

Dimensional Shambler

Medium aberration, chaotic evil

Armor Class 17 (natural armor)

Hit Points 171 (18d8 + 90)

Speed 30 ft.

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

Saving Throws Dex +7, Int +4, Wis +6, Cha +9

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities psychic

Condition Immunities exhaustion, charmed

Skills Perception +6, Stealth +7, Survival +7

Senses truesight 120 ft. passive perception 16

Languages Deep Speech, telepathy 120 ft.

Challenge 12 (8,400 XP)

Aggressive Plane Shift. When the shambler casts plane shift any creatures it is grappling must succeed on a DC 17 Charisma saving throw or be teleported with the shambler. If the shambler is touching an unconscious creature when it casts this spell, that creature is automatically transported with the shambler.

Hypnotic Presence. Creatures who start their turns within 30 feet of the shambler and can see the creature must succeed on a DC 17 Wisdom saving throw or become paralyzed for 1 minute. A paralyzed 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 shambler's Hypnotic Presence (and the hypnotic presence of all dimensional shamblers) for the next 24 hours.

Spellcasting. The shambler's innate spellcasting ability is Charisma (spell save DC 17). The shambler can innately cast the following spells, requiring no material components:

At-will: dimension door, misty step

3/day: dominate monster, plane shift, telekinesis

Strength in Numbers. The DC of the shambler's spells and Hypnotic Presence ability increases by 1 (to a maximum of 20) for every other dimensional shambler within 100 feet on the same plane.

Actions

Multiattack. The shambler can make three attacks: two with its claws, and one with its bite.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage and the target is grappled (escaped DC 17). Until this grapple ends, the target is restrained and the shambler can't use its claws to attack another target.

Create Gray Mire. The shambler touches any 10-foot-square area of natural ground such as dirt, stone, grass, sand, or ice and it becomes a 5-foot-deep pool of gray mire. Creatures who enter or start their turns in the area must succeed on a DC 17 Constitution saving throw or become paralyzed for 24 hours. During this time the gray mire nourishes them, so they don't need to eat, sleep, or breathe, but it also eats away at their flesh, dealing 1 necrotic damage which cannot be reduced in anyway. The target's hit point maximum is reduced by an amount equal to the damage taken effect. This reduction lasts until the target finishes a long rest outside of a pool of gray mire. If a creature's hit point maximum is reduced to 0 by this effect, it is consumed by the pool and any dimensional shamblers nearby regain 171 hit points. At the end of 24 hours of being paralyzed, the creature must succeed on another DC 17 Constitution saving throw or suffer the same effect if it still in the pool.

The pool counts as difficult terrain. Creatures who start their turn in the pool or enter the pool on their turn must succeed on a DC 17 Strength saving throw or become grappled by the mire until the start of their next turn. A creature who is in the pool can be pulled out of it by another creature not in the pool who can reach the creature in the pool with a DC 17 Strength check made as an action. Being pulled from the pool ends any grappled or paralyzed condition caused by the mire.

Dimensional shamblers are immune to the effects of the gray mire.

Gaping Maw, Young

Large aberration, unaligned

Armor Class 13 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	19 (+4)	2 (-4)	10 (+0)	5 (-3)

Senses blindsight 60 ft., tremorsense 120 ft., passive Perception 10

Languages -

Challenge 5 (1,800 XP)

Grappler. The gaping maw has advantage on attack rolls against a creature grappled by it.

Regeneration. At the start of each of its turns, the gaping maw regains 5 hit points. If the gaping maw takes damage from a creature it has swallowed, this trait doesn't function on the gaping maw's next turn. This trait ceases to function while the gaping maw has 0 hit points.

Tentacle Pull. The gaping maw can use its move to pull any number of creatures it is grappling adjacent to it.

Actions

Multiattack. A gaping maw may make two tentacle attacks or one tentacle attack and one bite attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5ft., one creature. *Hit:* 20 (3d10 + 5) piercing damage.

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 15ft., one creature. *Hit:* 14 (2d8 + 5) bludgeoning damage and the target is grappled (escape DC 16). Until the grapple ends the target is restrained. The gaping maw has four tentacles and so it can only grapple four creatures in this way.

