ice* or *Shards of Ice* attacks.

Sword of Black Ice. The *Sword of Black Ice* is a +3 epic longsword. *Melee Weapon Attack:* +19 to hit, reach 5 ft., one target. *Hit:* 23 (2d8 + 14) slashing damage plus 18 (4d8) cold damage and 18 (4d8) poison damage.

Shards of Ice. *Ranged Weapon Attack:* +18 to hit, range 300 ft., one target. *Hit:* 21 (6d6) piercing damage, 21 (6D6) cold damage, and the target must make a DC 26 Constitution saving throw or have its speed cut in half until the end of the target's next turn.

Black Sweep (recharge 4-6). Koliada makes a *Sword of Black Ice* attack against every adjacent enemy and then immediately casts *Misty Step*. If she appears next to an enemy she didn't attack as part of *Black Sweep*, she can immediately make a *Sword of Black Ice* attack against that creature.

BONUS ACTIONS

Freezing Touch. Only useable against creatures affected by *Winter's Chill*. *Melee Weapon Attack:* +18 to hit, reach 5ft., one target. *Hit:* Target is incased in ice and gains the petrified condition, becoming a Pillar of Ice.

Frost of the Ground. Koliada casts *Evard's Black Tentacles*.

REACTIONS

Counterspell. Koliada can spend a legendary action (1 action) to use a reaction to cast the spell *counterspell* in addition to her normal reaction.

LEGENDARY ACTIONS

Koliada can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Koliada has unspent legendary actions at the end of the round, she may spend and immediately use her remaining legendary actions. Koliada regains spent legendary actions at the start of her turn.

Attack. Koliada makes a *Sword of Black Ice* or *Shards of Ice* attack.

Innate Spellcasting (1/round). Koliada casts a spell

Move. Koliada can move up to half her speed.

Regenerate. Koliada regenerates 30 hit points

Grasp of Cold (Costs 2 Actions): Koliada incites all of the Pillars of Ice within 120 feet of her to make an icy tendril attack.

Extra sweep (Costs 3 Actions). Koliada uses *Black Sweep*

PILLAR OF ICE

Large construct, unaligned

Armor Class 18 (natural armor)

Hit Points 157 (15d10 + 75)

Speed -

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

Savings Throws Str +9, Con +9

Skills Athletics +9

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing that is nonmagical

Damage Immunities cold

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses tremor sense 60 ft., passive Perception 9

Languages -

Challenge 10 (5,900 XP)

Ice Spikes. The pillar of ice can have up to six ice spikes extended from its surface at a time. Each spike can be attacked (AC 18; 20 hit points; immunity to poison and psychic damage; vulnerable to fire damage). Destroying a spike does no damage to the pillar, which can extend a new spike on its next turn. A spike can also be broken if a creature takes an action and succeeds on a DC 18 strength check against it.

ACTIONS

Multiattack. The pillar makes three impaling spike attacks.

Impaling Spike *Melee Weapon Attack:* +9 to hit, reach 40 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage plus 7 (2d6) cold damage, and the target is restrained until the spike is broken or the pillar releases it.

REACTIONS

Reflex Impaling. When the pillar is hit by an attack within its reach, it can make an impaling spike attack targeting the attacker. The pillar must have a spike available or release an impaled target to use this attack.

NATHAIR SGIATHACH

Small dragon (Arch-Fey), chaotic good

Armor Class 26 (natural armor)

Hit Points 330 (30d6 + 150)

Speed 30 ft., fly 120 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+7)	32 (+13)	20 (+7)	28 (+11)	22 (+8)	28 (+11)

Savings Throws Dex +21, Con +15, Int +19, Wis +16, Cha +19

Skills Acrobatics +29, Arcana +16, Deception +19, Nature +19,

Insight +16, Perception +24, Sleight of Hand +21, Stealth +21

Damage Resistances acid, cold, fire, lightning, poison, psychic; bludgeoning, refer to Arch-Fey traits.

Damage Immunities radiant; refer to Arch-Fey traits

Condition Immunities paralyzed, petrified; refer to Arch-Fey traits

Senses truesight 120 ft., passive Perception 34

Languages Aquan, Auran, Celestial, Common, Draconic, Elvish, Ignan, Terran, Sylvan, telepathy 240 ft.

Challenge 26 (90,000 XP)

Banishment. Refer to Arch-Fey traits.

Blurred Movement. Attack rolls against Nathair Sgiathach have disadvantage unless he is incapacitated or restrained,

Evasion. If Nathair Sgiathach is subject to an effect that allows it to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half if he fails.

Fey Lords. Refer to Arch-Fey traits.

Innate Spellcasting. Refer to Arch Fey entry. In addition, Nathair Sgiathach's spell casting ability is Charisma (spell save DC 27, +19 to hit with attack spells). Nathair Sgiathach can innately cast the following spells, requiring no material components:

At will: *color spray, mage hand, minor illusion, mirror image*

3/day each: *hallucinatory terrain, mislead, polymorph, suggestion*

1/day each: *glibness, reverse gravity, weird*

Limited Magic Immunity. Unless Nathair Sgiathach wishes to be affected, it is immune to spells of 5th level or lower, and it has advantage on all other spells and magical effects.

Magic Weapons. Nathair Sgiathach's weapon attacks are treated as +2 magical weapons.

Reactive. Nathair Sgiathach can make one reaction per turn, up to a maximum of 4 reactions per round.

Regenerate. Refer to Arch-Fey traits.

Superior Invisibility. As a bonus action, Nathair Sgiathach can magically turn invisible. Any equipment he is wearing or carrying is invisible with him. Nathair Sgiathach invisibility is so powerful that only creatures with a CR greater than his own, and with truesight, can see him.

Unstoppable. Refer to Arch-Fey traits.

ACTIONS

Multiattack. Nathair Sgiathach makes two bite, two claw, and two tail attacks.

Bite. *Melee Weapon Attack:* +20 to hit, reach 5 ft., one target. *Hit:* 13 (1d10 + 7) piercing damage plus 14 (4d6) radiant damage.

Claw. *Melee Weapon Attack:* +19 to hit, reach 5 ft., one target. *Hit:* 10 (1d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +19 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) bludgeoning damage.

Breath Weapon (Recharge 5-6). Nathair Sgiathach uses one of the following breath attacks.

Euphoria Breath. Nathair Sgiathach exhales a puff of gas that fills the area within a 30-foot radius of him. Each creature of his choice within the area must make a DC 27 Wisdom saving throw, or for 1 hour, that target can't take reactions and must roll a d8 at the start of each of its turns to determine its behavior for that turn:

1-6. The target takes no actions or bonus actions and uses all of its movement to move in a random direction.

7-8. The target doesn't move, and the only thing it can do on its turn is make a DC 27 Wisdom saving throw, ending the effect on itself on a success.

Prismatic Breath. Nathair Sgiathach exhales multicolored light in a 60-foot cone. Each creature in that area must succeed on a DC 27 Dexterity saving throw or suffer the effects of the spell prismatic spray. In addition, each target hit by a ray takes an additional 14 (4d6) radiant damage on a failure or half as much on a success.

Change Shape. Nathair Sgiathach magically polymorphs into a woodland beast that has a challenge rating no higher than his own, or back into its true form. He reverts to his true form if reduced to 0 hit points. Any equipment he is wearing or carrying is absorbed or borne by the new form (Nathair Sgiathach's choice).

In the new form, Nathair Sgiathach retains his alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, Domain Actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. His Statistics and capabilities are otherwise replaced by those of the new form, except any Class Features or legendary actions of that form.

Summons (1/short rest). Nathair Sgiathach magically summons faerie dragons, pixies, pseudodragons, and sprites whose combined average hit points do not exceed 500.

LEGENDARY ACTIONS

Nathair Sgiathach can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Nathair Sgiathach has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. Nathair Sgiathach regains spent legendary actions at the start of her turn.

Attack. Nathair Sgiathach moves up to half his speed and makes a melee attack.

Disengage. Nathair Sgiathach can move up to half its speed and this movement does not provoke opportunity attacks.

Regenerate. Nathair Sgiathach regenerates 30 hit points

Spellcasting (Costs 2 Actions). Nathair Sgiathach casts a spell.

Teleport (Costs 2 Actions). Nathair Sgiathach, and any creature or equipment adjacent to it of medium size or smaller, teleports to an unoccupied space he can see within 120 feet of him.

Prismatic Shield (Costs 3 Actions, 1/short rest). Nathair Sgiathach cast the spell Prismatic Wall.

VERENESTRA

Medium fey (Arch-Fey), chaotic good

Armor Class 24 (natural armor)

Hit Points 624 (39d8 + 312)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+8)	28 (+11)	26 (+10)	27 (+10)	26 (+10)	34 (+14)

Savings Throws Dex +19, Con +18, Wis +18, Cha +22

Skills Acrobatics +19, Nature +18, Perception +18, Persuasion +32,

Damage Resistances bludgeoning, piercing, and slashing from +3 or lesser magical weapons

Damage Immunities poison; refer to Arch-Fey traits

Condition Immunities charmed, paralyzed, petrified, poisoned; refer to Arch-Fey traits

Senses truesight 120 ft., passive Perception 28

Languages All, telepathy 480 ft.

Challenge 26 (90,000 XP)

Banishment. Refer to Arch-Fey traits.

Fey Lords. Refer to Arch-Fey traits.

Innate Spellcasting. Refer to Arch Fey entry. In addition, Verenestra's spell casting ability is Charisma (spell save DC 30, +22 to hit with attack spells). Verenestra can innately cast the following spells, requiring no material components:

At will: *barkskin*, *entangle*, *goodberry*, *plant growth*

3/day each: *protection from energy*, *wall of thorns*, *regenerate*

1/day each: *dominate beast*, *dominate monster*, *dominate person*

Limited Magic Immunity. Unless Verenestra wishes to be affected, she is immune to spells of 5th level or lower, and she has advantage on all other spells and magical effects.

Magic Weapons. Verenestra can use a bonus action to transform her hands into powerful wooden weapons whose attacks are treated as +2 magical weapons.

Regenerate. Refer to Arch-Fey traits.

Speak with Beasts and Plants. Verenestra can communicate with beasts and plants as if they shared a language.

Tree Stride. Once per round, on her turn, Verenestra can use 10 feet of her movement to step magically into one living tree within her reach and can emerge from a second living tree within 180 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

Unstoppable. Refer to Arch-Fey traits.

ACTIONS

Multiattack. Verenestra makes three weapon attacks.

Wood Longsword. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 23 (3d8 + 10) slashing damage plus 10 (3d6) acid damage and the target must make a DC 24 Constitution saving throw or lose the ability to take reactions for one minute.

Wood Warhammer. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 23 (3d8 + 10) bludgeoning damage plus 10 (3d6) thunder damage and the target must make a DC 24 Strength saving throw or be pushed 10 feet.

Wood Spear. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 20 (3d6 + 10) piercing damage plus 10 (3d6) poison damage and the target must make a DC 24 Constitution saving throw or be poisoned.

Fey Charm. Verenestra targets one humanoid or beast she can see within 120 feet of her. If the target can see Verenestra, it must succeed on a DC 30 Wisdom saving throw or be magically charmed. The charmed creature interrupts Verenestras requests and actions in the most favorable light and regards Verenestra as a trusted friend to be heeded and protected and will not harm her or her allies.

Each time Verenestra or her allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effects last for 7 days or until Verenestra is reduced to 0 hit points. If a target's saving throw is successful, the target is immune to Verenestra's charm for the next 12 hrs.

Verenestra can have no more than four humanoids and up to 12 beasts charmed at a time.

Spike Growth (Recharge 4-6). Verenestra selects a 30 ft. by 30 ft. area within 120 ft. of her that she can see. Each creature in the area must make a DC 30 Dexterity saving throw, taking 84 (24d6) piercing damage and is restrained on a failure, or half as much damage on a success. A restrained creature takes an additional 10 (3d6) piercing damage at the start of each of its turns. A restrained target can make a DC 15 Dexterity or Strength Check to end the effect. On a success it takes an additional 3 (1d6) piercing damage and is no longer restrained.

The area of the attack is filled with wood spikes and is difficult terrain for creatures without the tree stride ability. A creature pushed into the area must make a DC 15 Dexterity saving throw or take 10 (3d6) piercing damage.

Summons (1/short rest). Verenestra magically summons 3d10 dryads.

LEGENDARY ACTIONS

Verenestra can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Verenestra has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. Verenestra regains spent legendary actions at the start of her turn.

Attack. Verenestra makes wood weapon attack.

Move. Verenestra can move up to half its speed.

Quick Casting. Verenestra casts an at-will spell.

Tree Stride. Verenestra uses her Tree Stride ability.

Regenerate. Verenestra regenerates 30 hit points

Spellcasting (Costs 2 Actions). Verenestra casts a spell.

Overwhelming Charm (Costs 2 Actions). One creature charmed by Verenestra must make a DC 30 Wisdom saving throw with disadvantage. One a failure the creature is dominated by Verenestra as in the dominate monster spell. If a creature is already dominated by Verenestra, she can instead exert precise control of that creature instead.

CERUNNOS

Medium fey (Arch-Fey), neutral

Armor Class 24 (natural armor)

Hit Points 544 (34d8 + 272)

Speed 60 ft., fly 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+10)	26 (+9)	27 (+9)	16 (+4)	22 (+7)	20 (+6)

Savings Throws Str +18, Dex +17, Con +17, Wis +15, Cha +14

Skills Acrobatics +17, Animal Handling +23, Athletics +18,

Intimidation +14, Nature +12, Perception +23, Stealth +17

Damage Resistances necrotic; refer to Arch-Fey traits

Damage Immunities cold, fire, psychic; refer to Arch-Fey traits

Condition Immunities charmed; refer to Arch-Fey traits

Senses truesight 120 ft., passive Perception 33

Languages Common, Elvish, Sylvan, telepathy 120 ft.

Challenge 25 (75,000 XP)

Banishment. If Cerunnos is reduced to 0 hit points and there is at least one Hound of the Pack living, the hound dies and Cerunnos regains 60 hit points. If Cerunnos is reduced to 0 hit points and all of his hounds are dead, his body is destroyed but its essence travel back to its domain, and is unable to reform until the next night.

Charge. If Cerunnos moves at least 20 feet straight toward a target and then hits with an antlers attack on the same turn, the target takes an extra 27 (6d8) piercing damage. In addition, Cerunnos can choose one of the following options:

Peirce. The target is grappled. A target grappled in this ways is also restrained. A grappled target takes 27 (6d8) at the start of its turn.

Push. The target is pushed 20 feet and knocked prone.

Fey Lords. Refer to Arch-Fey traits. In addition, Cerunnos is unaffected by spells or magic that would render him unconscious.

Innate Spellcasting. Refer to Arch Fey entry. In addition, Cerunnos's spell casting ability is Wisdom (spell save DC 23, +15 to hit with attack spells). Cerunnos can innately cast the following spells, requiring no material components:

At will: *beast sense, commune with nature, find the path, locate creature, legend lore*

3/day each: *haste, hold person, scrying*

1/day each: *bane (6th level), hold monster*

Limited Magic Immunity. Refer to Arch-Fey traits.

Lord of the Hunt. While Cerunnos is alive, allies of the Hunt, included the Pack of the Hunt, within 240 feet of him gain the following benefits: his movement speeds (if it increases their speed), his resistances and immunities, a +2 bonus to AC, a +2 bonus on attack rolls, and a +6 bonus to damage rolls.

Magic Weapons. Cerunnos weapon attacks are considered +2 magical weapons for overcoming resistants. In addition, Cerunnos wields a +3 epic spear and a +3 epic longbow.

Regenerate. Refer to Arch-Fey traits.

Unstoppable. Refer to Arch-Fey traits.

ACTIONS

Multiattack. Cerunnos makes two spear or longbow attacks.

Spear. *Melee Weapon Attack:* +20 to hit, reach 5 ft., one target. *Hit:* 37 (5d8 + 15) piercing damage plus 14 (4d6) cold or fire damage (Cerunnos's choice).

Longbow. *Ranged Weapon Attack:* +19 to hit, range 600/1200 ft., one target. *Hit:* 36 (5d8 + 14) piercing damage, and the targets speed is reduced by 10 feet until the end of its next turn. This attack ignores half cover.

Antlers. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 28 (5d6 + 11) piercing damage.

Join the Hunt. Cerunnos chooses one creature he can see, and that can see the hunt, within 240 feet of him. The target must make a DC 23 Wisdom saving throw or be charmed by the Hunt. While charmed in this manner the creature is considered an ally of the hunt and it must use its movement to follow the hunt and its actions to attack the target of the hunt until the hunt is complete. The target can make a saving throw at the end of each of its turns, ending the effect on itself on a success.

Horn of the Undying Hunt (1/day). Cerunnos blows his horn and each ally within 500 feet of him, and can hear the horn, can use a reaction to move up to its speed and make an attack with a +4 bonus to the attack roll and an additional 9 (2d8) damage on a hit.

BONUS ACTIONS

Spear. Cerunnos makes a spear attack on a prone or incapacitated creature within his reach.

REACTIONS

Antler Toss. Cerunnos can use a reaction to make the following attack when he has a creature grappled with his antlers. The creature must make a DC 26 Strength saving throw or take 27 (6d8) piercing damage and be thrown 80 feet if it is medium or smaller, 40 feet if it is Large, 20 feet if it is Huge, or 10 feet if it is Gargantuan. If the thrown creature strikes a hard surface it must make a DC 26 Dexterity saving throw or take 1d8 damage per 10 feet thrown and be knocked prone.

LEGENDARY ACTIONS

Cerunnos can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Cerunnos has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. Cerunnos regains spent legendary actions at the start of her turn.

Attack. Cerunnos can make a longbow or spear attack.

Move. Cerunnos can move up to half its speed.

Charging Antlers (2 Actions). Cerunnos, moves up to 40 feet and makes an antlers attack.

Spell Casting (2 Actions). Cerunnos, casts an at-will spell.

Sweep (Costs 3 Actions): Cerunnos makes a spear attack against each target within 10 feet of him. The damage type becomes bludgeoning or slashing (DM's choice) and on a hit the target must make a DC 26 strength saving throw or be knocked prone.

THE PACK OF THE HUNT

Gargantuan swarm of Large fey, neutral

Armor Class 16 (natural armor)

Hit Points 696 (48d20 + 192)

Speed 60 ft., fly 60 ft., swim 60 ft.

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

Savings Throws Str +8, Dex +5, Con +6, Wis +3, Cha +2

Skills Acrobatics +5, Athletics +8, Perception +5, Stealth +5

Damage Resistances psychic; bludgeoning piercing, and slashing

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 15

Languages understand Common, Elvish, and Sylvan but can't speak.

Challenge 23 (50,000 XP)

Colossal. If pack occupies an area 40 feet by 40 feet.

Dash. The pack can dash as a bonus action.

Keen Senses. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell and initiative checks.

Magic Resistance. The pack has advantage on saving throws against spells magical effects.

Magic Weapons. The pack's weapon attacks are considered magical for overcoming resistances.

Pack Tactics. The hound has advantage on an attack rolls against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally is not incapacitated.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through a Large space and can take 12 bonus actions. If the swarm is reduced to 522 hit points or less, it loses one use of its legendary actions and is can only take 9 bonus actions. If the swarm is reduced to 348 hit points or less change its size to Gargantuan, it loses an additional use of its legendary actions, and it can only take 6 bonus actions. If the swarm is reduced to 174 hit points or less, replace the swarm with 3 hounds of the hunt in unoccupied spaces within the former area of the swarm.

Swarm Resistance. When a spell or effect would impose the frightened, paralyzed, petrified, prone, restrained, or stunned condition, the pack loses one legendary action for the duration of the spell or effect instead. This effect is cumulative.

Swarm Tactics. The pack has advantage on attack rolls against a creature if it is occupying the same space as the pack.

ACTIONS

Multiattack. The pack makes six bite attacks or three bite attacks and three slam attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage and the target must make a DC 14 Strength saving throw or be knocked prone. Target have disadvantage on the saving throw if they are inside the space of the pack.

BONUS ACTIONS

Quick Bite. The hound bites a prone target adjacent to it.

LEGENDARY ACTIONS

The pack can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the pack has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. The packregains spent legendary actions at the start of her turn.

Multiattack. The pack makes six bite attacks or three bite attacks and three slam attacks.

Move. The pack can move up to half its speed.

HOUND OF THE HUNT

Large fey, neutral

Armor Class 16 (natural armor)

Hit Points 57 (6d10 + 24)

Speed 60 ft.

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

Savings Throws Str +8, Dex +5, Con +6, Wis +3, Cha +2

Skills Acrobatics +5, Athletics +8, Perception +5, Stealth +5

Damage Resistances psychic

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 15

Languages understand Common, Elvish, and Sylvan but can't speak.

Challenge 3 (700 XP)

Dash. The hound can dash as a bonus action.

Keen Senses. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell and initiative checks.

Magic Resistance. The hound has advantage on saving throws against spells magical effects.

Magic Weapons. The hound's weapon attacks are considered magical for overcoming resistances.

Pack Tactics. The hound has advantage on an attack rolls against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally is not incapacitated.

ACTIONS

Multiattack. The hound makes two bite attacks or a slam and a bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage and the target must make a DC 14 Strength saving throw or be knocked prone.

BONUS ACTIONS

Quick Bite. The hound bites a prone target adjacent to it.

CAT LORD (HUMANOID FORM)

Medium fey (Arch-Fey), neutral

Armor Class 22

Hit Points 260 (20d8 + 100)

Speed 60 ft., climb 50 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	34 (+12)	20 (+5)	18 (+4)	24 (+7)	24 (+7)

Savings Throws Str +12, Dex +18, Con +11, Int +10, Wis +13, Cha +13

Skills Acrobatics +18, Athletics +12, Perception +21, Stealth +24

Damage Resistances cold; refer to Arch-Fey traits

Damage Immunities poison, psychic; refer to Arch-Fey traits.

Condition Immunities frightened, poisoned, prone

Senses darkvision 480 ft., truesight 120 ft., passive Perception 31

Languages All, telepathy 120 ft.

Challenge 19 (22,000 XP)

Banishment. If the Cat Lord is reduced to 0 hit points it immediately transforms into its panther form. If its panther form is also at 0 hit points, it is banished. Refer to Arch-Fey traits.

Change Form. The Cat Lord can shapechange into its panther form as a bonus action.

Deflect Missiles. When the Cat Lord is hit by ranged weapon attack it can use its reaction to reduce the damage from the attack by 37 (1d10 + 32). If the damage is reduced to 0, and the missile is small enough for the Cat Lord to hold it in one hand, the Cat Lord can catch the missile and make a ranged weapon attack with it (+18 to hit) as part of the same reaction.

Elusive. Unless the Cat Lord is incapacitated, attack rolls against it cannot have advantage.

Evasion. If the Cat Lord is subject to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Feline Reflexes. The Cat Lord can Dash, Dodge, Disengage, or Hide actions as a bonus action, it has advantage on Dexterity saving throws, takes half damage from a fall, and can make a Dexterity saving throw, with the DC is equal to 1 per 10 feet of fall (maximum of 25), taking no falling damage on a success.

Fey Lords. Refer to Arch-Fey traits.

Flurry of Blows. The Cat Lord can use a bonus action, right after it takes the multiattack action, to make two unarmed strikes.

Innate Spellcasting. Cat Lord's spell casting ability is Charisma (spell save DC 21, +13 to hit with attack spells). Cat Lord can innately cast the following spells, requiring no material components:

At will: *blur*, *detect good and evil*

3/day each: *etherealness*, *haste*, *greater invisibility*

1/day each: *astral projection*, *teleport*

Keen Senses. The Cat Lord has advantage on Wisdom (Perception) checks and initiative checks.

Limited Magic Immunity. Refer to Arch-Fey traits

Magic Weapons. Refer to Arch-Fey traits.

Open Hand. When the Cat Lord hits a creature with an attack granted by Flurry of Blows, it can choose to impose on of the following effects:

- The target must make a DC 21 Dexterity saving throw or be knocked prone.
- The target must make a DC 21 Strength saving throw or pushed 15 feet.
- The target can't take reactions until the end of the Cat Lord's next turn.

Pack Tactics. The Cat Lord has advantage on an attack rolls against a creature if at least one of the Cat Lord's allies is within 5 feet of the creature and the ally is not incapacitated.

Sneak Attack (1/turn). If the Cat Lord can inflict an additional 31 (9d6) bludgeoning damage with its unarmed strike while it has advantage on its attack roll against the target or an ally within 5 feet of the target.

Running Leap. With a 10-foot running start, the Cat Lord can long jump up to 50 ft.

Uncanny Dodge. When the Cat Lord is hit with an attack it can see, it can use a reaction to reduce the damage of the attack in half.

Unstoppable. Refer to Arch-Fey traits.

ACTIONS

Multiattack. The Cat Lord makes two unarmed strike attacks.

Unarmed Strike. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 17 (1d10 + 12) bludgeoning damage and the target must make a DC 21 Constitution saving throw or be stunned until the end of the Cat Lord's next turn.

Quivering Palm (Recharge 5-6). The Cat Lord makes an unarmed strike. On a hit the target takes an additional 55 (10d10) necrotic damage and is infused with imperceptible vibrations that are harmless until the Cat Lord uses an action to end them. When the Cat Lord ends the vibrations the target must make a DC 21 Constitution saving throw, if it fails it is reduced to 0 hit points. If it succeeds it takes 55 (10d10) necrotic damage.

Summons (1/short rest). The Cat Lord magically summons felines whose combined average hit points do not exceed 500.

LEGENDARY ACTIONS

The Cat Lord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the Cat Lord has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. The Cat Lord regains spent legendary actions at the start of her turn.

Attack. The Cat Lord makes an unarmed strike attack.

Detect. The Cat Lord can make a Wisdom (Perception) check.

Move. The Cat Lord can move up to half its speed.

Escape (Costs 2 Actions). The Cat Lord makes an unarmed strike attack and then leaps up to 30 feet in any direction. This movement does not provoke opportunity attacks.

Lick Wounds (Cost 3 Actions). The Cat Lord licks itself, or one ally within 5 feet of it. The target regains 55 (10d10) hit points.

Quivering Palm (Cost 3 Actions). The Cat Lord ends the vibrations on one creature that was the victim of its quivering palm attack.

CAT LORD (PANTHER FORM)

Large fey (Arch-Fey), neutral

Armor Class 21 (natural armor)

Hit Points 437 (23d10 + 207)

Speed 100 ft., climb 80 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+11)	30 (+11)	28 (+10)	18 (+5)	24 (+8)	22 (+7)

Savings Throws Str +18, Dex +18, Con +17, Int +12, Wis +15, Cha +14

Skills Acrobatics +18, Athletics +18, Perception +22, Stealth +25

Damage Resistances cold, piercing; refer to Arch-Fey traits

Damage Immunities poison, psychic; refer to Arch-Fey traits.

Condition Immunities frightened, poisoned, prone

Senses darkvision 480 ft., truesight 120 ft., passive Perception 32

Languages All, telepathy 120 ft.

Challenge 23 (50,000 XP)

Banishment. If the Cat Lord is reduced to 0 hit points it immediately transforms into its humanoid form. If its humanoid form is also at 0 hit points, it is banished. Refer to Arch-Fey traits.

Change Form. The Cat Lord can shapechange into its humanoid form as a bonus action.

Feline Reflexes. The Cat Lord can Dash, Dodge, or Disengage as a bonus action, has advantage on Dexterity saving throws, takes half damage from a fall, and can make a Dexterity saving throw, with the DC is equal to 1 per 10 feet of fall (maximum of 25), taking no falling damage on a success.

Fey Lords. Refer to Arch-Fey traits.

Grapppler. If the Cat Lord hits the same target with two claw attacks on the same turn, it can choose to grapple the target. The target must make a DC 26 Strength saving throw or be grappled. If the target is Large or smaller it is also restrained.

Keen Senses. The Cat Lord has advantage on Wisdom (Perception) checks and initiative checks.

Limited Magic Immunity. Refer to Arch-Fey traits

Magic Weapons. Refer to Arch-Fey traits

Vulnerable Attack. If the Cat Lord hits with a bite attack while it has advantage on the target, it can add 45 (10d8) piercing damage to the attack.

Pack Tactics. The Cat Lord has advantage on an attack rolls against a creature if at least one of the Cat Lord's allies is within 5 feet of the creature and the ally is not incapacitated.

Pounce. If the Cat Lord moves at least 20 feet straight towards a creature and then hits with a claw attack on the same turn, the target must succeed on DC 26 Strength saving throw or be knocked prone. If the target is prone, the Cat Lord can make a bite attack against it as a bonus action.

Rake. If the Cat Lord has a target grappled it can use a bonus action to make two claw attacks against it with advantage.

Running Leap. With a 10-foot running start, the Cat Lord can long jump up to 90 ft.

Unstoppable. Refer to Arch-Fey traits.

Vulnerable Attack. If the Cat Lord hits with a bite attack while it has advantage on a target, it can add 45 (10d8) piercing damage to the attack.

ACTIONS

Multiattack. The Cat Lord makes two claw attacks.

Bite. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 45 (6d10 + 12) piercing damage.

Claw. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 33 (6d6 + 12) slashing damage.

He Who Greets with Fire (Recharge 5-6). The Cat Lord moves up to its speed and makes two claw attacks and one bite attack against one creature. If either of the claw attacks hit the target has disadvantage on its Strength saving throw. If both hit, the target is knocked prone, no saving throw.

LEGENDARY ACTIONS

The Cat Lord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the Cat Lord has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. The Cat Lord regains spent legendary actions at the start of her turn.

Attack. The Cat Lord makes a claw.

Detect. The Cat Lord can make a Wisdom (Perception) check.

Move. The Cat Lord can move up to half its speed.

Escape (Costs 2 Actions). The Cat Lord makes a claw attack and then leaps up to 50 feet in any direction. This movement does not provoke opportunity attacks.

Lick Wounds (Cost 3 Actions). The Cat Lord licks itself, or one ally within 5 feet of it. The target regains 55 (10d10) hit points.

HYRSAM

Medium fey (Arch-Fey), chaotic neutral

Armor Class 24 (natural armor)

Hit Points 420 (30d8 + 180)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+7)	24 (+8)	23 (+7)	21 (+6)	22 (+7)	27 (+9)

Savings Throws Dex +15, Con +14, Int +13, Wis +14

Skills Acrobatics +15, Nature +20, Perception +14, Performance +23, Stealth +10

Damage Resistances psychic; refer to Arch-Fey traits

Damage Immunities poison; refer to Arch-Fey traits

Condition Immunities poisoned; refer to Arch-Fey traits

Senses truesight 120 ft., passive Perception 24

Languages All, telepathy 240 ft.

Challenge 23 (50,000 XP)

Banishment. Refer to Arch-Fey traits.

Charge. If Hyrsam moves at least 20 feet straight toward a target and then hits with a ram attack on the same turn, the target takes an extra 17 (7d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be pushed 10 feet and knocked prone.

Fey Lords. Refer to Arch-Fey traits.

Innate Spellcasting. Refer to Arch Fey entry. In addition, Hyrsam's spell casting ability is Charisma (spell save DC 24, +16 to hit with attack spells). Hyrsam can innately cast the following spells, requiring no material components:

At will: *blinding smite*, *entangle*, *mending*, *staggering smite*

3/day each: *blur*, *conjure woodland beings*, *haste*

1/day each: *hold monster*, *invisibility*, *nondetection*

Limited Magic Immunity. Unless Hyrsam wishes to be affected, he is immune to cantrips, and it has advantage on all other spells and magical effects.

Magic Weapons. Refer to Arch-Fey traits. In addition, Hyrsam wields a +2 epic dancing shortsword (two attacks per bonus action and no limit on the number of attacks), a +2 epic shortbow, and a quiver of ehlonna (included in the attacks).

Regenerate. Refer to Arch-Fey traits.

Staggering Smite. Once per round, Hyrsam can cast staggering smite as a free action.

Unstoppable. Refer to Arch-Fey traits.

ACTIONS

Multiattack. Hyrsam makes two shortsword or shortbow attacks.

Shortsword. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 20 (3d6 + 10) slashing damage.

Shortbow. *Ranged Weapon Attack:* +16 to hit, range 320 ft., one target. *Hit:* 21 (3d6 + 11) piercing damage.

Ram. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 15 (3d4 + 8) bludgeoning damage.

Summons (1/day). Hyrsam magically summons 3d6 satyrs.

BONUS ACTIONS

Pipes (Recharge 4-6). Hyrsam plays a note on his pipes. All creature of Hyrsam's choice within 120 feet of him and that can hear him, must make a DC 24 Wisdom saving throw or be affected as described below (Hyrsam's choice).

An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to that note for 24 hours.

Charm. The creature is charmed for 1 minute. If Hyrsam or its allies harm the creature, the effect ends immediately.

Panic. The creature is frightened for 1 minute. Hyrsam has advantage on attacks against creatures that are frightened by this note.

Protection. The creature gains a +2 bonus to its AC for 1 minute.

Rage. The creature gains a +6 (1d12) bonus for 1 minute.

Sleep. The creature falls asleep and is unconscious for 1 minute.

The effect ends immediately if the creature takes damage or if someone takes an action to shake the creature awake.

REACTIONS

Quick Note (1/short rest). When Hyrsam is the target of a ranged attack that he can see and that would hit him: he can immediately recharge his pipes and play the note of protection, targeting only himself, and gain a +4 bonus to his AC.

LEGENDARY ACTIONS

Hyrsam can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Hyrsam has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. Hyrsam regains spent legendary actions at the start of her turn.

Attack. Hyrsam can make a shortsword or shortbow attack.

Move. Hyrsam can move up to half its speed.

Misty Step (2 Actions). Hyrsam, and any creature or equipment it is carrying, teleports to an unoccupied space it can see within 120 feet of it.

Charging Ram (2 Actions). Hyrsam, moves up to his speed and makes a ram attack.

Spell Casting (2 Actions). Hyrsam, casts an at-will spell.

Song of Hyrsam (Costs 3 Actions, 1/day): If his pipes action is charged, Hyrsam plays 3 notes.

SQUELAICHE

Small fey (Arch-Fey), chaotic good

Armor Class 20 (natural armor)

Hit Points 390 (30d6 + 210)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+6)	28 (+10)	24 (+8)	28 (+10)	26 (+9)	28 (+10)

Savings Throws Dex +17, Con +15, Wis +16, Cha +17

Skills Acrobatics +17, Insight +16, Perception +16,

Persuasion +17, Sleight of Hand +17, Stealth +17

Damage Resistances fire; refer to Arch-Fey traits

Damage Immunities Refer to Arch-Fey traits

Condition Immunities Refer to Arch-Fey traits

Senses truesight 120 ft., passive Perception 26

Languages All, telepathy 120 ft.

Challenge 23 (50,000 XP)

Banishment. Refer to Arch-Fey traits.

Fey Lords. Refer to Arch-Fey traits.

Gold Sense. Squelaiche is aware of the precise location of any valuables within 120 feet of him and any gold within 5 miles of him.

Innate Spellcasting. Refer to Arch-Fey traits. In addition, Squelaiche's spell casting ability is Charisma (spell save DC 25, +17 to hit with attack spells). Squelaiche can innately cast the following spells, requiring no material components:

At will: *invisibility*, *locate object*, *minor illusion*, *phantasmal force*

3/day each: *hypnotic pattern*, *major image*, *mislead*, *Seeming*

1/day each: *otto's irresistible dance*, *prismatic wall*, *project image*

Limited Magic Immunity. Unless Squelaiche wishes to be affected, he is immune to cantrips, and has advantage on all other spells and magical effects.

Lucky (3/short rest). Squelaiche rolls a d10 and adds the result to any attack roll, ability check, or saving throw; or subtracts it from an attack roll targeting him.

Magic Weapons. Refer to Arch-Fey traits. In addition, Squelaiche has a +2 epic dagger that he can magically returns to his hand and inflicts an additional 18 (4d8) radiant damage (included in the attack).

Sucker Punch. If Squelaiche has advantage on an attack roll and hits the target with a fist attack, the attack deals an extra 30 (12d4) bludgeoning damage and the target must make a DC 21 Strength or Constitution saving throw or be stunned until the end of Squelaiche's next turn.

Regenerate. Refer to Arch-Fey traits.

Superior Invisibility (3/short rest). Squelaiche can cast the spell *Invisibility* as a bonus action.

Unstoppable. Refer to Arch-Fey traits.

ACTIONS

Multiattack. Squelaiche makes three attacks: Any combination of Dagger and Fist attacks.

Dagger. *Melee Weapon Attack:* +19 to hit, reach 5 ft., one target. *Hit:* 20 (2d4 + 15) piercing damage plus 18 (4d8) radiant damage.

Fist. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 16 (2d4 + 11) bludgeoning damage.

Fool's Gold. Squelaiche magically conjures a bag of gold and throws it at a creature. *Range Spell Attack:* +17 to hit, range 120 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage and each creature within 5 feet of the initial target must make a DC 25 Dexterity saving throw or take half as much damage. After the attack is complete the gold disappears.

Rainbow Blast (Recharge 5-6). Squelaiche exhales a 120-foot cone of prismatic light from his mouth. Each creature of Squelaiche's choice must make a DC 25 Dexterity saving throw, suffer the effects of being hit by two rays (roll a d8 twice) of the spell *Prismatic Spray*.

Fey summons (1/day). Refer to Arch-Fey actions.

BONUS ACTIONS

Surprise. Squelaiche teleports up to 120 ft. to an unoccupied space he can see. If he teleports to a space adjacent to a creature, he has advantage on his next attack against the creature if the attack occurs on the same turn he teleported.

LEGENDARY ACTIONS

Squelaiche can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Squelaiche has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. Squelaiche regains spent legendary actions at the start of her turn.

Attack. Squelaiche makes a Dagger or Fist attack.

Disappear. Squelaiche casts *Invisibility* and moves up to half his speed.

Quick casting. Squelaiche cast an at-will spell.

Fool's Gold (Cost 2 Actions). Squelaiche makes a Fool's Gold attack.

Gold Lust (Costs 2 Actions). Squelaiche chooses a creature he can see within 120 feet of him. The target must make a DC 25 Wisdom saving throw or become charmed by Squelaiche for 2 (1d4) rounds. On a failed save the target uses all of its movement and actions to grapple a creature and attempt to take their valuables (money, magic items, etc.). The charmed target will choose the creature with the most valuable possessions, other than Squelaiche, within 120 feet of it. On a successful save the target takes 13 (2d12) psychic damage.

Spell Casting (Costs 3 Actions). Squelaiche casts a spell.

CAOIMHIN

Small fey (Arch-Fey), neutral

Armor Class 18 (natural armor)

Hit Points 264 (24d6 + 120)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+5)	29 (+10)	20 (+6)	27 (+9)	25 (+8)	26 (+9)

Savings Throws Dex +17, Con +13, Int +16, Wis +15, Cha +16

Skills Acrobatics +17, Perception +15, Stealth +24

Damage Resistances thunder (brooch of shielding); refer to Arch-Fey traits

Damage Immunities lightning; refer to Arch-Fey traits

Condition Immunities petrified; refer to Arch-Fey traits

Senses truesight 120 ft., passive Perception 25

Languages Common, Elvish, Sylvan, telepathy 120 ft.

Challenge 22 (41,000 XP)

Banishment. Refer to Arch-Fey traits.

Fey Lords. Refer to Arch-Fey traits.

Gifts of Titania. Caoimhin wears a Brooch of Shielding and a Cloak of Displacement and carries 2 (1d4) healing potions which heal 42 (12d4 +12) hit points.

Innate Spellcasting. Caoimhin's spell casting ability is Charisma (spell save DC 24, +16 to hit with attack spells). Caoimhin can innately cast the following spells, requiring no material components:

At will: *calm emotions, entangle, invisibility, mending, shield*

3/day each: *confusion, fog cloud, forbiddance, pass without a trace*

1/day each: *hold monster, sleep, symbol, teleport*

Limited Magic Immunity. Unless Caoimhin wishes to be affected, he is immune to cantrips, and has advantage on 6th level or lower spells and magical effects.

Magic Weapons. Refer to Arch-Fey traits. In addition, Caoimhin has a +3 epic pin that can magical extend to a reach of 20 feet at will and inflicts an additional 11 (2d10) lightning damage (included in the attack).

Regenerate. Refer to Arch-Fey traits.

Superior Invisibility. Caoimhin can cast the spell Invisibility as a bonus action.

Unstoppable. Refer to Arch-Fey traits.

ACTIONS

Multiattack. Caoimhin makes three pin attacks.

Pin. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 17 (1d4 + 15) piercing damage plus 11 (2d10) lightning damage.

Glamour Escape (1/day). Caoimhin casts a spell. He and all of his allies within a 60-foot radius of him teleport to a permanent circle in his domain. At the same instant, he and his allies are replaced by illusory duplicates as in the spell Similacrum, except they are formed instantly, are fully equipped, and only last 1 hour and then disappear into wisps of smoke. A creature may attempt a DC 24 Wisdom (Perception) check with disadvantage to notice the switch.

Summon the Queen (1/day). Caoimhin summons (50% chance of success) Titania.

BONUS ACTIONS

Teleport. Caoimhin teleports 120 ft.

LEGENDARY ACTIONS

Caoimhin can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Caoimhin has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. Caoimhin regains spent legendary actions at the start of her turn.

Attack. Caoimhin makes a pin attack.

Move. Caoimhin can move up to half his speed, this movement does not provoke opportunity attacks.

Disappear. Caoimhin casts invisibility and moves up to half his speed.

Quick casting. Caoimhin cast and at-will spell

Faerie Magic (Costs 2 Actions). Caoimhin chooses a point within 60 feet of him that he can see and creates a 60-foot radius zone of faerie magic from that point. The zone lasts until the end of Caoimhin's next turn. The zone acts like the spell Antimagic Field except it has no effect on Fey creatures and the equipment and weapons they are carrying.

Spell Casting (Costs 3 Actions). Caoimhin casts a spell.

MOURNWIND (VELAYN)

Medium fey (Arch-Fey), chaotic evil

Armor Class 17

Hit Points 280 (20d8 + 120)

Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	24 (+7)	22 (+6)	20 (+5)	18 (+4)	24 (+7)

Savings Throws Dex +14, Con +13, Wis +11, Cha +14

Skills Acrobatics +14, Arcana +12, History +12, Stealth +21

Damage Resistances acid, fire, lightning, psychic, thunder; bludgeoning, piercing, and slashing from magical weapons.

Damage Immunities cold, poison; refer to Arch-Fey traits

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 14

Languages Common, Elvish, Sylvan, telepathy 120 ft.

Challenge 21 (33,000 XP)

Banishment. Refer to Arch-Fey traits.

Fey Lords. Refer to Arch-Fey traits.

Incorporeal. Mournwind can enter another creature's space and move through other creatures and objects as if they were difficult terrain.

Innate Spellcasting. Mournwind's spell casting ability is Charisma (spell save DC 22, +14 to hit with attack spells). Mournwind can innately cast the following spells, requiring no material components:

At will: *chill touch* (17th level, cold damage), *mage hand*

3/day each: *detect good and evil*, *dispel magic*

1/day each: *banishment*, *sleep*, *teleport*

Limited Magic Immunity. Unless Mournwind wishes to be affected, she is immune to cantrips, and has advantage on 5th level or lower spells and magical effects.

Magic Weapons. Refer to Arch-Fey traits.

Regenerate. Mournwind regains 10 hit points at the start of her turn.

Unstoppable. Refer to Arch-Fey traits.