Crush. All creatures swallowed by the gaping maw must make a DC 15 Strength saving throw, taking 16 (3d10) bludgeoning damage on a failed saving throw and half as much on a successful one.

Swallow. The gaping maw makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the gaping maw.

Swallowed creatures must succeed on a DC 15 Constitution saving throw or become paralyzed for 24 hours. At the end of this period if the creature is still swallowed by the gaping maw they save again or remained paralyzed for another 24 hours. If the creature does save but remains swallowed it is subject to another saving throw 24 hours after the successful one. A swallowed creature's maximum hit points are reduced by 1 for every day it is swallowed. When it's hit point maximum is reduced to 0 the creature is completely digested by the gaping maw and dies. The creature's hit point maximum returns to normal when it is outside the gaping maw's stomach for 24 hours.

Gaping Maw, Adult

Huge aberration, unaligned

Armor Class 14 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	2 (-4)	11 (+0)	5 (-3)

Senses blindsight 60 ft., tremorsense 120 ft., passive Perception 10

Languages -

Challenge 10 (5,900 XP)

Grappler. The gaping maw has advantage on attack rolls against a creature grappled by it.

Regeneration. At the start of each of its turns, the gaping maw regains 10 hit points. If the gaping maw takes damage from a creature it has swallowed, this trait doesn't function on the gaping maw's next turn. This trait ceases to function while the gaping maw has 0 hit points.

Tentacle Pull. The gaping maw can use its move to pull any number of creatures it is grappling adjacent to it.

Actions

Multiattack. A gaping maw may make three tentacle attacks or two tentacle attacks and one bite attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10ft., one creature. *Hit:* 25 (3d12 + 6) piercing damage.

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 20ft., one creature. *Hit:* 19 (3d8 + 6) bludgeoning damage and the target is grappled (escape DC 18). Until the grapple ends the target is restrained. The gaping maw has four tentacles and so it can only grapple four creatures in this way.

Crush. All creatures swallowed by the gaping maw must make a DC 17 Strength saving throw, taking 22 (4d10) bludgeoning damage on a failed saving throw and half as much on a successful one.

Swallow. The gaping maw makes one bite attack against a Large or smaller target it is grappling. If the attack hits, the target is swallowed and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the gaping maw.

Swallowed creatures must succeed on a DC 17 Constitution saving throw or become paralyzed for 24 hours. At the end of this period if the creature is still swallowed by the gaping maw they save again or remained paralyzed for another 24 hours. If the creature does save but remains swallowed it is subject to another saving throw 24 hours after the successful one. A swallowed creature's maximum hit points are reduced by 1 for every day it is swallowed. When it's hit point maximum is reduced to 0 the creature is completely digested by the gaping maw and dies. The creature's hit point maximum returns to normal when it is outside the gaping maw's stomach for 24 hours.

Gaping Maw, Ancient

Gargantuan aberration, unaligned

Armor Class 16 (natural armor)

Hit Points 402 (23d20 + 161)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	11 (+0)	24 (+7)	2 (-4)	12 (+1)	5 (-3)

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Senses blindsight 60 ft., tremorsense 120 ft., passive Perception 11

Languages -

Challenge 20 (25,000 XP)

Grappler. The gaping maw has advantage on attack rolls against a creature grappled by it.

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

Regeneration. At the start of each of its turns, the gaping maw regains 20 hit points. If the gaping maw takes damage from a creature it has swallowed, this trait doesn't function on the gaping maw's next turn. This trait ceases to function while the gaping maw has 0 hit points.

Tentacle Pull. The gaping maw can use its move to pull any number of creatures it is grappling adjacent to it.

Actions

Multiattack. A gaping maw may make four tentacle attacks or three tentacle attacks and one bite attack.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10ft., one creature. *Hit:* 30 (4d10 + 8) piercing damage.

Tentacle. *Melee Weapon Attack:* +14 to hit, reach 30ft., one creature. *Hit:* 26 (4d8 + 8) bludgeoning damage and the target is grappled (escape DC 22). Until the grapple ends the target is restrained. The gaping maw has four tentacles and so it can only grapple four creatures in this way.