ACTIONS

Multiattack. Mournwind makes two touch attacks.

Touch. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 18 (4d8) cold damage plus 18 (4d8) psychic damage.

Hope Leech. *Ranged Spell Attack:* +14 to hit, range 120 ft., one target. *Hit:* 18 (4d8) psychic damage and the target must make a DC 22 Wisdom saving throw or suffer disadvantage on all attacks, checks, and saving throws until the end of Mournwind's next turn.

Deadly Gale (Recharge 4-6). Mournwind moves up to her speed and makes a touch attack with advantage the first time she enters a creature's space during the move.

Cry of Despair (Recharge 5-6). Mournwind releases a mournful wail. Each creature within 60 feet of her that can hear her must make a DC 22 Charisma saving throw. On failure the target takes 63 (14d8) psychic damage, it is pushed 15 feet, and it cannot take bonus actions or reactions and moves at half speed for 1 minute. On a successful save the target takes half as much damage. In addition, a creature can make a saving throw at the end of each of its turns, ending the effects on itself on a success.

BONUS ACTIONS

Shimmering Step. Mournwind teleports to an unoccupied space she can see within 20 feet.

LEGENDARY ACTIONS

Mournwind can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Mournwind has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. Mournwind regains spent legendary actions at the start of her turn.

Attack. Mournwind makes a touch attack.

Move. Mournwind can move up to half her speed, this movement does not provoke opportunity attacks.

Leech (Costs 2 Actions). Mournwind makes a Hope Leech attack.

Spell Casting (Costs 2 Actions). Mournwind casts an at-will spell.

SOULSORROW (LORALAE)

Medium fey (Arch-Fey), chaotic evil

Armor Class 18

Hit Points 300 (20d8 + 140)

Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	26 (+8)	24 (+7)	17 (+3)	20 (+5)	20 (+5)

Savings Throws Dex +15, Con +14, Wis +12, Cha +12

Skills Acrobatics +14, Perception +12, Stealth +23

Damage Resistances acid, fire, lightning, psychic, thunder; bludgeoning, piercing, and slashing from magical weapons.

Damage Immunities cold, poison; refer to Arch-Fey traits

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 22

Languages Common, Elvish, Sylvan, telepathy 120 ft.

Challenge 21 (33,000 XP)

Banishment. Refer to Arch-Fey traits.

Fey Lords. Refer to Arch-Fey traits.

Incorporeal. Soulsorrow can enter another creature's space and move through other creatures and objects as if they were difficult terrain.

Innate Spellcasting. Soulsorrow's spell casting ability is Charisma (spell save DC 20, +12 to hit with attack spells). Soulsorrow can innately cast the following spells, requiring no material components:

At will: *ray of frost* (17th level, cold damage), *mage hand*

3/day each: *detect good and evil*, *dispel magic*

1/day each: *banishment*, *sleep*, *teleport*

Limited Magic Immunity. Unless Soulsorrow wishes to be affected, she is immune to cantrips, and has advantage on 5th level or lower spells and magical effects.

Magic Weapons. Refer to Arch-Fey traits.

Regenerate. Soulsorrow regains 10 hit points at the start of her turn.

Unstoppable. Refer to Arch-Fey traits.

ACTIONS

Multiattack. Soulsorrow makes two touch attacks.

Touch. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 18 (4d8) cold damage plus 18 (4d8) psychic damage.

Sorrow Spear. Soulsorrow coalesces her pain into a spear and hurls it at a creature she can see within 600 feet of her. The spear is magic and deals 23 (4d8 + 5) psychic damage, striking unerringly. The spear disappears after it hits.

Chains of Lamentation (Recharge 4-6). Mystical chains spring forth from the ground, grasping at Soulsorrows enemies. A target must make a DC 20 Dexterity saving throw, taking 33 force damage and be restrained on a failure, or half as much damage on a success.

Cry of Longing (Recharge 5-6). Soulsorrow releases a mournful wail. Each creature within 60 feet of hear that can hear her must make a DC 20 Charisma saving throw. On failure the target takes 54 (12d8) psychic damage, and must use its reaction each round to move 15 feet toward Soulsorrow and cannot move on its turn. When the target is within 5 feet of Soulsorrow it is stunned for 1 minute. On a successful save the target takes half as much damage. In addition, a creature can make a saving throw at the end of each of its turns, ending the effects on itself on a success.

LEGENDARY ACTIONS

Soulsorrow can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Soulsorrow has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. Soulsorrow regains spent legendary actions at the start of her turn.

Attack. Soulsorrow makes a Touch attack.

Move. Soulsorrow can move up to half her speed, this movement does not provoke opportunity attacks.

Spear (Costs 2 Actions). Soulsorrow, makes a Sorrow Spear attack.

Spell Casting (Costs 2 Actions). Soulsorrow, casts an at-will spell.

Souless (Costs 3 Actions). Soulsorrow targets an incapacitated living creature within her reach and pulls its soul from its body. The creature must make a DC 20 Charisma saving throw. On a failed save the target takes 22 (5d8) cold damage and 22 (5d8) psychic damage. The target's hit point maximum is reduced by an amount equal to the psychic damage taken, and Soulsorrow regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0. A humanoid slain in this rises the following night as a ghost under Soulsorrow's control. The target takes half as much damage on a successful save.

FIONNGHUALA

Medium fey (Arch-Fey), neutral good

Armor Class 20 (+3 studded leather)

Hit Points 288 (24d8 + 96)

Speed 40 ft.

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

Savings Throws Dex +11, Con +12, Wis +9, Cha +9

Skills Acrobatics +11, Athletics +9, Perception +11, Stealth +11

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons.

Condition Immunities paralyzed, petrified

Senses truesight 60 ft., passive Perception 21

Languages Common, Elvish, Sylvan

Challenge 18 (20,000 XP)

Banishment. Refer to Arch-Fey traits.

Favored Enemy. Fionnghuala has advantage on Wisdom (Survival) checks to track and Intelligence checks to recall any information on the following types of monsters: aberrations, beasts, fiends, giants, humanoids (humans and orcs), monstrosities, or undead.

Favored Terrain. Fionnghuala's applies double its proficiency bonus on Intelligence or Wisdom checks related to the following types of terrain: forest, grasslands, and mountains.

Fey Touched. Fionnghuala has advantage on check and saving throws on spells and magical effects that are charms or illusions.

Fighting Styles:

- Archery. Fionnghuala gains a +2 bonus to attack rolls it makes with ranged weapons (included in the attack).
- Dueling. When Fionnghuala is wielding a melee weapon in one hand and no other weapon, the Fionnghuala gains a +2 bonus to damage rolls with that weapon (included in the attack).

Fionnghuala's Talents (6/Short Rest): Fionnghuala's talent ability is Dexterity (save DC 19). Fionnghuala can use one of the following talents:

- Fionnghuala's Quarry. As a bonus action Fionnghuala uses a talent and chooses one creature she can see and has observed for at least 1 round. Fionnghuala deals and additional 6 (1d12) damage, or 13 (2d12) damage if it is a favored enemy, to that creature for the next hour.
- Longstrider. As a bonus action Fionnghuala uses a talent and increases its speed by 10 feet for 10 minutes..
- Lunging Attack. When Fionnghuala makes a melee weapon attack she can use a talent and increase the reach of the attack by 5 feet. If the attack hits, add 6 (1d12) to the attack's damage.
- Precision Attack. When Fionnghuala makes a weapon attack roll against a creature, Fionnghuala can use a talent and add 6 (1d12) to the roll.
- Sweeping Attack. When Fionnghuala hits a creature with a melee weapon attack she can use a talent and attempt to damage another creature within 5 feet of the original target. If the attack roll to hit the original target would hit the second target, the second target takes 6 (1d12) slashing damage.

Innate Spellcasting. Fionnghuala's spell casting ability is Wisdom (spell save DC 19, +11 to hit with attack spells). Fionnghuala can innately cast the following spells, requiring no material components:

At will: *animal friendship*, *animal messenger*, *hunter's mark*, *speak with animals*, *pass without trace*

3/day each: *freedom of movement*, *thunderous smite*, *wind wall*
1/day each: *polymorph*, *protection from good and evil*, *tree stride*

Limited Magic Immunity. Unless the Fionnghuala wishes to be affected, she is immune to cantrips, and has advantage on 5th level or lower spells and magical effects.

Magic Weapons. Fionnghuala wields a +4 longsword which she can use to cast Heal once per day and will automatically return to her hand if called (free action). In addition, she carries a +2 longbow and a quiver of 20 +1 arrows.

Mobile. When Fionnghuala makes the Dash action, difficult terrain doesn't cost extra movement. Additionally, when she makes a melee attack against a creature, she doesn't provoke opportunity attacks from the creature for the rest of her turn.

Sharpshooter. Fionnghuala's ranged weapon attacks ignore half cover and three-quarters cover.

Summons (1/day). Fionnghuala magically summons one of the following types of creatures: 2d8 swanmays (use a Scout).

Unstoppable. Refer to Arch-Fey traits.

ACTIONS

Multiattack. Fionnghuala makes two long sword or longbow attacks.

Longsword. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 16 (1d10+11) slashing damage.

Longbow. *Ranged Weapon Attack:* +17 to hit, range 600 ft., one target. *Hit:* 13 (1d8+9) piercing damage

BONUS ACTIONS

Heal (1/day). Fionnghuala uses her long sword to cast Heal on herself.

REACTIONS

Parry. When Fionnghuala is damaged by a melee or ranged attack, she can use a talent to reduce the damage by 11.

Riposte. When a creature misses Fionnghuala with an attack, she can use a talent to make a melee weapon attack against the creature. If the attack hits, add 6 (1d12) slashing damage to the attack.

LEGENDARY ACTIONS

Fionnghuala can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Fionnghuala has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. Fionnghuala regains spent legendary actions at the start of her turn.

Attack. Fionnghuala makes a longsword or longbow attack.

Detect. Fionnghuala makes a Wisdom (Perception) check.

Charge. Fionnghuala move up to her speed and makes a longsword attack.

Spellcasting (Costs 2 Actions). Fionnghuala casts a spell.

MONSTROSITIES



DEVASTATION SWARM (CENTIPEDE)

Gargantuan swarm of gargantuan monstrosities, unaligned

Armor Class 20 (natural armor)

Hit Points 9,750 (500d20 + 4,500)

Speed 60 ft., burrow 30 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+18)	10 (+8)	28 (+17)	1 (+3)	12 (+9)	8 (+7)

Savings Throws Dex +18, Con +27, Wis +19

Skills Athletics +28

Damage Resistances bludgeoning, piercing, and slashing that is non-magical.

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 240 ft., tremorsense 90 ft., passive Perception 19

Languages --

Challenge 57 (1,255,000 XP)

Colossal. The swarm occupies an area approximately 280 feet by 180 feet.

Devastating Poison. The devastation centipede's poison ignores resistance to poison and treats immunity to poison as resistance.

Limited Magic Resistance. The devastation centipede has advantage on saving throws against spells and magical effects of 6th level or lower.

Magic Weapons. The devastation centipede's weapon attacks are considered magical for overcoming resistances and immunities.

Ravenous. The devastation centipede can use a bonus action to make a bite attack against every creature grappled by the swarm.

Swarm. The swarm can occupy another creature's space and vice versa. If the swarm is reduced to 7,312 hit points or less, it loses one use of its legendary actions and its space is reduced to 210 feet by 210 feet. If the swarm is reduced to 4,875 hit points or less, it loses an additional use of its legendary actions and its size is reduced to 140 feet by 140 feet. If the swarm is reduced to 2,435 hit points or less, replace the swarm with five devastation centipedes within an area of 105 feet by 105 feet.

Swarm Tactics. The swarm has advantage on attack rolls against a creatures occupying its space.

Swarm Resistance. When a spell or effect would impose the paralyzed, petrified, restrained, or stunned condition, the swarm loses one legendary action for the duration of the spell or effect instead. This loss is cumulative.

ACTIONS

Multiattack. The swarm makes five bite attacks.

Pincers. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one creature. *Hit:* 45 (6d10 + 12) piercing damage plus 105 (10d20) poison damage and the target is grappled. Additionally, the creature must make a DC 25 Constitution saving throw or be poisoned. A poisoned creature is also restrained and must make another saving throw at the end of its next turn. On a failure the creature is paralyzed instead of restrained. A creature may make additional saving throws at the end of each of its turns, ending the effect on itself on a success.

Bite. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 27 (6d4 + 12) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 21 Dexterity saving throw or be swallowed by the centipede. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 55 (10d10) acid damage at the start of each of the centipede's turns.

If the centipede dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

LEGENDARY ACTIONS

The swarm can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the swarm has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. The swarm regains spent legendary actions at the start of its turn.

Multiattack. The swarm makes 5 pincer attacks.

Move. The swarm can move up to half its speed.

PROTEAN - ASTRAL

Gargantuan monstrosity, unaligned

Armor Class 32 (natural armor)
Hit Points 2,550 (100d20+1,500)
Speed 80 ft., climb 80 ft.

STR	DEX	CON	INT	WIS	CHA
40 (+21)	8 (+5)	40 (+21)	2 (+2)	12 (+7)	1 (+1)

Savings Throws Str +31, Dex +15, Con +31, Wis +17
Skills Athletics +31
Damage Resistances cold, fire, lightning, poison; bludgeoning
Damage Immunities acid, poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
Senses blindsight 1,000 ft. (blind beyond this radius), passive Perception 17
Languages --
Challenge 45 (595,000 XP)

Amorphous. The astral protean can move through a space as narrow as 10 foot wide without squeezing.

Colossal. The astral protean's space is 1,000 ft. x 1,000 ft.

Consume. When a creature is engulfed by the astral protean and takes acid damage, the astral protean gains hit points equal to the damage sustained by the creature. The astral protean can increase its total hit points beyond the maximum listed with this trait, see *split*.

Corrosive Form. A creature that touches the astral protean or hits it with a melee attack while within 10 feet of it takes 78 (12d12) acid damage. Any weapon made of metal or wood that hits the astral protean corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. A magic weapons loses its magical bonus before suffering the penalty. Ammunition made of metal or wood that hits the pudding is destroyed after dealing damage.

The astral protean can eat through 2-foot-thick, nonmagical wood or metal in 1 round and 2-inch-thick magical wood or metal in 1 round. Acid damage caused by an astral protean ignores resistance to acid damage and treats immunity as resistance.

Magic Immunity. Astral Proteans are immune to spells and magical effects.

Magic Weapons. The astral protean's weapon attacks are considered +6 magical weapons.

Regeneration. The astral protean regains 100 hit points at the start of its turn.

Spider Climb. The astral protean can climb difficult surfaces. Including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The astral protean makes four *pseudopod* attacks, but each attack must target a different area, refer to pseudopod for the area.

Pseudopod. Melee Weapon Attack: +31 to hit, reach 240 ft., one target and each creature within 20 ft. of the target. *Hit:* 132 (10d20 + 27) bludgeoning and 130 (20d12) acid damage and must make a DC 39 strength saving throw or be grappled. A grappled target is also restrained.

Acid Spittle (recharge 5-6). The astral protean ejects acid in a 1,000-foot line that is 40 feet wide. Each creature in the line must make a DC 30 Dexterity saving throw, taking 525 (50d20) acid damage on a failed save, and half as much damage on a success one..

Move Actions

Engulf (recharge 5-6). The astral protean lunges forward up to 500 feet and it can enter gargantuan and smaller creatures' spaces. Whenever the astral protean enters a creature's space, the creature must make a DC 39 Dexterity saving through.

On a successful save, the creature choose to be pushed 5 feet to the side of the astral protean. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the protean enters the creature's space, and the creature takes 130 (20d12) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 210 (20d20) acid damage at the start of each of the protean's turns. When the protean moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 39 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the astral protean.

Bonus Actions

Pull. The astral protean can use its bonus action to pull a grabbed creature into its body. The grabbed creature must make a DC 39 Strength saving throw or be pulled into the astral protean's body and be engulfed, see the *engulf* action above.

Recharge. The astral protean can use its bonus action to suffer 275 hit points of damage and recharge its *acid spittle* attack.

Reactions

Pseudopod. When an astral protean is hit by an attack it can use its reaction to make a *pseudopod* attack. After making the attack its ability to take reactions recharges.

Split. If, by using its *consume* trait, the astral protean hit point total reaches 3,500 hit points it uses its reaction to split into two astral proteans of 1,750 hit points each.

DRAEDEN - GREATER

Gargantuan monstrosity, unaligned

Armor Class see *colossal parts* below

Hit Points see *colossal parts* below

Speed fly 180 ft.

STR	DEX	CON	INT	WIS	CHA
40 (+19)	24 (+11)	36 (+17)	25 (+11)	30(+14)	26 (+12)

Saving Throws Str +29, Dex +21, Int +21, Wis +24, Cha +22

Skills Athletics +29, Arcana +21, Intimidation +29

Damage Resistances bludgeoning, piercing, and slashing from +4 or lesser magical attacks.

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, exhaustion, poisoned, prone

Senses darkvision 1 miles, truesight 1/2 mile, passive Perception 34

Languages draconic, primordial, telepathy 5,000 ft.

Challenge 37; see also *colossal parts* below (945,000 XP)

Colossal. A greater draeden's space is 500' x 500'.

Colossal Parts. A greater draeden has three parts: A core and two arm clusters. Each part has its own AC, HP, CR, Actions and Traits in addition to the general traits. Each part rolls for its own initiative and can use a standard, move and reaction actions. However, the greater draeden only gets one bonus action and its total movement per round cannot exceed the maximum distance.

If a greater draeden's part is reduced to 0 hit points it is considered disabled. Refer to the part traits for the effect of being disabled for each part. If two of the greater draeden's parts are disabled, as long as one of those parts is the core, the greater draeden dies.

Limited Magic Immunity. Unless it wishes to be affected, a greater draeden is immune to spells of 7th level or lower and is has advantage on saving throws for all spells and magic effects.

In addition, the greater draeden can choose to reflect any spell or magic effect directed at it. To do so the greater draeden must make a DC 34 Wisdom saving throw. On a success the spell or magical effect is directed back on the originator of the spell or effect and it becomes the target of the spell or effect instead of the greater draeden. On a failure the greater draeden suffers the effect of the spell or magical effect; though immunity and advantage still apply.

Magic Weapons. Draeden weapon attacks are treated as +5 magical weapons.

Primal Might. A greater draeden's attacks and effects ignore the immunities of creatures of CR 30 and below and resistances of creatures of CR 35 or below. In addition, it treats immunities of creatures from CR 31-35 as resistance instead.

Siege Monster. A greater draeden deals double damage to objects, structures, and gargantuan or larger creatures.

Swallow. A greater draeden can swallow creatures of gargantuan size and smaller (80' x 80' max). While swallowed, a creature is blinded and restrained, it has total cover against attacks and other effects outside the greater draeden, and it takes 88 (16d10) acid damage at the start of each of the greater draeden's turns.

If the greater draeden takes 300 damage or more in a round from inside it, the greater draeden regurgitates all swallowed creatures, which fall prone in a space within 1000' of the greater draeden.

CORE

Armor Class 30

Hit Points 1980 (60d20+780)

Challenge 37

Damage Resistances psychic

Disabled. When a greater draeden's core is disabled: reduce its speed by 60 ft., it loses the trait *innate spellcasting*, its ability to regenerate is reduced in half, and it suffers disadvantage on this part's attacks. This part is enabled when it has regenerated 300 hit points.

Innate Spellcasting. A greater draeden's spell casting ability is Wisdom (spell save DC 32, +24 to attack). A greater draeden can innately cast the spells, requiring no material components. When a greater draeden casts a spell it is an 8th level spell slot and all damage, range, effect, and duration are doubled unless noted otherwise below.

At will: *etherealness*, *magic missile* (40 bolts, 10,000 ft range), *telekinesis* (10,000 ft & 10,000 lbs)

3/day each: *feblemind*, *meteor swarm*, *pane shift*, *teleport*

1/day each: *gate*, *timestop*, *wish*

Regeneration. A greater draeden's core regains 100 hit points at the start of its turn. A greater draeden can divert its regeneration from its core to other parts if it so desires.

Actions

Multiaction. The greater draeden makes four *force bolt* attacks or casts two spells.

Force Bolt. *Ranged attack:* +24 to hit, range 8,000 ft., one target. *Hit:* 210 (20d20) force damage.

Psychic Blast (Recharge 5-6). The greater draeden emits a psychic blast in a 4000-foot cone. Each creature in the cone must make a DC 32 Wisdom saving throw, taking 420 (20d20) psychic damage on a failed save, or half as much damage on a successful one.

RIGHT ARM CLUSTER

Armor Class 30

Hit Points 1320 (40d20+520)

Challenge 37

Damage Immunities psychic

Disabled. When a greater draeden's right arm cluster is disabled: reduce the greater draeden's speed by 60 ft. In addition, the part loses the trait *siege monster* and suffers disadvantage on this part's attacks. This part is enabled when it has regenerated 200 hit points.

Many Mouths. A greater draeden can make up to twenty bite attacks in one round. These can be split between its turn (*multiaction*) and reactions (*bite*), but it cannot exceed the total number of attacks for this part.

Regeneration. A greater draeden's arms regain 30 hit points at the start of its turn.

Actions

Multiaction. The greater draeden makes up to 20 *bite* attacks, but each attack must target a different area, refer to the bite attack for the area of the attack.

Bite. *Melee Weapon attack:* +29 to hit, reach 2,000 ft., one target and any adjacent creature within 40 ft. of the target. *Hit:* 101 (12d12 + 23) bludgeoning, piercing, and slashing damage. If the target is gargantuan or smaller it must make a DC 37 Strength saving throw or be swallowed. Refer to the trait *swallow*.

Reaction

Bite. When a creature enters the greater draeden's reach it can make a *bite* attack targeting the triggering creature and its ability to take reactions recharges.

LEFT ARM CLUSTER

Armor Class 30

Hit Points 1320 (40d20+520)

Challenge 37

Damage Immunities psychic

Disabled. When a greater draeden's left arm cluster is disabled: reduce the greater draeden's speed by 60 ft. In addition, this part loses the trait *siege monster* and suffers disadvantage on this part's attacks. This part is enabled when it has regenerated 200 hit points.

Many Mouths. A greater draeden can make up to twenty bite attacks in one round. These can be split between its turn (*multiaction*) and reactions (*bite*), but it cannot exceed the total number of attacks for this part.

Regeneration. A greater draeden's arms regain 30 hit points at the start of its turn.

Actions

Multiaction. The greater draeden makes up to 20 *bite* attacks, but each attack must target a different area, refer to the bite attack for the area of the attack.

Bite. *Melee Weapon attack:* +29 to hit, reach 2,000 ft., one target and any adjacent creature within 40 ft. of the target. *Hit:* 101 (12d12 + 23) bludgeoning, piercing, and slashing damage. If the target is gargantuan or smaller it must make a DC 37 Strength saving throw or be swallowed. Refer to the trait *swallow*.

Reaction

Bite. When a creature enters the greater draeden's reach it can make a *bite* attack targeting the triggering creature and its ability to take reactions recharges.

TARRASQUE

Gargantuan monstrosity (titan), neutral

Armor Class 25 (natural armor)

Hit Points 860 (40d20 + 440)

Speed 120 ft., climb 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
34 (+15)	11 (+3)	32 (+14)	3 (-1)	11 (+3)	11 (+3)

Savings Throws Str +24, Con +23, Int +8, Wis +12, Cha +12

Skills Athletics +33

Damage Resistances lightning; bludgeoning, piercing, and slashing from +2 or less magical weapons

Damage Immunities fire, poison; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses blindsight 300 ft., passive Perception 13

Languages --

Challenge 31 (175,000 XP)

Colossal. The tarrasque's space is 90' x 90' and it has advantage on saving throws against being knocked prone or pushed. Any huge or smaller creature can enter its space. A creature that enters or starts its turn in the tarrasque's space is the target of a claw attack (no action). A creature in the tarrasque's space can attack the tarrasque's softer belly (AC 20, no reflective carapace). In addition, when the tarrasque attacks a Large or smaller creature with a melee attack, each creature adjacent to the target must make a DC 25 Dexterity saving throw or take the same damage.

Charge. If the Tarrasque moves at least 30 feet straight toward a target and then hits it with a *horns* attack on the same turn, the target takes an extra 88 (16d10) bludgeoning damage and is pushed an additional 60 feet.

Limited Magic Immunity. The tarrasque is immune to spells of 4th level or lower, and has advantage on all other spells and magical effects.

Magic Weapons. The tarrasque's weapon attacks are considered +3 magical weapons for overcoming resistances.

Primal Fury. When the tarrasque is reduced to 430 hit points or less, it can make two bite attacks when it uses its *multiattack*.

Reflective Carapace. Any time the tarrasque is targeted by a magic missile spell, line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1-5, the tarrasque is unaffected. On a 6, the tarrasque is unaffected, and the effect is reflected back at the caster as though it originated from the tarrasque, turning the caster into the target.

Regeneration. The tarrasque regains 15 hit points at the start of its turn.

Siege Monster. The tarrasque deals double damage to objects and structures.

Trampler. When the tarrasque moves it can enter the space of Huge or smaller creatures. The first time it enters the space of another creature during the move, it can use a bonus or legendary action to make a claw attack against that creature.

Undying Constitution. The tarrasque does not die when it is reduced to 0 hit points. Unless it is reduced to -150 hit points and a wish cast on it within 2 (1d4) rounds of dropping to 0 hit points it begins to regain 90 hit points at the start of each of its turns. Once it has reached 150 hit points it awakens and is able to take actions on its turn.

Unstoppable. If the tarrasque fails a saving throw, it can spend a legendary action to succeed instead.

ACTIONS

Multiattack. The tarrasque makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +24 to hit, reach 40 ft., one target. *Hit:* 122 (16d12 + 18) piercing damage and if the target is Huge or smaller, and the tarrasque wishes, it is grappled (escape DC 25). Until the grapple ends, the target is also restrained and the tarrasque can't bite another target.

Claw. *Melee Weapon Attack:* +24 to hit, reach 85 ft., one target. *Hit:* 90 (16d8 + 18) slashing damage and, if the tarrasque wishes, the target must make a DC 32 Strength saving throw or be knocked prone, pushed 30 feet, or grappled (the tarrasque's choice). In addition, if a grappled creature is Huge or smaller it is also restrained.

Horns. The tarrasque makes the following attack on a Gargantuan or larger target. *Melee Weapon Attack:* +24 to hit, reach 40 ft., one target. *Hit:* 106 (16d10 + 18) piercing damage and the target must succeed on a DC 32 strength saving throw or be pushed 60 feet.

Tail. *Melee Weapon Attack:* +24 to hit, reach 90 ft., one target. *Hit:* 106 (16d10 + 18) bludgeoning damage. If the target is a creature, it must succeed on a DC 32 Constitution saving throw or be knocked prone and stunned until the end of the tarrasque's next turn.

Barrage (recharge 4-6). The tarrasque whips its tail and release deadly spikes in a 280-foot cone. Each creature in the area of the cone must make a DC 32 Dexterity saving throw, taking 117 (26d8) piercing damage on a failed save, or half as much damage on a successful one.

Swallow. The tarrasque makes a bite attack against a Huge 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 tarrasque, and it takes 56 (16d6) acid damage at the start of each of the tarrasque's turns.

If the tarrasque takes 100 damage or more on a single turn from a creature inside it, the tarrasque must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the tarrasque. If the tarrasque is reduced to 0 hit points, a swallowed creature is no longer restrained by it and can escape from the corpse by using 120 feet of movement, exiting prone.

LEGENDARY ACTIONS

The tarrasque can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the tarrasque has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. The tarrasque regains spent legendary actions at the start of its turn.

Move. The tarrasque makes one *claw* or *grab* attack.

Regenerate. The tarrasque regenerates 15 hit points.

Tail (Costs 2 Actions). The tarrasque makes one tail attack.

Chomp (Costs 2 Actions). The tarrasque makes one bite or swallow attack.

Claw (Costs 3 Actions). The tarrasque makes two claw attacks.

DRAEDEN - LESSER

Gargantuan monstrosity, unaligned

Armor Class see *colossal parts* below

Hit Points see *colossal parts* below

Speed fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+12)	18 (+6)	28 (+11)	20 (+7)	25 (+9)	22 (+8)

Saving Throws Str + 21, Dex +15, Int +16, Wis +18, Cha +17

Skills Athletics +21, Arcana +16, Intimidation +21

Damage Resistances bludgeoning, piercing, and slashing from +2 or lesser magical attacks.

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, poisoned, prone

Senses darkvision 2000 ft., truesight 1000 ft., passive Perception 28

Languages draconic, primordial, telepathy 5,000 ft.

Challenge 29; see also *colossal parts* below (405,000 XP)

Colossal. A lesser draeden's space is 250' x 250'.

Colossal Parts. A lesser draeden has two parts: A core and two arm clusters. Each part has its own AC, HP, CR, Actions and Traits in addition to the general traits. Each part rolls for its own initiative and can use a standard, move and reaction actions. However, the lesser draeden only gets one bonus action and its total movement per round cannot exceed the maximum distance.

If a lesser draeden's part is reduced to 0 hit points it is considered disabled. Refer to the part traits for the effect of being disabled for each part. If two of the lesser draeden's parts are disabled, as long as one of those parts is the core, the lesser draeden dies.

Limited Magic Immunity. Unless it wishes to be affected, a lesser draeden is immune to spells of 4th level or lower and is has advantage on saving throws for all spells and magic effects.

In addition, the lesser draeden can choose to reflect any spell or magic effect directed at it. To do so the lesser draeden must make a DC 34 Wisdom saving throw. On a success the spell or magical effect is directed back on the originator of the spell or effect and it becomes the target of the spell or effect instead of the lesser draeden. On a failure the lesser draeden suffers the effect of the spell or magical effect; though immunity and advantage still apply.

Magic Weapons. Draeden weapon attacks are treated as +3 magical weapons.

Primal Might. A lesser draeden's attacks and effects ignore the immunities of creatures of CR 22 and below and resistances of creatures of CR 27 or below. In addition, it treats immunities of creatures from CR 22 -27 as resistance instead.

Siege Monster. A lesser draeden deals double damage to objects, structures, and gargantuan or larger creatures.

Swallow. A lesser draeden can swallow creatures of gargantuan size and smaller (40' x 40' max). While swallowed, a creature is blinded and restrained, it has total cover against attacks and other effects outside the lesser draeden, and it takes 88 (16d10) acid damage at the start of each of the lesser draeden's turns.

If the lesser draeden takes 150 damage or more in a round from inside it, the lesser draeden regurgitates all swallowed creatures, which fall prone in a space within 500' of the lesser draeden.

CORE

Armor Class 26

Hit Points 975 (50d20+450)

Challenge 29

Damage Resistances psychic

Disabled. When a lesser draeden's core is disabled: reduce its speed by 40 ft., it loses the trait *innate spellcasting*, its ability to regenerate is reduced in half, and it suffers disadvantage on this parts attacks. This part is enabled when it has regenerated 150 hit points.

Innate Spellcasting. A lesser draeden's spell casting ability is Wisdom (spell save DC 26, +18 to attack). A lesser draeden can innately cast the spells, requiring no material components. When a lesser draeden casts a spell it is an 8th level spell slot.

4/day each: *etherealness*, *magic missile* (20 bolts, 5,000 ft range), *telekinesis* (5,000 ft & 5,000 lbs)

2/day each: *meteor swarm*, *pane shift*, *teleport*

1/day each: *gate*, *timestop*

Regeneration. A lesser draeden's core regains 50 hit points at the start of its turn. A lesser draeden can divert its regeneration from its core to other parts if it so desires.

Actions

Multiattack. The lesser draeden makes four *force bolt* attacks or casts two spells.

Force Bolt. *Ranged attack:* +24 to hit, range 4,000 ft., one target. *Hit:* 110 (20d10) force damage.

RIGHT ARM CLUSTER

Armor Class 26

Hit Points 780 (40d20+360)

Challenge 29

Damage Immunities psychic

Disabled. When a lesser draeden's right arm cluster is disabled: reduce the lesser draeden's speed by 40 ft. In addition, the part loses the trait *siege monster* and suffers disadvantage on this part's attacks. This part is enabled when it has regenerated 100 hit points.

Many Mouths. A lesser draeden can make up to twenty bite attacks in one round. These can be split between its turn (*multiattack*) and reactions (*bite*), but it cannot exceed the total number of attacks for this part.

Actions

Multiattack. The lesser draeden makes up to 20 *bite* attacks, but each attack must target a different area, refer to the bite attack for the area of the attack.

Bite. *Melee Weapon attack:* +24 to hit, reach 1,000 ft., one target and any adjacent creature within 20 ft. of the target. *Hit:* 56 (12d6 + 14) bludgeoning, piercing, and slashing damage. If the target is gargantuan or smaller it must make a DC 30 Strength saving throw or be swallowed. Refer to the trait *swallow*.

Reaction

Bite. When a creature enters the lesser draeden's reach it can make a *bite* attack targeting the triggering creature and its ability to take reactions recharges.

LEFT ARM CLUSTER

Armor Class 26

Hit Points 780 (40d20+360)

Challenge 29

Damage Immunities psychic

Disabled. When a lesser draeden's left arm cluster is disabled: reduce the lesser draeden's speed by 40 ft. In addition, the part loses the trait *siege monster* and suffers disadvantage on this part's attacks. This part is enabled when it has regenerated 100 hit points.

Many Mouths. A lesser draeden can make up to twenty bite attacks in one round. These can be split between its turn (*multiattack*) and reactions (*bite*), but it cannot exceed the total number of attacks for this part.

Actions

Multiattack. The lesser draeden makes up to 20 *bite* attacks, but each attack must target a different area, refer to the bite attack for the area of the attack.

Bite. *Melee Weapon attack:* +24 to hit, reach 1,000 ft., one target and any adjacent creature within 20 ft. of the target. *Hit:* 56 (12d6 + 14) bludgeoning, piercing, and slashing damage. If the target is gargantuan or smaller it must make a DC 30 Strength saving throw or be swallowed. Refer to the trait *swallow*.

Reaction

Bite. When a creature enters the lesser draeden's reach it can make a *bite* attack targeting the triggering creature and its ability to take reactions recharges.

DEVASTATION BEETLE

Gargantuan monstrosity, unaligned

Armor Class 25 (natural armor)

Hit Points 787 (35d20 + 420)

Speed 60 ft., climb 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
33 (+13)	8 (+1)	34 (+14)	1 (-3)	12 (+3)	8 (+1)

Savings Throws Str +21, Dex +9, Con +22, Wis +11

Skills Athletics +21

Damage Resistances bludgeoning, piercing, and slashing that is non-magical.

Damage Immunities acid

Condition Immunities charmed, frightened, poisoned

Senses darkvision 480 ft., passive Perception 13

Languages --

Challenge 28 (120,000 XP)

Acid Cloud. The devastation beetle is surrounded by a cloud of acidic vapors that extends in a 60-foot radius around it. Any creature that ends its turn in cloud takes 14 (4d6) acid damage.

Armored Exoskeleton. When a ranged weapon attack hits the devastation beetle from a distance greater than 30 feet, roll a d6. On a roll of 1-2, the attack causes no damage and non-magical ammunition is destroyed. On a roll of 3-4, the attack inflicts half damage and non-magical ammunition is destroyed. On a roll of 5-6, the attack causes damage normally.

Colossal. The devastation beetle's space is 60 feet by 60 feet.

Limited Magic Immunity. The devastation beetle is immune to 2nd level lower spells and magical effects and has advantage on saving throws against all other spells and magical effects.

Magic Weapons. The devastation beetle's weapon attacks are considered +2 magical for overcoming resistances and immunities.

Siege Monster. The devastation beetle's deals double damage to objects and structures.

Trampling Charge. If the devastation beetle moves at least 20 feet in a straight line it can attempt to enter the space of Huge and smaller creatures during the move. When it first attempts to enter a creatures space it makes a Ram attack against the creature. On a hit it, the creature is also knocked prone and the devastation beetle moves into its space. The devastation beetle makes a claw attack the first time it enters a creatures space.

If a creature is not knocked prone it may attempt a DC 29 Strength saving throw to stop the beetle. On a success the beetles movement is stopped. On a failure, the creature is pushed the distance the devastation beetle moves and the devastation beetles speed is reduced by 5 feet.

ACTIONS

Claws. *Melee Weapon Attack:* +20 to hit, reach 15 ft., one creature. *Hit:* 57 (12d6 + 15) bludgeoning.

Ram. *Melee Weapon Attack:* +20 to hit, reach 10 ft., one creature. *Hit:* 81 (12d10 + 15) bludgeoning and the target is knocked prone. Additionally, if the target is Medium or smaller, creatures within 5 feet of the it must make a DC 23 Dexterity saving throw or take the same damage and be knocked prone.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 30 (6d4 + 15) piercing damage.

GENIUS LOCI

Gargantuan ooze, unaligned

Armor Class 11

Hit Points 612 (35d20 + 245)

Speed 5 ft., burrow 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+9)	12 (+3)	25 (+9)	1 (-3)	6 (+0)	1 (-3)

Savings Throws Str +17, Dex +11, Con +23

Skills Athletics +17, Stealth +11

Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing

Damage Immunities poison, thunder; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralysis, poisoned, prone, stunned

Senses blindsight 300 ft. (blind beyond this radius), passive Perception 10

Languages --

Challenge 26 (90,000 XP)

Amorphous. The genius loci can move through a space as narrow as 6-inches wide without squeezing. Additionally, they treat critical hits as regular hits.

Colossal. The genius loci envelopes an area of 1,000 feet by 1,000 feet. Other creatures can enter its area while it is motionless, refer to False Appearance, or use the *climb onto a bigger creature* rules in the DMG to enter its space once it is active.

Constrict. When the genius loci has a creature grappled it can use a bonus action to make a Pseudopod attack, with advantage, against all creatures it has grappled.

False Appearance. While the genius loci remains motionless, it is indistinguishable from a normal section of landscape: a mountain side, rolling hills, a field, a deep cavern, etc. It can even emulate simple structures like a rubble wall or hut. This ability is so precise that plants and animals can grow and live normally on the genius loci as if it were a part of the natural environment.

A creature entering the space of the genius loci who makes a DC 25 Nature check realizes something is amiss, though it is unsure of the reason for this feeling. When the genius loci moves or attacks, its true nature and size become apparent.

Limited Magic Immunity. The genius loci is immune to cantrips and divination magic of 7th level or below. Additionally, it has advantage on saving throws against spells and magical effects of 7th level or lower.

Mindless. The genius loci only mimics intelligence through the control of its thrall, it has none of its own. It is immune to charms, mind control effects, and attempts to detect its thoughts or ascertain its emotions.

Immutable Form. The genius loci is immune to any spell effect that would alter its form.

Magic Weapons. The genius loci's weapon attacks are considered magical weapons for overcoming resistances.

Spider Climb. The genius loci's can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Thrall. The genius loci's typically has one thrall that occupies its simulated landscape. The thrall acts on its own initiative and will defend the genius loci to the best of its ability until it dies or is forcibly moved outside the range of its telepathic link with the genius loci. Refer to Enslave. For the purposes of the genius loci presented here, use the gladiator's stat block (MM pg 346) for the thrall.

Unstoppable. If the genius loci fails a saving throw for an effect that would restrain it, it cannot take bonus actions and its speed is reduced in half for the duration of the effect instead.

ACTIONS

Multiattack. The genius loci can use its Enslave. It then makes six pseudopod attacks.

Pseudopod. Melee Weapon Attack: +17 to hit, reach 20 ft., one target. *Hit:* 33 (4d10 + 11) bludgeoning damage and the target must make a DC 22 Strength saving throw or be grappled.

Pseudopod Whirlwind (Recharge 5-6). The genius loci makes a pseudopod attack against all creatures that are in its space.

Enslave. The genius loci chooses one creature within its space or within 60 feet of it. That creature must make a DC 25 Wisdom saving throw or be stunned. The creature must make an additional saving throw at the end of its next turn, becoming the permanent thrall of the genius loci on a failed save, or ending the effect on itself on a successful one. The genius loci has a telepathic link with the thrall within a 10 mile radius of the genius loci. While within the range of the telepathic link the thrall is charmed by the genius loci, this effect ignores immunity to the charmed condition, and will act in the best interest of the genius loci, defending it to the best of its abilities in necessary. A thrall will not willingly leave the range of its link with the genius loci. If the thrall is forced to leave the range of the link, it can immediately make a saving throw with advantage. On a failure, the thrall continues to be charmed by the genius loci and cannot attempt another saving throw for 12 hours. On a success, the creature ends the effect on itself and is no longer the thrall of the genius loci.

The genius loci can only have one creature enslaved at a time.

LEGENDARY ACTIONS

The genius loci can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the genius loci has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. The genius loci regains spent legendary actions at the start of its turn.

Move. The genius loci moves its speed.

Pseudopod. The genius loci makes a pseudopod attack.

Thrall (Costs 2 Actions). The thrall uses a reaction to move up to half its speed and make a melee attack. This attack uses the genius loci's attack bonus, unless the thrall's is higher.

Full Attack (Costs 3 Actions). The genius loci makes 4 pseudopod attacks.

KRAKEN

Gargantuan monstrosity (titan), chaotic evil

Armor Class 21 (natural armor)

Hit Points 646 (34d20+306)

Speed 20 ft., swim 200 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+11)	12 (+2)	28 (+10)	22 (+7)	20 (+6)	22 (+7)

Savings Throws Str +19, Dex +10, Con +18, Int +15, Wis +14

Damage Resistances acid, cold, poison, psychic

Damage Immunities lightning; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities frightened, paralyzed, poisoned

Senses truesight 240 ft., passive Perception 24

Languages understands Abyssal, Celestial, Infernal and Primordial but can't speak, telepathy 240 ft.

Challenge 25 (75,000 XP)

Amphibious. The kraken can breathe air and water.

Charge. If the kraken moves at least 30 feet straight toward a target and then hits it with a *ram* attack on the same turn, the target takes an extra 55 (10d10) bludgeoning damage and is pushed an additional 40 feet.

Colossal. The kraken's space is 70' x 70' and it has advantage on saving throws against being knocked prone or pushed.

Freedom of Movement. The kraken ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Innate Spellcasting. A kraken's spell casting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). A kraken can innately cast the following spells, requiring no component:

At will: *wall of water*

3/day each: *call lightning*, *control water*, *watery sphere*

1/day each: *storm of vengeance (3 rounds only)*, *tsunami*

Magic Resistance. The kraken is immune to cantrips and it has advantage on savings throws for all spells and magical effects.

Magic Weapons. The kraken's weapon attacks are treated as +2 magical weapons.

Siege Monster. The kraken deals double damage to objects and structures.

ACTIONS

Multiattack. The kraken can use its *Frightening Words*. It then makes three *tentacle* or *fling* attacks.

Bite. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 51 (6d12 + 12) piercing damage. Large or smaller creatures that are hit are immediately grappled. Grappled creatures must succeed a DC 27 Dexterity saving throw or be swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the kraken, and it takes 36 (8d8) acid damage at the start of each of the kraken's turns.

If the kraken takes 60 damage or more on a single turn from a creature inside it, the kraken must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the kraken. If the kraken dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 50 feet of movement, exiting prone.

Tentacle. *Melee Weapon Attack:* +19 to hit, reach 100 ft., one target. *Hit:* 39 (6d8 + 12) bludgeoning damage, and the target is grappled (escape DC 22). Until this grapple ends, the target is restrained. The kraken has ten tentacles, each of which can grapple one large or smaller target. The kraken can drag the creature towards its mouth to do a bite attack at the start of its next turn.