Crush. All creatures swallowed by the gaping maw must make a DC 21 Strength saving throw, taking 33 (6d10) bludgeoning damage on a failed saving throw and half as much on a successful one.

Swallow. The gaping maw makes one bite attack against a Huge or smaller target it is grappling. If the attack hits, the target is swallowed and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the gaping maw.

Swallowed creatures must succeed on a DC 21 Constitution saving throw or become paralyzed for 24 hours. At the end of this period if the creature is still swallowed by the gaping maw they save again or remained paralyzed for another 24 hours. If the creature does save but remains swallowed it is subject to another saving throw 24 hours after the successful one. A swallowed creature's maximum hit points are reduced by 1 for every day it is swallowed. When it's hit point maximum is reduced to 0 the creature is completely digested by the gaping maw and dies. The creature's hit point maximum returns to normal when it is outside the gaping maw's stomach for 24 hours.

Giant Doll

Medium construct, unaligned

Armor Class 14 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	7 (-2)	8 (-1)	3 (-4)

Damage Immunities poison

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

Senses darkvision 60 ft., passive perception 9

Languages understands all languages, but can't speak

Challenge 7 (2,900 XP)

Critical Hit Immunity. Critical hits become normal hits against the doll.

Magic Weapons. The doll's weapon attacks count as magical.

Actions

Multiattack. The doll makes two attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Wanting Wail. The doll screams. Each hostile creature within 30 who can hear the doll must make a DC 15 Wisdom saving throw. Creatures who fail take 18 (4d8) psychic damage and move their speed toward the doll, incurring opportunity attacks as normal. Creatures who fail take half damage.

Giant Ice Cream Bunny

Huge elemental, chaotic evil

condition on a success. The bunny cannot use this ability again until it completes a long rest.

Armor Class 19 (natural armor)

Hit Points 206 (18d12 + 90)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	12 (+1)	14 (+2)	8 (-1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages Creamoran

Challenge 14 (11,500 XP)

Deliciously Cold. Whenever the bunny is hit by an attack or fails a saving throw that deals cold damage, it heals for the number of cold damage points dealt by the effect.

Ice Cream Headache. Whenever the bunny scores a critical hit with a melee attack, the target must succeed on a DC 18 Constitution saving or become paralyzed until the end of the ice cream bunny's next turn.

Snow Walk. Difficult terrain composed of ice or snow doesn't cost the bunny extra movement.

Sticky Aura. All ground within 10 feet of the bunny is difficult terrain.

Actions

Multiattack. The bunny makes three attacks: two with its slam and one with its bite.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage plus 4 (1d8) cold damage.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage plus 4 (1d8) cold damage.

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

Hot Fudge Breath. The bunny exhales scalding hot fudge in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) fire damage on a failed save, or half as much damage on a successful one.

Sprinkle Breath. The bunny exhales exploding rainbow sprinkles in a 60-foot cone. Each creature in the area must succeed on a DC 18 Constitution saving throw or become blinded for 1 minute. A creature who failed its saving throw can repeat the saving throw at the end of each of its turns, ending the blinded condition on a success.

Cherry Bomb. The bunny hurls the cherry atop its head up to 150 feet and it explodes in a 20-foot-radius sphere. Creatures in the area must make a DC 18 Constitution saving throw. Creatures who fail take 35 (10d6) cold damage and are stunned for 1 minute. Creatures who succeed take half damage and are not stunned. A creature who is stunned in this way can repeat the saving throw at the end of each of its turns, ending the stunned

Giant Teddy Bear

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	7 (-2)	10 (+0)	3 (-4)

Damage Immunities poison; bludgeoning, piercing, and slashing damage from nonmagical weapons

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

Senses darkvision 60 ft., passive perception 10

Languages understands all languages, but can't speak

Challenge 10 (5,900 XP)

Critical Hit Immunity. Critical hits become normal hits against the bear.

Magic Weapons. The bear's weapon attacks count as magical.

Actions

Multiattack. The bear makes one bite and one slam attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 25 (3d10 + 6) piercing damage.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage. If the target is a creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the bear cannot slam another target.