Ram. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 45 (6d10 + 12) bludgeoning damage and the target is pushed 20 feet.

Fling. One large or smaller object held or a creature grappled by the kraken is thrown up to 100 feet and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 27 Dexterity saving throw or take the same damage and be knocked prone.

Frightening Words. The kraken telepathically speaks to a creature's mind that is within 200 feet of it and aware of it. The creature must succeed on a DC 23 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful of the effect ends for it, the creature is immune to the kraken's frightening words for the next 12 hours.

Lightning Storm. The kraken magically creates three bolts of lightning, each of which can strike a target the kraken can see within 240 feet of it. A target must make a DC 23 Dexterity saving throw, taking 45 (10d8) lightning damage on a failed save, or half as much damage on a successful one.

Bonus Action

Grappled. The kraken can make a *bite*, *fling* or *tentacle* attack against one held or grappled creature.

LEGENDARY ACTIONS

The kraken can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the kraken has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. The kraken regains spent legendary actions at the start of its turn.

Attack. The kraken makes one *tentacle* or *fling* attack.

Regenerate. The kraken regains 10 hit points.

Lightning Storm (Costs 2 Actions). The kraken uses *lightning storm*.

Ink Cloud (Costs 3 Actions). While underwater, the kraken expels an ink cloud in a 200-foot radius. The cloud spreads around corners, and that area is heavily obscured to creatures other than the kraken. Each creature other than the kraken that ends its turn there must succeed on a DC 26 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one. The cloud disappears in 1d4 rounds.

Spell Casting. The kraken casts a spell.

DEVASTATION SCORPION

Gargantuan monstrosity, unaligned

Armor Class 21 (natural armor)

Hit Points 574 (28d20 + 280)

Speed 80 ft.

STR	DEX	CON	INT	WIS	CHA
32 (+12)	10 (+1)	30 (+11)	1 (-4)	12 (+2)	8 (+0)

Savings Throws Dex +8, Con +18, Wis +9

Skills Athletics +19, Perception +9

Damage Resistances bludgeoning, piercing, and slashing that is non-magical.

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 240 ft., passive Perception 19

Languages --

Challenge 24 (62,000 XP)

Colossal. The devastation scorpion's space is 40 feet by 40 feet.

Crush. The devastation scorpion can use a bonus action to make a claw attack on a grappled creature.

Devastating Poison. The devastation scorpion's poison ignores resistance to poison and treats immunity to poison as resistance.

Limited Magic Resistance. The devastation scorpion has advantage on saving throws against spells and magical effects of 6th level or lower.

Magic Weapons. The devastation scorpion's weapon attacks are considered magical for overcoming resistances and immunities.

ACTIONS

Multiattack. The devastation scorpion makes three attacks: two with its claws and one with its sting.

Claws. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one creature. *Hit:* 53 (9d8 + 13) bludgeoning and the target is grappled (escape DC 22). A grappled target is also restrained. The devastation scorpion has two claws, each of which can grapple only one target.

Sting. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one creature. *Hit:* 44 (9d6 + 13) piercing damage plus 99 (18d10) poison damage. Additionally, the creature must make a DC 26 Constitution saving throw or be poisoned.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 23 (4d4 + 13) piercing damage.

DEVASTATION SPIDER

Gargantuan monstrosity, unaligned

Armor Class 21 (natural armor)

Hit Points 507 (26d20 + 234)

Speed 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
31 (+11)	12 (+2)	29 (+10)	1 (-4)	12 (+2)	8 (+0)

Savings Throws Dex +9, Con +17, Wis +9

Skills Athletics +18, Perception +16

Damage Resistances bludgeoning, piercing, and slashing that is non-magical.

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses blindsight 60 ft., darkvision 240 ft., passive Perception 26

Languages --

Challenge 23 (50,000 XP)

Colossal. The devastation spider's space is 35 feet by 35 feet.

Devastating Poison. The devastation spider's poison ignores resistance to poison and treats immunity to poison as resistance.

Limited Magic Resistance. The devastation spider has advantage on saving throws against spells and magical effects of 6th level or lower.

Pounce. If the devastation spider moves at least 30 ft. straight toward a creature and then hits it with a leg attack on the same turn, the devastation spider deals an extra 14 (4d6) bludgeoning damage on the attack and the target has disadvantage on its saving throw to avoid being grappled.

Magic Weapons. The devastation spider's weapon attacks are considered magical for overcoming resistances and immunities.

Ravenous. The devastation spider can use a bonus action to make a Fang attack against a target it has grappled.

Spider Climb. The devastation spider can climb difficult without needing to make an ability check.

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

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

ACTIONS

Multiattack. The devastation spider makes two leg attacks.

Legs. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one creature. *Hit:* 36 (7d6 + 12) bludgeoning. Additionally, the creature must make a DC 21 Strength saving throw or be grappled.

Fangs. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one creature. *Hit:* 50 (7d10 + 12) piercing damage plus 105 (10d20) poison damage. Additionally, the creature must make a DC 25 Constitution saving throw or be poisoned. A poisoned creature is restrained and must make another saving throw at the end of its next turn. On a failure the creature is paralyzed instead of restrained. A creature may make additional saving throws at the end of each of its turns, ending the effect on itself on a success.

A creature that is reduced to 0 hit points by this attack is paralyzed, does not suffer additional damage, and is stable. However, it cannot attempt a saving throw to end this effect until it has gained at least 1 hit point.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 22 (4d4 + 12) piercing damage and the creature suffers one level of exhaustion (this effect is cumulative). If the creature dies from this effect, its body is drained of all fluids, leaving only a dried empty shell. Additionally, the spider gains hit points based on the size of the creature: 10 for a Medium or smaller creature, 20 for a Large creature, 40 for a Huge creature, and 60 for a gargantuan creature.

Webs (Recharge 5-6). The devastation spider emits webs in a 120-foot cone. Each creature in the cone must make a DC 26 Dexterity saving throw. On a failure, the creature is restrained and takes 11 (2d10) poison damage if it is restrained in the webs at the start of each of its turns. Additionally, the area becomes difficult terrain and for every 15 feet a creature moves in the area, it must make a DC 15 Strength saving throw or be restrained by the webs. As an action, a restrained target can make a DC 20 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 50 per 5-foot by 5-foot area; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Throwing Hairs (3/Day). The devastation spider, using a pair of legs, throws a barrage of spear like hairs in a 120-foot cone. Each creature in the cone must make a DC 26 Dexterity saving throw, taking 47 (10d6 + 12) piercing damage on failed save, or half as much damage on a successful one.

PROTEAN - GIANT

Gargantuan monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 629 (30d20+240)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+9)	8 (+0)	26 (+9)	1 (-4)	8 (+0)	1 (-4)

Savings Throws Str +16, Dex +7, Con +16

Damage Resistances lightning, poison; bludgeoning

Damage Immunities acid, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 10

Languages --

Challenge 23 (50,000 XP)

Amorphous. The giant protean can move through a space as narrow as 1 foot wide without squeezing.

Colossal. The giant protean's space is 100 ft. x 100 ft.

Consume. When a creature is engulfed by the giant protean and takes acid damage, the giant protean gains hit points equal to the damage sustained by the creature. The giant protean can increase its total hit points beyond the maximum listed with this trait, see *split*.

Corrosive Form. A creature that touches the giant protean or hits it with a melee attack while within 5 feet of it takes 27 (6d8) acid damage. Any nonmagical weapon made of metal or wood that hits the giant protean corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage.

The giant protean can eat through 3-inch-thick, nonmagical wood or metal in 1 round.

Limited Magic Immunity. Giant Proteans are immune to spells of 6th level or lower and have advantage on saving throws for all spells and magical effects..

Magic Weapons. The giant protean's weapon attacks are considered magical weapons.

Regeneration. The giant protean regains 50 hit points at the start of its turn.

Spider Climb. The giant protean can climb difficult surfaces. Including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The giant protean makes four *pseudopod* attacks, but each attack must target a different creature.

Pseudopod. *Melee Weapon Attack:* +16 to hit, reach 30 ft., one target and one adjacent creature. *Hit:* 32 (4d10 + 10) bludgeoning and 36 (8d8) acid damage and must make a DC 24 strength saving throw or be grappled. A grappled target is also restrained.

Move Actions

Engulf (recharge 5-6). The giant protean lunges forward up to 60 feet and it can enter gargantuan and smaller creatures' spaces. Whenever the giant protean enters a creature's space, the creature must make a DC 24 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet to the side of the giant protean. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the protean enters the creature's space, and the creature takes 36 (8d8) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 65 (10d12) acid damage at the start of each of the protean's turns. When the protean moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 24 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the giant protean.

Bonus Actions

Pull. The giant protean can use its bonus action to pull a grabbed creature into its body. The grabbed creature must make a DC 24 Strength saving throw or be pulled into the giant protean's body and be engulfed, see the *engulf* action above.

Reactions

Split. If, by using its *consume* trait, the giant protean's hit point total reaches 840 hit points it uses its reaction to split into two giant proteans of 420 hit points each.

DEVASTATION CENTIPEDE

Gargantuan monstrosity, unaligned

Armor Class 20 (natural armor)

Hit Points 487 (25d20 + 225)

Speed 60 ft., burrow 30 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+11)	10 (+1)	28 (+10)	1 (-4)	12 (+2)	8 (+0)

Savings Throws Dex +8, Con +17, Wis +9

Skills Athletics +16

Damage Resistances bludgeoning, piercing, and slashing that is non-magical.

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 240 ft., tremorsense 90 ft., passive Perception 12

Languages --

Challenge 22 (41,000 XP)

Colossal. The devastation centipede's space is 30 feet by 30 feet.

Devastating Poison. The devastation centipede's poison ignores resistance to poison and treats immunity to poison as resistance.

Limited Magic Resistance. The devastation centipede has advantage on saving throws against spells and magical effects of 6th level or lower.

Magic Weapons. The devastation centipede's weapon attacks are considered magical for overcoming resistances and immunities.

Ravenous. The devastation centipede can use a bonus action to make a bite attack against a target it has grappled.

ACTIONS

Pincers. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one creature. *Hit:* 45 (6d10 + 12) piercing damage plus 105 (10d20) poison damage and the target is grappled. Additionally, the creature must make a DC 25 Constitution saving throw or be poisoned. A poisoned creature is also restrained and must make another saving throw at the end of its next turn. On a failure the creature is paralyzed instead of restrained. A creature may make additional saving throws at the end of each of its turns, ending the effect on itself on a success.

Bite. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 27 (6d4 + 12) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 21 Dexterity saving throw or be swallowed by the centipede. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 55 (10d10) acid damage at the start of each of the centipede's turns.

If the centipede dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

REPEATER

Gargantuan monstrosity, unaligned

Armor Class 21 (natural armor)

Hit Points 407 (22d20+176)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12(+1)	26(+8)	14(+2)	18(+4)	10(+0)

Savings Throws Str +15, Dex +8, Con +15, Int +9, Wis +11, Cha +7

Damage Resistances acid, cold, fire, lightning, poison; bludgeoning, piercing, and slashing that is nonmagical

Damage Immunities necrotic

Senses blindsight 60 ft., passive Perception 21

Languages draconic

Challenge 22 (41,000 XP)

Innate Spellcasting. A repeater's spell casting ability is Wisdom (spell save DC 19, +11 to hit with attack spells). A repeater can innately cast the following spells, requiring no material components:

3/day each: *blink (within 40 feet)*, *hypnotic pattern*

1/day each: *blur*, *project image*

Magic Resistance. The repeater has advantage on saving throws against spells and

Magic Weapons. The repeater's weapon attacks are considered magical weapons.

Repeat Resistance. If a repeater succeeds on a saving throw it takes no damage and suffers no effect

Repeat Strike. When a repeater makes an attack roll for a *bite* or *claw* attack it determines the success of two strikes against the same target in quick succession.

Actions

Multiattack. The repeater makes one bite and two claw attacks. See also repeat strike.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target.

Hit: 43 (10d6 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target.

Hit: 35 (6d8 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 35 ft., one target.

Hit: 63 (10d10 + 8) bludgeoning damage. If the target is a creature, it must succeed on a DC 23 Constitution saving throw or be knocked prone and stunned until the end of the repeater's next turn.

Move Actions

Wing Attack. The repeater beats its wings. Each creature within 20 feet of the repeater must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The repeater can then fly up to half its flying speed.

Bonus Actions

Innate Casting (recharge 5-6). The repeater can use its bonus action to innately cast a spell.

Tail (recharge 5-6). The repeater can use its bonus action to make a *tail* attack.

Reactions

Repeat Save. If the repeater fails a saving throw, it can choose to spend its reaction and attempt another save with advantage.

Snort. At the end of each round the repeater can use its reaction to make a loud snort. Each creature of the repeater's choice within 300 feet of it must make a DC 23 Wisdom saving throw or be forced to repeat its actions from the previous round.

Each creature affected by the snort must repeat all of its actions from the previous round. It must repeat any move actions, starting from its current location, and any and all rolls: attack, check, damage, save, etc. are repeated exactly.

The repeater can sense which creatures have succumbed to this attack and can act against it accordingly. A repeater gains advantage on attacks and scores a critical hit on a roll of 15-20 against a target suffering from the effects of its snort attack.

VERMIURGE

Huge monstrosity, neutral

Armor Class 20 (natural armor)

Hit Points 475 (30d12 + 280)

Speed 50 ft., climb 50 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+9)	18 (+5)	25 (+8)	18 (+5)	20 (+6)	17 (+4)

Savings Throws Str +24, Con +23, Int +8, Wis +12, Cha +12

Skills Athletics +15, Nature +11, Perception +12, Stealth +11

Damage Resistances radiant; bludgeoning, piercing, and slashing that is nonmagical

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses blindsight 300 ft., passive Perception 22

Languages Terran

Challenge 22 (33,000 XP)

Aura of Doom. The vermiurge can conjure a swarm of biting and stinging vermin. The swarm surrounds the vermiurge in a 20' radius and it spreads around corners. Each creature that starts its turn in the aura or enters the aura must make a DC 23 Constitution saving throw, taking 22 (4d10) piercing damage on failed save or half as much damage on a successful one. The vermiurge can conjure or dismiss the swarm as a bonus action. Additionally, all attacks targeting the vermiurge while the aura is active are made at disadvantage.

Grappler. When the vermiurge has a creature grappled it can use a bonus action to make a Bite or Sting attack against the grappled creature.

Limited Magic Immunity. The vermiurge is immune to cantrips and has advantage on saving throws against spells and magical effects of 5th level or lower.

Magic Weapons. The vermiurge's weapon attacks are considered magical weapons for overcoming resistances.

Unstoppable. If the vermiurge fails a saving throw, it cannot take bonus actions or reactions until the end of its next turn and its speed is reduced in half for the duration of the effect.

ACTIONS

Multiattack. The vermiurge can use its Frightful Presence. It then makes three attacks: two with its claws and one with its sting.

Bite. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target, *Hit:* 26 (4d8 + 8) slashing damage and if the target is Medium or smaller it is grappled (escape DC 18). The vermiurge can grapple up to four medium or smaller creatures.

Sting. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 22 (4d6 + 8) piercing damage plus 14 (4d6) poison damage and the target must make a 22 Constitution saving throw or be poisoned.

Frightful Presence. Each creature of the vermiurge's choice that is within 120 feet of the vermiurge and aware of it must succeed on a DC 18 Wisdom saving throw or become Frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the vermiurge's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

The vermiurge can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the vermiurge has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. The vermiurge regains spent legendary actions at the start of its turn.

Claw. The vermiurge makes a claw attack.

Bite. The vermiurge makes a bite attack on a target it has grappled.

Sting (Costs 2 Actions). The vermiurge makes a sting attack.

Wing Attack (Costs 2 Actions). The vermiurge beats its wings. Each creature within 15 ft. of the vermiurge must succeed on a DC 23 Dexterity saving throw or take 22 (4d6 + 8) bludgeoning damage and be knocked prone. The vermiurge can then fly up to half its flying speed.

TAYELLAH

Gargantuan monstrosity, unaligned

Armor Class 20 (natural armor)

Hit Points 420 (24d20 + 168)

Speed 90 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+9)	26 (+9)	24 (+8)	12 (+2)	18 (+5)	17 (+4)

Savings Throws Str +16, Dex +16, Con +15, Wis +12

Skills Acrobatics +16, Athletics +16, Perception +11, Stealth +16

Damage Resistances cold; bludgeoning, piercing, and slashing that is non-magical.

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 240 ft., passive Perception 21

Languages --

Challenge 21 (33,000 XP)

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

Limited Magic Resistance. The tayellah has advantage on saving throws against spells magical effects of 6th level or lower.

Magic Weapons. The tayellah's weapon attacks are considered magical for overcoming resistances and immunities.

Multiple Heads. The tayellah has advantage on saving throws against being blinded, deafened, stunned, or knocked unconscious.

Pounce. If the tayellah moves at least 20 feet straight towards a creature and then hits with a claw attack on the same turn, the target must succeed on DC 24 Strength saving throw or be knocked prone. If the target is prone, the tayellah can make a bite attack against it as a bonus action.

Rake. If the tayellah has a target grappled it can use a bonus action to make two claw attacks against it with advantage.

Sudden Charge. The tayellah can use a bonus action to take the Dash action. If it hits with a claw attack on the same turn, the target takes an extra 14 (4d6) slashing damage.

ACTIONS

Multiattack. The tayellah makes two claw and one tail attack.

Bite. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target.
Hit: 27 (4d8 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target.
Hit: 23 (4d6 + 9) slashing damage and the target must make a DC 24 Strength saving throw or be grappled.

Tail. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 28 (4d4 + 9) piercing damage plus 9 (2d8) poison damage and the target must make a DC 20 Constitution saving throw or be poisoned.

LEGENDARY ACTIONS

The tayellah can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the tayellah has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. The tayellah regains spent legendary actions at the start of her turn.

Attack. The tayellah makes a bite attack.

Move. The tayellah can move up to half its speed.

BRACHYURUS

Huge monstrosity, neutral

Armor Class 21 (natural armor)

Hit Points 378 (28d12+196)

Speed 80 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	16 (+3)	24 (+7)	12 (+1)	18 (+4)	16 (+3)

Savings Throws Str +14, Dex +9, Con +13, Wis +10

Skills Athletics +14, Nature +7, Perception +16

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities frightened, paralyzed

Senses blindsight 240 ft., darkvision 120 ft., passive Perception 26

Languages understands Elven, Druidic, and Sylvan but can't speak, telepathy 60 ft.

Challenge 20 (25,000 XP)

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

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

Pounce. If the brachyurus moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 23 Strength saving throw or be knocked prone. If the target is prone, the brachyurus can make one bite attack against it as a bonus action.

Relentless Pursuer. The brachyurus ignores difficult terrain in a forest, tundra, or mountain environments made of dense plant growth, stone, rock, ice, snow, or similar conditions.

Frightening Speed. When the brachyurus takes the Dash action it can move at 3 times its speed.

Savage Attacker. A brachyurus can use a reaction to make a bite attack on a prone target within its reach and it deals an additional 45 (10d8) damage when it hits a prone targets with a melee weapon attack.

Limited Magic Resistance. If the brachyurus fails a saving throw against a spell or magical effect, it can use a reaction to re-roll the saving throw.

Magic Weapons. The brachyurus's weapon attacks are treated as magical for overcoming resistances.

Unstoppable. If the brachyurus's is subject to a magical effect that would inflict the paralyzed, petrified, restrained, or stunned condition; it instead loses its ability to use reactions and its speed is reduced by half for the duration of the spell or effect.

ACTIONS

Multiattack. The brachyurus makes two bite attacks.

Bite. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 31 (5d8 + 9) piercing damage and if the brachyurus wishes, and target is medium or smaller it must make a DC 23 Strength saving throw or be grappled. A grappled target is also restrained.

Claw. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 26 (5d6 + 9) slashing damage.

Frightful Howl. The brachyurus emits a terrifying howl. Each creature of the brachyurus' choice that is within 90 feet of the brachyurus and that can hear it must succeed on a DC 17 Wisdom saving throw or become Frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the brachyurus' Frightful Howl for the next 24 hours.

Bonus Action

Thrashing Jaws. The brachyurus can makes a bite attack against a creature it has grappled and shakes it violently, causing an additional 45 (10d8) piercing damage.

RUIN SWARM

Gargantuan swarm of tiny beasts, unaligned

Armor Class 13

Hit Points 500 (200d4)

Speed 10 ft., climb 10 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Savings Throws Dex +9, Con +6

Damage Resistances bludgeoning piercing, and slashing

Condition Immunities charmed, frightened, grappled, prone

Senses blindsight 20 ft., darkvision 60 ft., passive Perception 8

Languages --

Challenge 20 (25,000 XP)

Colossal. The swarm occupies an area 100-feet in diameter.

Swarm. The swarm can occupy another creature's space and vice versa, the swarm can move through a Small space without squeezing. If the swarm is reduced to 375 hit points or less, it loses one use of its legendary actions and its space is reduced to a 75-foot diameter. If the swarm is reduced to 250 hit points or less, it loses an additional use of its legendary actions and its size is reduced to a 50-foot diameter. If the swarm is reduced to 125 hit points or less, it loses the ability to use legendary actions and its size is reduced to a 25-foot diameter.

Swarm Tactics. The swarm has advantage on attack rolls against a creatures occupying its space. In addition, creatures in the swarm's space are blinded and must make a DC 15 Wisdom saving throw at the start of each of their turns or be deafened while in the swarm's space.

Swarm Resistance. When a spell or effect would impose the paralyzed, petrified, restrained, or stunned condition, the swarm loses one legendary action for the duration of the spell or effect instead. This loss is cumulative.

ACTIONS

Multiattack. The swarm makes five bite attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 13 (4d4 + 3) piercing damage.

Sting. *Melee Weapon Attack:* +9 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 8 (2d4 + 3) piercing damage and the target must make a DC 15 Constitution saving throw or be poisoned.

LEGENDARY ACTIONS

The swarm can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the swarm has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. The swarm regains spent legendary actions at the start of its turn.

Multiattack. The swarm makes 5 bite or sting attacks.

Move. The swarm can move up to half its speed.

PRISMASAURUS

Huge monstrosity, unaligned

Armor Class 20 (natural armor)

Hit Points 412 (33d12+198)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	22 (+6)	4 (-3)	15 (+2)	10 (+0)

Savings Throws Str +14, Con +13, Wis +10

Skills Athletics +14, Nature +7, Perception +16

Damage Resistances bludgeoning, piercing, and slashing that is +2 magical or less

Damage Immunities poison

Condition Immunities blinded, charmed, petrified, poisoned

Senses blindsight 240 ft., darkvision 120 ft., passive Perception 26

Languages understands Elven, Druidic, and Sylvan but can't speak, telepathy 60 ft.

Challenge 19 (22,000 XP)

Crushing Jaws. A prisma-saurus can use a bonus action to make a bite, with advantage, on a target it has grappled.

Keen Senses. The prisma-saurus has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Primitive Mind. The prisma-saurus is immune to any effect that would sense its emotions or read its thoughts. Wisdom (Insight) checks made to ascertain the orb's intentions automatically fail

Prismatic Blur. The reflected and refracted light that surrounds the prisma-saurus makes it difficult to target it. All melee and ranged attacks that target the prisma-saurus suffer disadvantage.

Prismatic Emanations. If a creature starts its turn within 60 ft. of the prisma-saurus and it can see the prisma-saurus, the creature must make a DC 20 Dexterity saving throw. On a failed save, the creature is blinded for 1 minute.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the prisma-saurus until the start of its next turn, when it can avert its eyes again. If it looks at the prisma-saurus in the meantime, it must immediately make the save.

Magic Weapons. The prisma-saurus's weapon attacks are treated as magical for overcoming resistances.

Unstoppable. If the prisma-saurus's is subject to a magical effect that would inflict the paralyzed, petrified, restrained, or stunned condition; it instead loses its ability to use bonus and its speed is reduced by half for the duration of the spell or effect.

ACTIONS

Multiattack. The prisma-saurus can use its prismatic spray. It then makes two attacks: any combination of bite and tail attacks, but it cannot target the same creature with a bite and tail attack.

Bite. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) piercing damage and the target must make a DC 20 Strength saving throw or be grappled.

Tail. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 26 (6d6 + 6) bludgeoning damage and the target must make a DC 20 Strength saving throw or be knocked prone.

Prismatic Spray. The prisma-saurus radiates multicolored light in a 30-foot radius. Each creature in the area, other than another prisma-saurus, must make a DC 20 Dexterity saving throw or suffer the effects of the spell Prismatic Spray.

PLANTS



RILLIFANE RALLATHIL

Gargantuan plant, neutral

Armor Class 28 (natural armor)

Hit Points 1,178 (38d20 + 418)

Speed 100 ft.

STR	DEX	CON	INT	WIS	CHA
35 (+15)	6 (+1)	32 (+14)	24 (+10)	28 (+12)	20 (+8)

Savings Throws Dex +10, Con +23, Wis +21, Cha +17

Skills Arcana +19, Nature +19, Perception +21, Survival +21

Damage Resistances cold, ; bludgeoning, piercing, and slashing from +2 or lesser magical weapons

Damage Immunities psychic; refer to Arch-Fey traits

Condition Immunities defended, petrified; refer to Arch-Fey traits

Senses truesight 960 ft., passive Perception 27

Languages Common, Druidic, Elvish, Sylvan, telepathy 5,000 ft. with other plants

Challenge 31 (175,000 XP)

Colossal. Rillifane's space is 120 ft. by 120 ft., and it stands approximately 250 ft. tall. Any Huge or smaller creature can enter its space. A creature in Rillifane's space has advantage on melee attacks targeting Rillifane. A Large or smaller creature must be within the Rillifane's space to be considered adjacent for melee attacks and Rillifane suffers a -2 penalty to hit Huge or smaller creatures (included in its attacks).

When Rillifane makes a melee attack, each creature within 10 feet of a Medium or 5 feet of a Large primary target becomes a secondary target and is also hit by the attack if Rillifane's attack roll would also hit the secondary target. However, the secondary target may spend a reaction, to increase its AC by 5. If the attack becomes a miss, the secondary target moves to an unoccupied space adjacent to the attack's area.

Evergreen. If Rillifane is reduced to 0 hit points it can use a reaction to animate and possess a gargantuan or larger tree within 120 feet of it. Rillifane will have the stats of an Elder Treant for 5d20 days until it regains its full power.

If no suitable tree is available in range, Rillifane drops a pinecone containing his eternal essence. The pinecone can grow into a gargantuan tree in 400 + 5d20 years, at which point it will animate as an Elder Treant with Rillifane thoughts and memories and it progress to his full power as noted above.

False Appearance. While Rillifane remains motionless, it is indistinguishable from an enormous tree.

Forest Lord. Rillifane's attacks and effects ignore the resistances and immunities of creatures CR 15 and below and the immunities of creatures CR 25 and below are treated as resistances and their resistances are ignored. Condition immunities provide advantage in lieu of immunity.

Innate Spellcasting. Refer to Arch Fey entry. In addition, Rillifane's spell casting ability is Charisma (spell save DC 25, +17 to hit with attack spells). Rillifane can innately cast the following spells, requiring no material components:

At-Will: *animal friendship, animal messenger, beast sense, druidcraft, entangle, plant growth, speak with plants, speak with animals, thorn whip (17th level, 600 ft. range)*

3/day each: *grasping vine, hail of thorns (6d10), mass cure wounds*

1/day each: *awaken, control weather, commune with nature, imprisonment (vines instead of chains)*

Limited Magic Immunity. Unless Rillifane wishes to be affected, it is immune to spells of 6th level or lower, and it has advantage on all other spells and magical effects.

Magic Weapons. Rillifane's weapon attacks are treated as +4 magical weapons.

Rooted. Rillifane has advantage on any saves or checks made to prevent being knocked prone. In addition, Rillifane cannot move while taking actions.

Seige Monster. Rillifane deals double damage to objects and structures.

Trample. When Rillifane moves it can enter creatures' space (see colossal). The first time it enters a creature's space Rillifane can make a *slam* attack against that creature. Rillifane can make a maximum of one attack per 50 feet of movement.

Unstoppable. If Rillifane is subject to an effect that would inflict the paralyzed, restrained, or stunned condition; it instead loses its next use (one action) of its legendary actions and its speed is reduced by half for the duration of the spell or effect. The loss of legendary actions is cumulative.

ACTIONS

Multiattack. Rillifane makes two attacks: any combination of slam, grab, and fling attacks.

Slam. *Melee Weapon Attack:* +22 to hit, reach 90 ft., one target.

Hit: 91 (21d6 + 18) bludgeoning damage.

Grab. *Melee Weapon Attack:* +22 to hit, reach 90 ft., one target.

Hit: 70 (21d4 + 18) bludgeoning damage and if the target is Huge or smaller it is grappled. A grappled creature is also restrained.

Fling. One object or creature held or grappled by Rillifane is thrown up to 350 ft in a direction of its choosing. The target must make a DC 25 Dexterity saving throw or take 3 (1d6) bludgeoning damage for every 10 feet it was thrown and knocked prone on a failure, or half as much damage on a success. If the target is thrown at another creature, that creature must succeed on a DC 25 Dexterity saving throw or take the same damage and be knocked prone.

Spike Growth. Rillifane selects a point it can see within 400 feet of it. The ground in a 20-foot radius centered on that point explodes with hardened wood spikes. Creature in the area must make a DC 25 Dexterity saving throw, taking 55 (10d10) piercing damage on failed save, or half as much damage on a successful one.

The area becomes difficult terrain and creatures that move into or within the area must make a DC 18 Dexterity saving throw or take 7 (2d6) piercing damage for every 5 feet of travel.

Animate forest (1/day). Rillifane magically animates all trees of Huge size or larger within 500 feet of it. These trees become treants (MM pg. 289). The treants are allies of Rillifane and act on their own initiative.

LEGENDARY ACTIONS

Rillifane can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Rillifane has unspent legendary actions at the end of the round, it may spend and immediately use her remaining legendary actions. Rillifane regains spent legendary actions at the start of her turn.

Attack. Rillifane makes a slam, grab, or fling attack.

Regenerate. Rillifane regenerates 30 hit points

Move (Costs 2 Actions). Rillifane can move up to half its speed.

Spellcasting (Costs 2 Actions). Rillifane casts a spell.

Spike Growth (Costs 2 Actions). Rillifane makes a spike growth attack.

ANCIENT TREANT

Gargantuan plant, neutral

Armor Class 20 (natural armor)

Hit Points 455 (26d20+182)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+11)	7 (+0)	24 (+8)	16 (+4)	22 (+7)	16 (+4)

Savings Throws Str +18, Con +15, Wis +14

Skills History +11, Medicine +14, Nature +18, Survival +14

Damage Resistances bludgeoning, cold, piercing, poison, psychic; slashing damage that is non-magical

Condition Immunities deafened, petrified

Senses darkvision 240 ft., tremorsense 60 ft., passive Perception 17

Languages Common, Celestial, Druidic, Elvish, Sylvan

Challenge 23 (50,000 XP)

Colossal. The ancient treant's space is 30-feet by 30-feet and it stands approximately 60 ft. tall. Any Large or smaller creature can enter its space. A creature in the ancient treant's space has advantage on melee attacks targeting the ancient treant.

False Appearance. While the ancient treant remains motionless, it is indistinguishable from a normal tree.

Innate Spellcasting. The ancient treant's spell casting ability is Wisdom (spell save DC 22, +14 to hit with attack spells). The ancient treant can innately cast the following spells, requiring no material components:

At-Will: *druidcraft*, *plant growth*, *speak with plants*, *spike growth*, *thorn whip* (17th level)

3/day each: *hail of thorns* (6d10), *mass cure wounds*, *wall of thorns*
1/day each: *control weather*, *imprisonment* (vines instead of chains)

Limited Magic Resistance. The ancient treant is immune to cantrips and has advantage on saving throws against spells and magical effects of 6th level or lower. Additionally, unless it wishes, it is immune to magic that affects plants.

Magic Weapons. The ancient treant's weapon attacks are magical.

Regenerate. The ancient treant gains 10 hit points at the start of its turn if it has at least 1 hit point and it is in a forest. If the ancient treant takes fire damage, this trait doesn't function at the start of its next turn.

Trample. The ancient treant can move up its speed and enter creatures' space (see colossal). The first time it enters a creature's space the ancient treant can make a *slam* attack against that creature.

Seige Monster. The ancient treant deals double damage to objects and structures.

ACTIONS

Multiattack. The ancient treant makes three attacks: any combination of slam or stomp attacks.

Slam. Melee Weapon Attack: +18 to hit, reach 30 ft., one target. *Hit:* 33 (6d6 + 12) bludgeoning damage and if the target is Large or smaller, and the ancient treant wishes to, it must make a DC 27 Strength saving throw or be grappled. A grappled target is also restrained.

Stomp. Melee Weapon Attack: +18 to hit, reach 20 ft., one target. *Hit:* 45 (6d10 + 12) bludgeoning damage and the target must make a DC 27 Strength saving throw or be knocked prone.

Fling. One Large or smaller object held or a creature grappled by the ancient treant is thrown up to 200 feet and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 27 Dexterity saving throw or take the same damage and be knocked prone.

Rock. Ranged Weapon Attack: +18 to hit, range 180/540 ft., one target. *Hit:* 51 (6d12 + 12) bludgeoning damage and each creature adjacent to the primary target must make a DC 21 Dexterity saving throw or take the same damage

Animate Trees (1/day). The ancient treant magically animates 3 (1d6) trees it can see within 120 feet of it. These trees become treants (MM pg. 289) for 24 hours. The treants are allies of the ancient treant and act on their own initiative. If the ancient treant uses this ability on the same tree every day for one year the transformation becomes permanent.

Reactions

Stomp: When a creature enters or starts its turn in the ancient treant's space, or ends its turn adjacent to the ancient treant, the ancient treant can make a stomp attack against that creature.

MU SPORE

Gargantuan plant, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 429 (22d20+198)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	28 (+9)	12 (+1)	20 (+5)	20 (+5)

Savings Throws Str +17, Wis +12, Cha +12

Skills Athletics +17

Damage Resistances acid, lightning

Condition Immunities blinded, deafened, poisoned, paralyzed, stunned, unconscious

Senses blindsight 240 ft. (blind beyond this radius), tremorsense 60 ft., passive Perception 15

Languages Common, Terran

Challenge 21 (33,000 XP)

Colossal. The mu spore's space is 30 feet by 30 feet and it stands approximately 60 feet tall.

Divine Fungus. The mu spore is immune to spell effects that would alter its form and critical hits against it are treated as normal hits.

Limited Magic Resistance. The mu spore is immune to cantrips and has advantage on saving throws against spells and magical effects of 3rd level or lower.

Magic Weapons. The mu spore's attacks are considered magical for overcoming resistances.

Regenerate. The mu spore gains 10 hit points at the start of its turn if it has at least 1 hit point.

Sticky Tendrils. The mu spore's body is covered in sticky tendrils. When it is hit by melee weapon attack, after the mu spore takes the damage, the attacker must make a DC 20 Strength saving throw or be grappled. A creature attacking with a melee weapon may make an additional DC 20 Dexterity saving throw, releasing its weapon and avoiding being grappled on a success. At the start of each of the mu spore's turns a grappled creature or object is moved 20 feet up the mu spore's body toward its mouth. The mu spore can use a bonus action to make a bite or swallow attack against a creature brought to its mouth by its tendrils.

ACTIONS

Multiattack. The mu spore makes two tentacle attacks.

Tentacle. *Melee Weapon Attack:* +17 to hit, reach 50 ft., one target. *Hit:* 31 (6d6 + 11) bludgeoning damage and if the creature is Large or smaller it must make a DC 25 Strength saving throw or be grappled. A grappled target is also restrained.

Bite. *Ranged Weapon Attack:* +17 to hit, range 5 ft., one target. *Hit:* 43 (6d10 + 10) piercing damage.

Spore Cough (Recharge 5-6). The mu spore exhales burrowing spores in a 120-foot cone. Each creature in the area must make a DC 24 Dexterity saving throw, taking 90 (20d8) piercing damage and be poisoned on a failed save, or half as much damage on a successful one.

Polyps (1/Year). The mu spore vomits 1d6 polyps into the air. Use the statistics for a shambling mound with the following changes: add a fly speed of 30 feet, resistance to acid instead of cold and fire, and no lightning immunity or lightning absorption trait.

LEGENDARY ACTIONS

The mu spore can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the mu spore has unspent legendary actions at the end of the round it can use its remaining legendary actions. The mu spore regains spent legendary actions at the start of his turn.

Tentacle. The mu spore makes a tentacle attack.

Swallow (Costs 2 Actions). The mu spore makes a bite attack against a creature it has grappled. On a hit the creature must make a DC 25 Strength saving throw or be swallowed. While swallowed the creature is blinded and restrained, it has total cover against attacks and other effects outside of the mu spore, and it takes 65 (10d12) acid damage at the start of each of the mu spore's turns.

If the mu spore takes 40 damage or more on a single turn from a creature inside it, the mu spore must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 15 feet of the mu spore. If the mu spore dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using an action and 20 feet of movement, exiting prone.

Recharge Spores (Costs 3 Actions). The mu spore recharges its spore cough.

ELDER TREANT

Gargantuan plant, neutral

Armor Class 18 (natural armor)

Hit Points 231 (14d20+84)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (-1)	22 (+6)	14 (+2)	19 (+4)	14 (+2)

Savings Throws Str +13, Con +11, Wis +9

Skills History +7, Medicine +9, Nature +12, Survival +9

Damage Vulnerabilities fire

Damage Resistances bludgeoning, cold, piercing; slashing damage that is non-magical

Condition Immunities deafened, petrified

Senses darkvision 120 ft., tremorsense 30 ft., passive Perception 14

Languages Common, Celestial, Druidic, Elvish, Sylvan

Challenge 16 (15,000 XP)

False Appearance. While the elder treant remains motionless, it is indistinguishable from a normal tree.

Innate Spellcasting. The elder treant's spell casting ability is Wisdom (spell save DC 17, +9 to hit with attack spells). The elder treant can innately cast the following spells, requiring no material components:

At-Will: *druidcraft, speak with plants, thorn whip (17th level)*

3/day each: *plant growth, spike growth*

1/day each: *wall of thorns*

Limited Magic Resistance. The elder treant has advantage on saving throws against spells and magical effects of 3rd level or lower, and, unless it wishes, it is immune to magic that affects plants.

Trample. When the elder treant moves it can enter the space of Medium and smaller creatures. The first time it enters a creature's space the elder treant can make a stomp attack against that creature

Seige Monster. The elder treant deals double damage to objects and structures.

ACTIONS

Multiattack. The elder treant makes two slam and one stomp attack.

Slam. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target.

Hit: 22 (4d6 + 8) bludgeoning damage.

Stomp. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target.

Hit: 30 (4d10 + 8) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +13 to hit, range 120/360 ft., one target. *Hit:* 41 (6d10 + 8) bludgeoning damage.

Animate Trees (1/day). The elder treant magically animates 2 (1d4) trees it can see within 90 feet of it. These trees become treants (MM pg. 289) for 24 hours. The treants are allies of the elder treant and act on their own initiative.

UNDEAD



KYUSS

Huge undead, chaotic evil

Armor Class 25 (w/ cowl of kyuss)
Hit Points 792 (36d12+360)
Speed 60 ft.

S TR	DEX	CON	INT	WIS	CHA
28 (+12)	24 (+10)	30 (+13)	32 (+14)	30 (+13)	26 (+11)

Savings Throws Str + 21, Dex +28, Con +31, Int +23, Wis +31, Cha +20
Skills Arcana +32, History +23, Intimidation +20, Perception +22, Stealth +19
Damage Resistances fire; bludgeoning, piercing, and slashing that is +2 or less magical
Damage Immunities cold, poison, necrotic; bludgeoning, piercing, and slashing that is nonmagical
Condition Immunities charmed, grappled, exhaustion, frightened, paralyzed
Senses truesight 300 ft., passive Perception 32
Languages all, telepathy 300 ft.
Challenge 31 (175,000 XP)

Discorporation. If Kyuss is reduced to 0 hit points he falls into a pile of giant vermin (worms, maggots, etc.) that immediately attempt to escape by slithering through holes or burrowing into the earth and his equipment is banished to a demiplane only Kyuss can access.

If at least one vermin escapes, of approximately 2 million, Kyuss can reform his body, at full strength, in 4 (1d6 +1) days. This time may be drastically shortened depending on the number of vermin that escape, but it is never less than 4 hours

Innate Spellcasting. Kyuss' spell casting ability is Intelligence (spell save DC 31, +23 to hit with attack spells). Kyuss can innately cast the following spells, requiring no material components:

At-will: *animal shapes, animate dead, protection from good and evil*
1/day each: *conjure animals, create undead, harm, insect plague*
1/day each: *abdi-dalzim's horrid wilting, contagion, finger of death*

Legendary Resistance (3/Day). If Kyuss fails a saving throw, he can choose to succeed instead.

Magic Absorption. If Kyuss is targeted by a 6th level spell or lower he is unaffected by the spell and instead regains (5) 1d10 hit points per level of the spell. In addition, Kyuss also has advantage on saving throws against spells and magical effects.

Magic Weapons. Kyuss's weapon attacks are considered +3 magical weapons for overcoming resistances, see also *mace of kyuss*.

Spellcasting. Kyuss is a 30th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 31, +23 to hit with spell attacks). Kyuss typical has the following wizard spells prepared:

Cantrips (at will): *acid splash, chill touch, guidance, mage hand, prestidigitation, vicious mockery*
1st level (at will): *burning hands, command, detect magic, inflict wounds, magic missile, ray of sickness, shield*
2nd level (at will): *blur, darkness, detect thoughts, melf's acid arrow, ray of enfeeblement*
3rd level (at will): *bestow curse, counterspell, dispel magic, fireball*
4th level (4 slots): *blight, banishment, confusion, dominate beast*
5th level (4 slots): *dispel good, flame strike, scrying, wall of stone*
6th level (4 slots): *blade barrier, disintegrate, eyebite, mass suggestion*
7th level (4 slots): *finger of death, force cage, plane shift, teleport*
8th level (3 slot): *earthquake, feeblemind, power word stun*
9th level (2 slot): *imprisonment, meteor swarm*
10th level (1 slot): *Withering Curse*

Swarm Form. Kyuss can move through a space as narrow as 2-feet wide without squeezing.

Withering Touch. A creature that Kyuss hits with a melee attack, touches Kyuss, or hits him with a melee attack within 10 feet of him takes 36 (8d8) necrotic damage (included in attacks) and Kyuss regains an equal amount of hit points.

ACTIONS

Multiattack. Kyuss can use his *Frightful Presence* and then make two *mace* or *slam* attacks.

Mace. *Melee Weapon Attack:* +23 to hit, reach 15 ft., one target.
Hit: 41 (5d8 + 19) bludgeoning or slashing damage, plus 36 (8d8) necrotic damage and the target must make a DC 29 Strength saving throw or be knocked prone or pushed 20 feet, Kyuss' choice.

Slam. *Melee Weapon Attack:* +21 to hit, reach 10 ft., one target.
Hit: 35 (5d6 + 18) bludgeoning damage, plus 36 (8d8) necrotic damage. See also *withering touch*.

Frightful Presence. Each creature of Kyuss' choice within 300 feet of him and aware of him must succeed on a DC 31 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Kyuss' Frightful Presence for the next 24 hours.