Bear Hug. The bear attempts to crush a creature it is grappling against its body. The creature must make a DC 18 Strength saving throw. On a failed save the creature takes 33 (6d10) bludgeoning damage and the bear makes a bite attack against the target.

Giant Toy Soldier

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	18 (+4)	7 (-2)	10 (+0)	3 (-4)

Damage Immunities poison

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

Senses darkvision 60 ft., passive perception 10

Languages understands all languages, but can't speak

Challenge 8 (3,900 XP)

Magic Weapons. The toy soldier's weapon attacks count as magical.

Overwind. At the start of each of the toy soldier's turns roll a d20. On a 20, the soldier gets two actions this turn. On a 1, the soldier is incapacitated until the start of its next turn.

Quick Reload. The toy soldier ignores the reload property of any weapon with which it is proficient.

Actions

Multiattack. The toy soldier makes three attacks.

Musket. *Ranged Weapon Attack:* +8 to hit, range 40/120 ft., one target. *Hit:* 11 (1d12 + 5) piercing damage.

Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Great Bear

Huge beast, neutral

Armor Class 13 (natural armor)

Hit Points 126 (12d12 + 48)

Speed 40 ft., climb 30 ft.

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

Skills Perception +4

Senses passive Perception 14

Languages -

Challenge 5 (1,800 XP)

Keen Sight and Smell. The great bear has advantage on Wisdom (Perception) checks that rely on sight or smell.

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

Actions

Multiattack. The great bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Hot Chocolate Elemental

Large elemental, neutral

Armor Class 15

Hit Points 90 (12d10 + 24)

Speed 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	8 (-1)

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive perception 10

Languages Cocoan

Challenge 5 (1,800 XP)

Hot Cocoa Form. The elemental can squeeze through a space as narrow as 1 inch without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage.

Actions

Multiattack. The elemental makes two attacks.

Touch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) fire damage.

Hurl Marshmallow. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 9 (1d8 + 5) fire damage and if the target is Large or smaller, it is restrained as the marshmallow envelops its body. A creature restrained this way can use its action to make a DC 13 Strength check to free itself from the marshmallow and become unrestrained. Dealing 10 damage to the marshmallow (AC 10) destroys it and frees the creature.

Hound of Tindalos

Medium aberration, chaotic evil

Armor Class 20 (natural armor)

Hit Points 189 (18d8 + 108)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	24 (+7)	22 (+6)	19 (+4)	20 (+5)	24 (+7)

Saving Throws Dex +12, Wis +10, Cha +12

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities exhaustion

Skills Perception +10, Survival +10

Senses truesight 120 ft. passive perception 20

Languages Deep Speech, telepathy 120 ft.

Challenge 15 (13,000 XP)

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

Magic Sensitivity. The hound automatically knows when the exact location of a spellcaster casting a conjuration, divination, or transmutation spell is cast within 1 mile of its location. If the spell moves the spellcaster (e.g. *dimension door*) the hound knows the exact location to which the spell took the caster, even if that location is outside the 1-mile range of the hound's sensitivity.

Magic Weapons. The hound's weapon attacks are magical.

Spellcasting. The hound's spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *detect magic, locate creature, locate object*

3/day: *dispel magic, phantasmal killer, scrying*

1/day: *time stop*

Actions

Multiaction. The hound can use Paralyzing Howl and make three attacks: two with its claws, and one attack with its bite or proboscis.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage. If the target is a creature it is then grappled (escaped DC 18). Until the grapple ends the target is restrained and the hound cannot use its bite against another target.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Proboscis. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature that is grappled by the hound, incapacitated, or restrained. *Hit:* 14 (2d6 + 7) piercing damage plus 20 (6d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the damage taken and the hound regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Angled Entry. The hound can cast *plane shift* at-will, but it can only cast the spell on itself and its destination point must be adjacent to a fixed angle or corner in the physical environment, such as a wall, floor, or ceiling (as determined by the GM); temporary angles created by cloth, flesh, or Tiny or smaller items are not sufficient. It cannot use this ability to enter curved architecture or open outdoor environments.

Paralyzing Howl. Creatures within 30 feet of the hound that can hear the creature must succeed on a DC 20 Wisdom saving throw or become 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Paralyzing Howl of all hounds of Tindalos for the next 24 hours.