Engulf. Kyuss can move up to his speed and enter the space of one Huge or multiple smaller creatures, swallowing them in a mass of vermin. All targets in the area must make a DC 30 Constitution saving throw, taking 110 (20d10) piercing damage plus 36 (8d8) necrotic damage and be grappled (escape DC 29) on a failed save and half as much damage on a successful one. Grappled creatures are also restrained and must escape the grapple and move outside of Kyuss' space or take the same damage at the end of each of their turns.

An engulfed creature that succeeds on escaping the grapple must move outside of Kyuss' space or be grappled again at the end of its turn. Kyuss' space is considered difficult terrain.

Worm Burst. Kyuss selects a point he can see within 500 feet of him, conjuring necrotic worms. Each creature within a 20-foot radius of the point must make a DC 31 Dexterity saving throw, taking 55 (10d10) piercing damage plus 36 (8d8) necrotic damage on a failed save and half as much damage on a successful one and have their movement reduced by half.

Bonus Action

Quick Casting. Kyuss casts an at-will spell.

LEGENDARY ACTIONS

Kyuss can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Kyuss has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. Kyuss regains spent legendary actions at the start of its turn.

Attack. Kyuss makes a *mace* or *slam* attack.

Quick Casting. Kyuss can cast an at-will spell.

Move. Kyuss can move up to half his speed.

Spellcasting (Costs 2 Actions). Kyuss casts a spell.

Teleport (Cost 2 Actions). Kyuss teleport to an unoccupied space he can see within 180 feet of him.

Worm Burst (Costs 3 Actions). Kyuss uses a *worm burst* attack.

Equipment

Cowl of the Wormgod. The ragged brown robe worn by Kyuss instantly adjusts to his size and shape. While wearing this robe Kyuss gains proficiency in all saving throws, expertise if he was already proficient, and a +8 bonus to armor class. In addition, if a creature tries to turn him, as in the cleric feature, while he is wearing the cloak, the creature takes 36 (8d8) necrotic damage and must make a DC 31 Constitution saving throw or be paralyzed for 1 minute.

Mace of Kyuss. Kyuss' mace is a magical +5 epic mace that can cause either bludgeoning or slashing damage. The mace is banished to a demiplane if it is not in Kyuss' possession for more than 1 minute. Kyuss can instantly retrieve the mace from its demiplane (no action). In addition, once per day, Kyuss can use the mace to cast create undead on the corpse of a powerful wizard. The corpse will animate as a *worm that walks*.

DRAGOTHA

Gargantuan undead, lawful evil

Armor Class 20 (natural armor)

Hit Points 672 (24d20 + 192)

Speed 50 ft., climb 40 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+10)	10(+1)	27(+9)	22(+7)	18(+5)	21(+6)

Savings Throws Dex +9, Con +17, Int +15, Wis +13, Cha +14
Skills Arcana +15, History +15, Intimidation +18, Perception +13, Stealth +9

Damage Resistances cold, fire, lightning

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic

Challenge 25 (75,000 XP)

Innate Spellcasting. Dragotha's spell casting ability is Charisma (spell save DC 22, +14 to hit with attack spells). Dragotha can innately cast the following spells, requiring no components:

At will: *bestow curse*, *blight*

3/day each: *circle of death*, *harm*

1/day each: *forcecage*, *feeblemind*

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

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

Magic Weapons. The Dragotha's weapon attacks are considered +2 magical weapons for overcoming resistances.

Marshall Undead. Unless Dragotha is incapacitated, it and undead creatures of its choice within 120 feet of it have advantage on saving throws against features that turn undead.

Spellcasting. Dragotha is a 18th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 23, +15 to hit with spell attacks). Dragotha has the following wizard spells prepared:

Cantrips (at will): *guidance*, *mage hand*, *prestidigitation*, *ray of frost*
1st level (4 slots): *detect magic*, *inflict wounds*, *magic missile*, *shield*, *ray of sickness*, *unseen servant*

2nd level (3 slots): *blindness/deafness*, *detect thoughts*, *mirror image*, *scorching ray*

3rd level (3 slots): *animate dead*, *dispel magic*, *fireball*, *haste*

4th level (3 slots): *confusion*, *dimension door*, *dominate beast*, *ice storm*

5th level (3 slots): *contagion*, *cloudkill*, *dominate person*, *scrying*

6th level (1 slot): *disintegrate*, *create undead*

7th level (1 slot): *finger of death*, *plane shift*

8th level (1 slot): *dominate monster*, *power word stun*

9th level (1 slot): *power word kill*

Withering Touch. A creature that Dragotha hits with a melee attack, or touches Dragotha, or hits it with a melee attack within 5 feet of it takes 9 (2d8) necrotic damage. This damage is included in the attack.

Actions

Multiattack. Dragotha can use its Frightful Presence. It then makes three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target.

Hit: 56 (8d10 + 12) piercing damage plus 31 (7d8) necrotic damage.

Claw. *Melee Weapon Attack:* +1 to hit, reach 10 ft., one target.

Hit: 40 (8d6 + 12) slashing damage plus 9 (2d8) necrotic damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 35 ft., one target.

Hit: 48 (8d8 + 12) bludgeoning damage plus 9 (2d8) necrotic damage.

If the target is a creature, it must succeed on a DC 24 Constitution saving throw or be knocked prone or pushed 20 feet (Dragotha's choice).

Frightful Presence. Each creature of Dragotha's choice within 120 feet of Dragotha and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Dragotha's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5-6). Dragotha uses one of the following breath weapons.

Necrotic Breath. Dragotha exhales necrotic energy in a 120-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 182 (28d12) necrotic damage on a failed save, or half as much damage on a successful one.

Necrotic Bolt. Dragotha exhales a bolt of necrotic energy in a 240-foot line that is 5 feet wide. The first creature in the line must make a DC 24 Dexterity saving throw, taking 273 (26d20) necrotic damage on a failed save, or half as much damage on a successful one.

Reactions

Paralyzing Gaze. When Dragotha is target by a creature using a ranged attack that it can see, Dragotha can gaze into the creature's eyes has a reaction. The creature must make a DC 21 Constitution saving throw or be paralyzed for 2d6 rounds. A creature may make additional saving throws at the end of each of its turns, ending this effect on a success.

Legendary Actions

Dragotha can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Dragotha has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. Dragotha regains spent legendary actions at the start of its turn.

Move. Dragotha can move half its speed.

Decaying Darkness. Dragotha creates a 20-foot radius sphere of darkness centered on a point it can see within 180 feet of it. The sphere spreads around corners, is lightly obscured, and last 1d4 rounds. Each creature that starts its turn in the cloud must succeed on a DC 22 Constitution saving throw or gain vulnerability to necrotic damage. If the creature leaves the darkness, it can make a saving throw at the end of each of its turns, end the effect on a success.

Spellcasting (1/round). Dragotha can use innate spellcasting.

Tail Attack (Cost 2 Actions). Dragotha can make a *tail* attack.

Teleport (Cost 2 Actions, 3/day). Dragotha teleports to an unoccupied space it can see within 180 feet of it.

Wing Attack (Costs 2 Actions). Dragotha beats its wings. Each creature within 30 feet of Dragotha must succeed on a DC 24 Dexterity saving throw or take 40 (8d6 + 12) bludgeoning damage plus 9 (2d8) necrotic damage and be knocked prone. Dragotha can then fly up to half its flying speed.

Recharge (Costs 3 Actions, 1/day). Dragotha recharges a breath weapon.

SHADOW OF THE VOID

Large undead, chaotic evil

Armor Class 24

Hit Points 297 (22d10+176)

Speed fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+4)	26 (+9)	26 (+9)	22 (+7)	24 (+8)	25 (+8)

Savings Throws Dex +16, Con +16, Wis +15, Cha +15

Skills Perception +15, Stealth +23

Damage Resistances acid, lightning, thunder

Damage Immunities cold, necrotic, poison; bludgeoning, piercing, and slashing damage that is nonmagical

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses blindsight 120 ft., darkvision 240 ft., passive Perception 25

Languages Deep Speech, telepathy 120 ft.

Challenge 24 (62,000 XP)

Blightfire. A creature touched by the shadow becomes ignited with blightfire, a cold black flame that feeds on life energy. A creature ignited with blightfire suffers one level of exhaustion at the start of each of its turns. This effect is cumulative. The blightfire can be extinguished by a *greater restoration* spell or similarly powerful magic.

Chill of the Void. All creatures, except undead, within 20 feet of the shadow must make a DC 24 Constitution saving throw at the start of its turn. On a failure the target's speed is reduced by half and it takes 18 (4d8) cold damage. If a target succeeds on a saving throw against this effect, it is immune to this effect for 1 minute.

Innate Spellcasting. The shadow's spell casting ability is Constitution (spell save DC 24, +16 to hit with attack spells). Shadow can innately cast the following spells, requiring no components:

At will: *darkness*, *chill touch* (17th level)

3/day each: *blight*, *cone of cold* (8d8+9 cold damage)

1/day each: *Abi-Daizim's Horrid Wilting*

Shadow Spawn. Any creature reduced to 0 hit points by the shadow rises the next round as a wraith (mm pg 302) under the shadow's control.

Soul Reaver. When a shadow deals necrotic damage with a melee attack it regains hit points in an equal amount to the damage inflicted.

Wrath Form. The shadow can enter another creature's space and move through other creatures and objects as if they were difficult terrain. If a creature touches the shadow or hits it with a melee attack while within 5 feet of the shadow it must make a DC 24 Constitution saving throw, taking 18 (4d8) necrotic and 18 (4d8) cold damage. See also *blightfire*.

Actions

Multiattack. The shadow makes two *dread touch* attacks.

Dread Touch. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 18 (4d8) cold and 18 (4d8) necrotic damage. See also *blightfire*.

Dash. The shadow moves up to twice its speed and passes through enemies spaces. The effects of *wrath form* and *blightfire* only apply the first time the shadow passes through a target's space on this action.

Legendary Actions

The shadow can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the shadow has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. The shadow regains spent legendary actions at the start of his turn.

Attack. The shadow makes a *dread touch* attack.

Move. The shadow moves half its speed.

Innate Spellcasting (Costs 2 Actions). The shadow innately casts a spell.

Teleport (Costs 2 Actions). The shadow magically teleports up to 120 feet.

Void Freeze. The shadow increases the strength of its aura in a flash of searing cold. Each target within 60 feet of the shadow must make a DC 24 Constitution saving throw, taking 54 (12d8) cold damage and be stunned on a failure, or half as much damage and its speed reduced by half until the end of the shadow's next turn on a success. Target's that are immune to *chill of the void* have advantage on their saving throw.

HUNEFER

Large undead, lawful evil

Armor Class 20 (natural armor)

Hit Points 405 (30d10+240)

Speed 40 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+9)	20(+6)	26 (+9)	18(+5)	19(+5)	24(+8)

Savings Throws Con +16, Int +12, Wis +12, Cha +15

Skills History + 12, Intimidation + 15, Religion +12

Damage Vulnerabilities fire

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 15

Languages All, telepathy 120 ft.

Challenge 23 (50,000 XP)

Hunefer Rot. A creature that touches the winterwight or hits it with a melee attack while within 10 feet of it must make a DC 24 Constitution saving throw, taking 24 (7d6) necrotic damage, included in attacks, its movement reduced by half, and it has disadvantage on all attack rolls on a failure, or half as much damage on a success. The target must make an additional saving throw at the end of each of its turns. On the first failed save the target is also paralyzed. On the second failed save the target is also reduced to 0 hit points. On the third failed save the target dies and its body turns to dust. If the target succeeds on saving throw it removes the most recent condition. The target must continue making saving throws until all conditions are removed.

A humanoid creature killed by the rot rises from its own dust the next round as a mummy under the hunefer's command. The mummy acts on the creature's initiative.

Innate Spellcasting. The hunefer's spell casting ability is Charisma (spell save DC 23, +15 to hit with attack spells). The hunefer can innately cast the following spells, requiring no components:

At-will: *chain lightning*, *knock*, *dispel magic*, *scrying*

3/day each: *haste*, *teleport*

1/day each: *(un)holy aura*, *weird*

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

Magic Weapons. The hunefer's weapon attacks are considered magical weapons for overcoming resistances.

Rejuvenation. If the hunefer is reduced to 0 hit points its body crumbles to a pile of dust. Unless a *wish* is cast on the remains within 24 hours, the hunefer raises, at full strength, within 5 feet of its remains.

Actions

Multiattack. The hunefer uses its *dreadful glare* and makes two *slam* attacks.

Slam. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. *Hit:* 28 (4d8 + 10) bludgeoning damage plus 24 (7d6) necrotic damage and the target must make a DC 24 Constitution saving throw or be inflicted with *hunefer rot*.

Despairing Glare. The hunefer targets one creature it can see within 120 feet of it, that can also see it. The target must make a DC 23 Wisdom or Charisma saving throw or become frightened for 1 minute. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target can attempt another saving throw at the end of each of its turns. If a target succeeds on a saving throw, or the effect ends for it, it is immune to the hunefer's despairing glare for the next 4 hours.

Ruin (Recharge 5-6). The hunefer selects one target it can see within 480 feet of it. The target must make a DC 23 Constitution saving throw, taking 140 (40d6) necrotic and force damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The hunefer can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the hunefer has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. The hunefer regains spent legendary actions at the start of its turn.

Attack. The hunefer makes a *slam* or *despairing glare* attack.

Move. The hunefer moves up to half its speed.

Blasphemous Word (Cost 2 Actions). The hunefer utters a word of power. Each creature within 30 feet of the hunefer that can hear the word must succeed on a DC 23 Constitution saving throw or take 27 (6d8) psychic damage and be stunned until the end of the hunefer's next turn.

Energy Drain (Cost 2 Actions). Each creature within 60 feet of the hunefer must succeed on a DC 23 Constitution saving throw or take 10 (3d6) necrotic damage and the hunefer regains hit points equal to the total necrotic damage taking by all targets.

Spell Casting (Cost 2 Actions). The hunefer innately cast a spell.

Recharged Ruin (3 actions, 1/day). Hunefer recharges *ruin* and uses it.

DODKONG

Huge undead (giant), neutral evil

Armor Class 21 (see equipment)

Hit Points 350 (28d12 + 168)

Speed 40 ft., burrow 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+7)	13 (+2)	22 (+7)	20 (+6)	14 (+3)	18 (+5)

Savings Throws Dex +9, Con +14, Int +13, Wis +10

Skills Athletics +13, Arcana +20, History +13, Insight +10, Perception +10

Damage Resistances cold, lightning, necrotic

Damage Immunities poison; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses truesight 120 ft., passive Perception 20

Languages Common, Giant, Goblin, Dwarvish, Orc, Terran

Challenge 22 (41,000 XP)

Stone Glide. The Dodkong can burrow through nonmagical, earth and stone. While doing so, the giant doesn't disturb the material it moves through and gains tremorsense of 60 feet.

Magic Resistance. While wearing the black robe of the archmagi the Dodkong has advantage on saving throws against spells and magical effects.

Magic Weapons. The Dodkong's weapon attacks are considered magical weapons for overcoming resistances and immunities.

Rejuvenation. The Dodkong has a phylactery. When he is reduced to 0 hit points his body turns to fine stone dust. However, he gains a new body in 1d10 days, regain all his lost hit points and becoming active again. The new body appears within 15 feet of the phylactery.

Spellcasting. The Dodkong is a 14th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 24, +16 to hit with spell attacks). The Dodkong typical has the following wizard spells prepared:

Cantrips (at will): *mage hand, message, prestidigitation, ray of frost, shocking grasp*

1st level (4 slots): *detect magic, magic missile, shield, thunderwave*

2nd level (3 slots): *detect thoughts, melf's acid arrow, mirror image*

3rd level (3 slots): *animate dead, counterspell, dispel magic, fireball*

4th level (3 slots): *blight, dimension door, vampiric touch*

5th level (2 slots): *cloudkill, scrying*

6th level (1 slot): *disintegrate, globe of invulnerability*

7th level (1 slot): *finger of death*

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

Turn Resistance. The Dodkong has advantage on saving throws against any effect that turns undead.

Unstoppable. If the Dodkong is subject to an effect that would incapacitate it, or inflict the restrained or stunned condition; it can only use one legendary and its speed is reduced by half for the duration of the spell or effect instead.

ACTIONS

Multiattack. The Dodkong takes two actions: any combination of casting cantrips, crystalline staff, paralyzing touch, or petrifying touch attacks.

Crystalline Staff. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 22 (3d8 + 9) bludgeoning damage plus 14 (4d6) thunder damage.

Paralyzing Touch. *Melee Spell Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 35 (10d6) cold damage. The target must succeed on a DC 24 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Petrifying Touch. *Melee Spell Attack:* +14 to hit, reach 10 ft., one target. *Hit:* The creature begins to turn to stone and is restrained. At the end of the creature's next turn it must make a DC 24 Constitution saving throw. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

Fling. The Dodkong tries to throw a Small or Medium creature within 10 feet of it. The target must succeed on a DC 22 Dexterity saving throw or be hurled up to 60 feet horizontally in a direction of the Dodkong's choice and land prone, taking 1d8 bludgeoning damage for every 10 feet it was thrown.

Rock. *Ranged Weapon Attack:* +14 to hit, range 240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 22 Strength saving throw or be knocked prone.

Rolling Rock. The Dodkong sends a rock tumbling along the ground in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 23 (3d10 + 7) bludgeoning damage and falling prone on a failed save

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

LEGENDARY ACTIONS

The Dodkong can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the Dodkong has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. The Dodkong regains spent legendary actions at the start of its turn.

Attack. The Dodkong makes crystalline staff, paralyzing touch or petrifying touch attack.

Cantrip. The Dodkong cast a cantrin.

Move. The Dodkong can move up to 15 feet.

Spellcasting (Costs 2 Actions). The Dodkong casts a spell or uses the Crown of Obadai.

Frightening Gaze (Costs 2 Actions). The Dodkong fixes its gaze on one creature it can see within 60 feet of it. The target must succeed on a DC 24 Wisdom saving throw, taking 35 (6d10) psychic damage and become frightened for 1 minute on a failure, or half as much damage on a success. The frightened target can repeat the saving throw at the end of each of its turns, 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 Dodkong's gaze for the next 24 hours.

Disrupt Life (Costs 3 Actions). Each living creature of the Dodkong's choice, and within 60 feet of him, must make a DC 24 Constitution saving throw, taking 67 (15d8) necrotic damage on a failed save, or half as much damage on a success. Any undead in the area instead gain hit points equal to half the amount of necrotic damage.

Equipment

Crystalline Staff.

Staff, legendary (requires attunement by a magic using stone giant)

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it and a +3 bonus to your spell save DC and attack rolls. Additionally, when you hit with a melee attack using this staff, you deal an additional 4d6 thunder damage.

Crown of Obadai.

Wonderous Item, artifact (requires attunement by a stone giant)

While wearing this crown you have advantage on saving throws against spells and magical effects, you are immune to magic that allows other creatures to read your thoughts, determine whether you are lying, know your alignment, and you can use an action to command obedience from each creature of your choice that you can see within 120 feet of you. Each target must succeed on a DC 15 Wisdom saving throw or be Charmed by you for 8 hours. Stone giants have disadvantage on their saving throws. While charmed in this way, the creature regards you as its trusted leader. If harmed by you or your companions, or commanded to do something contrary to its nature, a target ceases to be charmed in this way. The crown can't be used again in this manner until 8 hours has passed.

The crown has 30 charges for the following properties. The crown regains 2d10 + 10 expended charges daily at dawn.

Dominate. When can use an action to take control of one creature Charmed by the crowns power. The creature must make a DC 20 Wisdom saving throw or be dominated as in the spell Dominate Monster.

Spells. While wearing this crown, you can use a bonus action to cast on of the following spells: *magic stone, mold earth*, Alternatively, you can use an action to spend a charge or charges to cast one of the following spells: *bones of earth* (6 charges), *charm monster* (4 charges), *conjure elemental* (5 charges), *dominate beast* (4 charges), *dominate monster* (8 charges), *earth tremor* (1 charge), *earthbind* (2 charges), *earthquake* (8 charges), *erupting earth* (3 charges), *flesh to stone* (6 charges), *investiture of stone* (6 charges), *maximilian's earthen grasp* (2 charges), *move earth tremor* (6 charges), *stoneskin* (4 charges), *stone shape* (4 charges), *transmute rock* (5 charges), *wall of stone* (5 charges)

DRACOLICH (ANCIENT RED DRACOLICH)

Gargantuan undead, chaotic evil

Armor Class 20 (natural armor)

Hit Points 444(24d20+192)

Speed 40 ft., climb 30 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+9)	10(+1)	26(+9)	18(+5)	15(+3)	20(+6)

Savings Throws Dex +8, Con +16, Int +12, Wis +10, Cha +13

Skills History +12, Intimidation +18, Perception +17, Stealth +8

Damage Resistances cold, necrotic

Damage Immunities fire, poison; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic

Challenge 22 (41,000 XP)

Innate Spellcasting. The dracolich's spell casting ability is Charisma (spell save DC 21, +13 to hit with attack spells). The dracolich can innately cast the following spells, requiring no components:

At will: *fire ball, blight*

3/day each: *circle of death, delayed blast fire ball, fire storm*

1/day each: *finger of death, incendiary cloud*

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

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

Magic Weapons. The dracolich's weapon attacks are considered +1 magical weapons for overcoming resistances.

Actions

Multiattack. The dracolich can use its Frightful Presence. It then makes three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target.
Hit: 54 (8d10 + 10) piercing damage plus 21 (6d6) necrotic damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target.
Hit: 38 (8d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 35 ft., one target.
Hit: 46 (8d8 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 24 Constitution saving throw or be knocked prone or pushed 20 feet (dracolich's choice).

Frightful Presence. Each creature of the dracolich's choice within 120 feet of the dracolich and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dracolich's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5-6). The dracolich uses one of the following breath weapons.

Fire Breath. The dracolich exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 156 (24d12) fire damage on a failed save, or half as much damage on a successful one.

Necrotic Breath. The dracolich exhales a bolt of necrotic energy in a 120-foot line that is 5 feet wide. The first creature in the line must make a DC 24 Dexterity saving throw, taking 231 (22d20) necrotic damage on a failed save, or half as much damage on a successful one.

Reactions

Snatch. When a large or smaller creature moves within the dracolich's reach it can use its reaction to make a claw attack. On a hit the creature is also grappled (escape DC 19). If a grappled creature fails to escape or does not try to escape the dracolich can use a bonus action to make a bite attack, with advantage, against the grappled creature.

Legendary Actions

The dracolich can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If the dracolich has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. The dracolich regains spent legendary actions at the start of its turn.

Detect. The dracolich can make a Wisdom (Perception) check.

Move. The dracolich can move half its speed.

Decaying Darkness. The dracolich creates a 20-foot radius sphere of darkness centered on a point it can see within 180 feet of it. The sphere spreads around corners, is lightly obscured, and lasts 1d4 rounds. Each creature that starts its turn in the cloud must succeed on a DC 21 Constitution saving throw or gain vulnerability to necrotic damage. If the creature leaves the darkness, it can make a saving throw at the end of each of its turns, ending the effect on a success.

Tail Attack (Cost 2 Actions). The dracolich can make a *tail* attack.

Wing Attack (Costs 2 Actions). The dracolich beats its wings. Each creature within 30 feet of the dracolich must succeed on a DC 24 Dexterity saving throw or take 38 (8d6 + 10) bludgeoning damage and be knocked prone. The dracolich can then fly up to half its flying speed.

Recharge (Costs 3 Actions, 1/day). The dracolich recharges a breath weapon.

WORM THAT WALKS

Medium undead, any evil

Armor Class 17 (see equipment; 20 with *mage armor*)

Hit Points 187 (22d8+88)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+2)	16(+4)	18(+5)	20(+6)	12(+2)	12(+2)

Savings Throws Dex +11, Con +12, Int +13, Wis +9

Skills Arcana +20, History +13, Perception +9, Stealth +11

Damage Resistances cold, poison

Damage Immunities necrotic; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities charmed, grappled, exhaustion, frightened, paralyzed

Senses truesight 120 ft., passive Perception 19

Languages Common plus up to five other languages

Challenge 22 (41,000 XP)

Horrorific Attack. When the worm that walks *engulfs* a creature, each of the creature's allies within 60 feet of the creature, and can see the attack, must make a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The creature makes the saving throw with disadvantage if the engulfed creature is reduced to 0 hit points by the attack.

Innate Spellcasting. The worm that walks' spell casting ability is Intelligence (spell save DC 21, +13 to hit with attack spells). Its innate casting abilities are always appear as or effect vermin: worms, maggots, insects, and similar beasts. The worm that walks can innately cast the following spells, requiring no components:

1/day each: *animal shapes*, *conjure animals*, *insect plague*, *enlarge/reduce* (+1d8 damage)

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

Magic Absorption. If a worm that walks is hit by or succeeds on a saving throw from a 4th level spell or lower it is unaffected by the spell and instead regains (4) 1d8 hit points per level of the spell.

Magic Resistance. The worm that walks has advantage on saving throws against spells and magical effects.

Magic Weapons. The worm that walks's weapon attacks are considered +2 magical weapons for overcoming resistances.

Spellcasting. The worm that walks is a 20th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 21, +13 to hit with spell attacks). Worm that walks typical has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *chill touch*, *mage hand*, *prestidigitation*, *vicious mockery*

1st level (4 slots): *burning hands*, *detect magic*, *inflict wounds*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *blur*, *darkness*, *detect thoughts*, *melf's acid arrow*

3rd level (3 slots): *counterspell*, *dispel magic*, *fireball*, *haste*

4th level (3 slots): *blight*, *banishment*, *fire shield*, *evard's black tentacles*

5th level (3 slots): *cloudkill*, *dispel good and evil*, *geas*, *scrying*

6th level (2 slots): *disintegrate*, *mass suggestion*

7th level (2 slots): *finger of death*, *delayed blast fireball*

8th level (1 slot): *abdi-dalzim's horrid wilting*, *power word stun*

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

Swarm Form. The worm that walks can move through a space as narrow as 4 inches wide without squeezing.

Withering Touch. A creature that the worm that walks hits with a melee attack, or touches the worm that walks, or hits it with a melee attack within 5 feet of it takes 18 (4d8) necrotic damage and the worm that walks regains an equal amount of hit points. This damage is included in the attack.

Equipment. A worm that walks typically has several magic items in its possession. The sample here has the following magic items (included in its AC and attacks): *bracers of defense*, *ring of protection*, and a *staff of the giver*.

Actions

Multiattack. The worm that walks makes two *staff* attacks.

Staff. Melee Weapon Attack: +12 to hit, reach 5 ft., one target.

Hit: 10 (1d8 + 6) bludgeoning damage plus 18 (4d8) necrotic damage.

Engulf (Recharge 5-6). The worm that walks can move up to its speed and enter the space of a medium or smaller creature, swallowing it in a mass of vermin. The target must make a DC 21 Constitution saving throw, taking 110 (10d10) piercing damage plus 18 (4d8) necrotic damage on a failed save and half as much damage on a successful one.

An engulfed creature can take full turn shaking off the vermin and then move up to half its speed, but nothing else. If not, the worm that walks can use a reaction to repeat the attack at the start of each of the creatures turns. If the worm that walks his hit by an attack while it has a creature engulfed, the engulfed creature takes half damage from the attack.

Bonus Action

Discorporate (1/day). The worm that walks falls into a pile of vermin (worms, maggots, etc.) that immediately attempt to escape by slithering through holes or burrowing into the earth. Any items or equipment worn or carried by the work that walks fall to ground in the area previously occupied by the worm that walks.

If at least one vermin escapes, of approximately 2 million, the worm that walks can reform its body, at full strength, in 4 (1d6 +1) weeks. This time may be drastically shortened depending on the number of vermin that escape, but it is never less than 24 hours.

Quick Casting. The worm that walks can cast a cantrip (17th level)

Legendary Actions

Worm that walks can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Worm that walks has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. Worm that walks regains spent legendary actions at the start of its turn.

Cantrip. The worm that walks cast a cantrip (17th level).

Move. Worm that walks can move half its speed.

Discorporate. The worm that walks *discorporates*.

Staff (Costs 2 actions). The worm that walks makes a *staff* attack.

Teleport (Cost 2 Actions). Worm that walks teleport to an unoccupied space it can see within 60 feet of it.

Spellcasting (Costs 3 Actions). The worm that walks cast a spell.

ACERERAK

Tiny undead, any evil alignment

Armor Class 20 (natural armor)

Hit Points 100 (20d4 + 20)

Speed fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (+0)	20 (+5)	12 (+1)	20(+5)	17 (+3)	20 (+5)

Savings Throws Con +7, Dex +11, Int +11, Wis +9, Cha +11

Skills Arcana +11, History +11, Perception +9

Damage Resistances cold; bludgeoning, piercing and slashing from +3 magic attacks or less

Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone, stunned

Senses truesight 120 ft., passive Perception 19

Languages Common, Abyssal, Draconic, Infernal, Terran, Telepathy 120 ft.

Challenge 21 (33,000 XP)

Avoidance. If Acererak is subject to an affect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only have damage if it fails.

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

Turn Immunity. Acererak is immune to effects that turn undead.

Actions

Howl (Recharge 5-6). Acererak emits a blood curdling howl. Each creature within 60 feet of Acererak that can hear the howl must make a DC 19 Constitution saving throw or drop to 0 hit points. On a successful save, the creature is frightened until the end of its next turn.

Life Drain. Acererak targets up to three creatures it can see within 120 feet of it. Each target must succeed on a DC 19 Constitution saving throw or take 21 (6d6) necrotic damage. Acererak regains hit points equal to the total damage dealt to all targets.

Trap Soul. Acererak targets one creature that it can see within 60 feet of it. The target must make a DC 19 Charisma saving throw. On a failed save, the target's soul is magically trapped inside one of Acererak's empty soul gems. While the soul is trapped, the target's body and all equipment it is carrying cease to exist. On a successful save, the target takes 24 (7d6) necrotic damage, and if this damage reduces the target to 0 hit points, its soul is trapped as if it had failed the saving throw. A soul trapped in a gem for 24 hours is devoured and ceases to exist.

If Acererak drops to 0 hit points, it is destroyed and turns to powder, leaving behind its gems. Crushing a gem (AC 12, 20 HP) releases any trapped souls within, at which point their bodies reform in an unoccupied space nearest the gem and in the same state as when it was trapped. Acererak has 8 soul gems and typically has 3 (1d6) full at any given time.

Bonus Action

Teleport (Recharge 4-6). Acererak can use its bonus action to teleport to an unoccupied space it can see within 120 feet of it.

Reaction

Consume Soul (1/day). When Acererak is reduced to 0 hit points he consumes a soul trapped in one of his gems and regains 100 hit points. Acererak must have at least one soul trapped in a soul gem to use this action, using this action expends that soul, and the gem is empty after its use.

Legendary Actions

Acererak can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Lich has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. Lich regains spent legendary actions at the start of its turn.

Flight. Acererak flies up to half its flying speed.

Cloud of Dust. Acererak magically swirls its dusty remains. Each creature within 10 feet of the Acererack, including around corners, must succeed on a DC 19 Constitution saving throw or be blinded until the end of Acererak's next turn.

Energy Drain (Costs 2 Actions). Each creature within 30 feet of Acererak must make a DC 19 Constitution saving throw. On a failed save, the creature's hit point maximum is magically reduced by 10 (3d6). If a creature's hit point maximum is reduced to 0 by this effect, the creature dies.

Vile Curse (Costs 2 Actions). Acererak targets one creature it can see within 120 feet of it. The target must succeed on a DC 19 Wisdom saving throw, taking 55 (10d10) psychic damage and be magically cursed on a failed save, or half as much damage on a successful one. Until the curse ends, the target has disadvantage on attack rolls and saving throws. The target can repeat the saving throw at the end of each of its turns, ending the curse on a success.

Prismatic Burst (Costs 3 Actions). Acererak creates a prismatic sphere of destruction centered on a point Acererak can see within 120 feet of it. Each creature in a 20-foot radius sphere centered on the point must make a DC 19 Dexterity saving throw, taking 10 (3d6) cold damage, 10 (3d6) fire damage, 10 (3d6) lightning damage, and 10 (3d6) thunder damage on a failed save or half as much damage on a successful one. Acererak must have at least one soul trapped in a soul gem to use this action, using this action expends that soul, and the gem is empty after its use.

LICH

Medium undead, any evil alignment

Armor Class 21 (see equipment, 26 with *shield*)

Hit Points 150 (20d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16(+3)	16(+3)	20(+5)	14(+2)	16(+3)

Savings Throws Str +2, Dex +12, Con +12, Int +14, Wis +11.

Cha +12

Skills Arcana +19, History +12, Insight +9, Perception +9

Damage Resistances cold, lightning, psychic

Damage Immunities poison, necrotic; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 19

Languages Common plus up to five other languages

Challenge 21 (33,000 XP)

Grim Harvest. Once per turn, when the lich reduces a creature to 0 hit points with a spell, it gains twice the spell's level in hit points or three times the spell's level if it belongs to the School of Necromancy.

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

Magic Resistance. While wearing the black robe of the archmagi the lich has advantage on saving throws against spells and magical effects.

Rejuvenation. If it has a phylactery, a destroyed lich gains a new body in 1d10 days, regain all its lost hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Spellcasting. The lich is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 22, +16 to hit with spell attacks). Lich typical has the following wizard spells prepared (necromancy spells are underline, see *grim harvest*):

Cantrips (at will): chill touch, mage hand, prestidigitation, ray of frost, shocking grasp

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

2nd level (3 slots): detect thoughts, invisibility, melf's acid arrow, mirror image

3rd level (3 slots): animate dead, counterspell, dispel magic, fireball

4th level (3 slots): blight, dimension door, vampiric touch

5th level (3 slots): bigby's hand, cloudkill, scrying

6th level (1 slots): disintegrate, circle of death

7th level (1 slots): finger of death, plane shift

8th level (1 slot): dominate monster, power word stun

9th level (1 slot): power word kill

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

Equipment. A lich typically has several magic items in its possession. The sample here has the following magic items (included in its AC, saving throws, and attacks): *black robes of the archmagi*, *ring of protection*, and a *staff of power* (20 charges: *magic missile* and *ray of enfeeblement* cost 1 charge, *levitate* 2 charges, *cone of cold*, *fireball*, *hold monster*, and *lightning bolt* cost 5 charges and are cast at 5th level, *globe of invulnerability* costs 6 charges).

Actions

Multiattack. The lich makes two attacks, any combination of *paralyzing touch* and *staff of power* attacks.

Paralyzing Touch. *Melee Spell Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 21 (6d6) cold damage. The target must succeed on a DC 22 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Staff of Power. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage plus 3 (1d6) force damage.

Reactions

Spell Mastery. If the lich is hit by an attack or targeted by the magic missile spell it casts the shield spell, taking no damage from the magic missile spell and gaining a +5 bonus to its AC until the start of its next turn.

Legendary Actions

Lich can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Lich has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. Lich regains spent legendary actions at the start of its turn.

Cantrip. The lich cast a cantrip (17th level).

Move. The lich can move half its speed.

Paralyzing Touch (Cost 2 Actions). The lich uses its paralyzing touch.

Staff of Power (Cost 2 Actions). The lich makes two *staff of power* attacks, or spends a charge(s) to cast a spell with it.

Frightening Gaze (Costs 2 Actions). The lich fixes its gaze on one creature it can see within 30 feet of it. The target must succeed on a DC 22 Wisdom saving throw, taking 22 (4d10) psychic damage and become frightened for 1 minute on a failure, or half as much damage on a success. The frightened target can repeat the saving throw at the end of each of its turns, 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 lich's gaze for the next 24 hours.

Disrupt Life (Costs 3 Actions). Each living creature within 40 feet of the lich must make a DC 22 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a success. Any undead in the area instead gain hit points equal to the amount of necrotic damage.

WINTERWIGHT

Medium undead, chaotic evil

Armor Class 21 (natural armor)

Hit Points 252 (24d8+144)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	23(+6)	22 (+6)	12(+1)	18(+4)	22(+6)

Savings Throws Dex +20, Con +12, Wis +11, Cha +13

Skills Perception +11, Stealth +13

Damage Immunities cold, necrotic, poison; bludgeoning, piercing, and slashing that is nonmagical

Damage Vulnerabilities fire

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned

Senses truesight 120 ft., passive Perception 21

Languages Common, Infernal

Challenge 21 (35,000 XP)

Cold Aura. At the start of each of the winterwight's turns, each creature within 10 feet of it takes 22 (4d10) cold damage. A creature that touches the winterwight or hits it with a melee attack while within 10 feet of it takes 22 (4d10) cold damage.

Innate Spellcasting. The winterwights' spell casting ability is Charisma (spell save DC 21, +13 to hit with attack spells). The winterwight can innately cast the following spells, requiring no components:

At-will: *cone of cold*, *wall of ice*

3/day each: *counterspell* (6th level), *dimension door*, *sleet storm*,

1/day each: *control weather*

Limited Spell Immunity. The winterwight is immune to spells of 6th level or lower that cause fire damage.

Magic Weapons. The winterwight's weapon attacks are considered magical weapons for overcoming resistances.

Actions

Multiattack. The winterwight makes four *claw* attacks.

Claw. Melee Weapon Attack: +14 to hit, reach 5 ft., one target.

Hit: 20 (3d8 + 7) slashing damage plus 22 (4d10) cold damage. If the winterwight hits a creature twice with a claw attack, the creature is also grappled (escape DC 22). The winterwight cannot make *claw* attacks against target's it doesn't have grappled if it has one medium or two small or smaller targets grappled. It can make two *claw* attacks against such target if it has only one small or smaller creature grappled.

Slash (Recharge 4-6). The winterwight moves up to twice its speed. The first time a target is within the reach of the winterwight during this movement the winterwight makes a *claw* attack against that target. This movement does not provoke opportunity attacks.

Blightfire (Recharge 5-6). The winterwight selects one target within 180 feet that it can see. The target erupts in night-black flames and must make a DC 21 Constitution saving throw taking 78 (12d12) cold and necrotic damage and one level of exhaustion on a failed save, or half as much damage on a successful one. At the start of each of the target's turns it must repeat the saving throw, taking 18 (4d8) cold and necrotic damage and an additional level of exhaustion on a failed save, or ending the effect on itself on a success.

Bonus Action

Rend. The winterwight makes a *claw* attack, with advantage, against a grappled creature. This attack is a critical hit on a roll of 15-20 and does 44 (6d8 + 14) slashing damage and 22 (4d10) cold damage on a critical hit.

Reactions

Evasion. When the winterwight is subject to an effect that allows a Dexterity saving throw to take only half damage it can spend its reaction to take no damage on a successful save and half damage on a failure.

STRAHD VON ZAROVICH

Medium undead (*shapechanger*), lawful evil

Armor Class 16/21 (natural armor/ Armor of Strahd)

Hit Points 171 (18d8+90)

Speed 30 ft., climb 30 ft.

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

Savings Throws Dex +10, Wis +9, Cha +11

Skills Arcana +15, Intimidation +11, Perception +13, Religion +11, Stealth +15

Damage Resistances necrotic, poison; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities exhaustion

Senses darkvision 120 ft., passive Perception 23

Languages abyssal, Common, Draconic, Elvish, Giant, Infernal

Challenge 17 (18,000 XP), 18 (20,000 XP) in his Lair

Shapechanger. If Strahd isn't in running water or sunlight, he can use his action to polymorph into a Tiny bat, a Medium wolf, or a Medium cloud of mist, or back into his true form.

While in bat or wolf form, Strahd can't speak. In bat form, his walking speed is 5 feet, and he has a flying speed of 40 feet. In wolf form, his walking speed is 40 feet. His statistics, other than size and speed, are unchanged. Anything he is wearing transforms with him, but nothing he is carrying does. He reverts to his true form if he dies.

While in mist form, Strahd can't take any actions, speak, or manipulate objects. He is weightless, has a flying speed of 20 feet, can hover, can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and he can't pass through water. He has advantage on Strength, Dexterity, and Constitution saving throws, and he is immune to all nonmagical damage, except the damage he takes from sunlight.

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

Magic Weapons. Strahd's weapon attacks are considered magical for overcoming resistances.

Misty Escape. When Strahd drops to 0 hit points outside his coffin, he transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that he isn't in running water or sunlight. If he can't transform he is destroyed.

While he has 0 hit points in mist form, he can't revert to his vampire form, and he must reach his coffin within 2 hours or be destroyed. Once in his coffin, he reverts to his vampire form and is paralyzed for 1 hour until he regains 1 hit point.

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

Spellcasting. Strahd is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). Strahd has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *prestidigitation*, *ray of frost*
1st level (4 slots): *comprehend languages*, *fog cloud*, *sleep*
2nd level (3 slots): *detect thoughts*, *gust of wind*, *mirror image*
3rd level (3 slots): *animate dead*, *counterspell*, *fireball*
4th level (3 slots): *blight*, *greater invisibility*, *polymorph*
5th level (1 slot): *cloudkill*, *scrying*

Spider Climb. Strahd can climb difficult surfaces, including upside down on ceilings, without having to make an ability check.

Unholy Persistence. Strahd has advantage on rolls against an effect that turns undead.

Vampire Weaknesses. Strahd has the typical weakness of vampires as listed on page 297 of the Monster Manual.

Actions

Multiattack (Vampire Form Only). Strahd makes two attacks, any combination of *longsword* and *unarmed strike*.

Longsword (Vampire Form w/ Armor of Strahd Only). *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 30 (6d6 + 9) slashing damage plus 7 (2d6) lightning damage.

Unarmed Strike (Vampire Form Only). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage plus 14 (4d6) necrotic damage. If the target is a creature, Strahd can grapple it (escape DC 22) instead of dealing the bludgeoning damage. A grappled creature provides partial cover to Strahd.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Strahd, incapacitated, or restrained. *Hit:* 9 (1d6 + 6) piercing damage plus 14 (4d6) necrotic damage and the target has disadvantage against Strahd's charm attack for 1 minute. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Strahd regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under Strahd's control.

Charm. Strahd targets one creature he can see within 60 feet of him. If the target can see Strahd, the target must succeed on a DC 19 Wisdom saving throw against this magic or be charmed. The charmed target regards Strahd as a trusted friend to be heeded and protected, by force if needed. The target isn't under Strahd's control, but it takes Strahd's request and actions in the most favorable way and lets Strahd bite it.

Each time Strahd or his companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise the effect lasts 24 hours or until Strahd is destroyed, on a different plane of existence than the target, or takes a bonus action to end the effect.

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

Bonus Action

Bite. Strahd can use a bonus action to make a bite attack.

Armor of Strahd. Strahd magical summons his armor and greatsword. The armor and sword replace the armor, clothes, and equipment he was wearing.

Legendary Actions

Strahd can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. If Strahd has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. Strahd regains spent legendary actions at the start of its turn.

Attack. Strahd makes a *longsword* or *unarmed strike* attack.

Move. Strahd can move up to his speed without provoking opportunity attacks.

Charm (Cost 2 Actions). Strahd makes a *charm* attack

Shocking Bolt (Cost 2 Actions, requires Armor of Strahd).

Ranged Spell Attack: +11 to hit (with advantage on the attack if the target is wearing armor made of metal), range 60 ft., one target. *Hit:* 14 (4d6) lightning damage.

CREDITS

The following people generously donated their time in helping to create this Compendium of Epic Threats. Contributors, except for StoneStrix, YourZombiecat, Kesitom, and MikennoVaries (Reddit), are identified by their EnWorld (www.emworld.org) handle.

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