Gug

Huge aberration, chaotic evil

Armor Class 20 (natural armor)

Hit Points 262 (21d12 + 126)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	20 (+5)	22 (+6)	14 (+2)	20 (+5)	14 (+2)

Saving Throws Dex +11, Int +8, Wis +11, Cha +12

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, poisoned, prone

Skills Perception +11, Stealth +11, Survival +11

Senses darkvision 120 ft. passive perception 21

Languages Deep Speech, telepathy 120 ft.

Challenge 19 (22,000 XP)

Amorphous. The gug can move through a space as narrow as 1 inch wide without squeezing.

Fall Damage Immunity. The gug can fall any distance and does not take fall damage.

Horrifying Visage. Creatures who start their turns within 30 feet of the gug and can see the creature must succeed on a DC 16 Wisdom saving throw or become frightened of the gug 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 gug's Horrifying Visage for the next 24 hours.

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

Magic Weapons. The gug's weapon attacks are magical.

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

Actions

Multiattack. The gug can make five attacks: four with its claws, and one attack with its bite or swallow.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 24 (3d10 + 8) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the gug can't bite another target.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage.

Swallow. The gug makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the gug. A swallowed creature takes 35 (10d6) acid damage at the start of its turns. If a swallowed creature dies as a result of taking acid damage from this ability, the gug regains 50 hit points.

If the gug takes 50 damage or more on a single turn from a creature inside it, the gug must succeed on a DC 15 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 gug. If the gug dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Icebreaker Shark

Huge beast, unaligned

Armor Class 14 (natural armor)

Hit Points 162 (13d12 + 78)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	23 (+6)	2 (-4)	10 (+0)	9 (-1)

Skills Perception +3

Damage Resistances cold

Senses blindsight 60 ft., passive Perception 13

Languages -

Challenge 8 (3,900 XP)

Blood Frenzy. The icebreaker shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Superior Tremorsense. The icebreaker shark can detect and pinpoint the origin of vibrations within a 60-foot radius, provided the source of that vibration is either in the water or on a surface which touches the water.

Water Breathing. The icebreaker shark can only breathe underwater.

Actions

Multiattack. The icebreaker shark can make a bite and a tail attack, make a bite attack and use Ice Smash.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5ft., one creature. *Hit:* 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature it is grappled (escaped DC 17). Until this grapple ends, the target is restrained, and the icebreaker shark cannot bite another target.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10ft., one creature. *Hit:* 25 (4d8 + 7) bludgeoning damage.

Ice Smash. The icebreaker shark can destroy a 15-foot cube of ice (or similar material like wood) within 10 feet, possibly creating a hole through which the shark can attack. Any creatures standing on the effected ice must succeed on a DC 17 Dexterity saving throw or fall through the ice. Any creature who succeeds on the save ends up in an unoccupied space adjacent to the smashed ice.

Kerrinsalastraya, Adult Silver Dracolich

Huge undead, chaotic evil

Armor Class 19 (natural armor)

Hit Points 243 (18d12 + 126)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +5, Con +12, Wis +6, Cha +10

Skills Arcana +8, History +8, Perception +11, Stealth +5

Damage Resistance necrotic

Damage Immunities cold, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge 17 (18,000 XP)

Innate Spellcasting. The dracolich's innate spellcasting ability is Charisma (spell save DC 18). The dracolich can cast the following spells, requiring no material components.

1/day each: *animate dead*, *blight*, *contagion*, *shield*, *vampiric touch*

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 other magical effects.

Actions

Multiattack. The dracolich can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claws. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage.

Frightful Presence. Each creature of the dracolich's choice that is within 120 feet of the dracolich 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 dracolich's Frightful Presence for the next 24 hours.

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

Cold Breath. The dracolich exhales an icy blast in a 60-foot cone. Each

creature in that area must make a DC 20 Constitution saving throw, take 58 (13d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath. The dracolich exhales paralyzing gas in a 60-foot cone. Each creature in that area must succeed on a DC 20 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.

Change Shape. The dracolich magically polymorphs into an undead 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 dracolich's choice).

In a new form, the dracolich retains its alignment, hit points, Hit Dice, ability to speak, cast spells, proficiencies, Legendary Resistance, Magic 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 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. The dracolich regains spent legendary actions at the start of its turn.

Detect. The dracolich makes a Wisdom (Perception) check.

Tail Attack. The dracolich makes a tail attack.

Wing Attack (Costs 2 actions). The dracolich beats its wings. Each creature within 10 feet of the dracolich must succeed on a DC 21 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Lair Actions

On initiative count 20 (losing initiative ties), the dracolich takes a lair action to cause one of the following effects.

- The dracolich creates fog as if it had cast the *fog cloud* spell. The fog lasts until initiative count 20 on the next round.
- A blistering cold wind blows through the lair near the dracolich. Each creature within 120 feet of the dracolich must succeed on a DC 15 Constitution saving throw or take 5 (1d10) cold damage. Gases and vapors are dispersed by the wind, and unprotected flames are extinguished. Protected flames, such as lanterns, have a 50 percent chance of being extinguished.

Kraken, Sand

Gargantuan monstrosity (titan), lawful evil

Armor Class 18 (natural armor)

Hit Points 472 (27d20 + 189)

Speed 20 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	25 (+7)	22 (+6)	18 (+4)	20 (+5)

Saving Throws Str +18, Dex +8, Con +15, Int +14, Wis +12

Damage Immunities fire; bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities frightened, paralyzed

Senses truesight 120 ft., blindsight 120 ft., tremorsense 120 ft. passive perception 14

Languages understands Abyssal, Celestial, Infernal, and Primordial but can't speak, telepathy 120 ft.

Challenge 23 (50,000 XP)

Freedom of Movement. The sand 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.

Legendary Resistance (3/Day). If the sand kraken fails a saving throw, it can choose to succeed instead.

Siege Monster. The sand kraken deals double damage to objects and structures.

Actions

Multiattack. The sand kraken makes three tentacle attacks, each of which it can replace with one use of Fling.

Bite. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 23 (3d8 + 10) piercing damage. If the target is a Large or smaller creature grappled by the sand kraken, that creature 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 sand kraken, and it takes 42 (12d6) acid damage at the start of each of the sand kraken's turns.

If the sand kraken takes 50 damage or more on a single turn from a creature inside it, the sand kraken must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all the swallowed creatures, which fall prone in a space within 10 feet of the sand kraken. If the sand kraken dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Tentacle. *Melee Weapon Attack:* +18 to hit, reach 30 ft., one target. *Hit:* 20 (3d6 + 10) bludgeoning damage, and the target is grappled (escape DC 18). Until the grapple ends, the target is restrained. The sand kraken has ten tentacles, each of which can grapple on target.

Fling. One Large or smaller object held or creature grappled by the sand kraken is thrown up to 60 feet in a random direction 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 18 Dexterity saving throw or take the same damage and be knocked prone.

Fire Storm. Fire erupts from the sand kraken. Every creature within 60 feet of the sand kraken must make a DC 23 Dexterity saving throw, taking 19 (3d12) fire damage on a failed saving throw, or half as much damage on a successful one.

Legendary Actions

The sand 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. The sand kraken regains all spent legendary actions at the start of its turn.

Tentacle Attack or Fling. The sand kraken makes one tentacle attack or it uses Fling.

Fire Storm (Costs 2 Actions). The sand kraken uses Fire Storm.

Dominate Person (Costs 2 Actions). The sand kraken casts *dominate person* (DC 21).

A Sand Kraken's Lair

A sand kraken lives in deep desert caves filled with deep sand. Buried within these sandy caves is the sand kraken's vast hoard of magic items and the bones of its former meals.

Lair Actions

On initiative count 20 (losing initiative ties), the sand kraken takes a lair action to cause one of the following magical effects.

- [A 60-foot radius sand storm appears centered on the kraken and lasts until initiative count 20 on the next round. That area is lightly obscured and difficult terrain to creatures other than the sand kraken.
- [Hands made of solid sand grasp enemies of the sand kraken. Creatures must succeed at a DC 23 Strength saving throw or become grappled and restrained. The hands last until initiative count 20 on the next round.
- [Shards of bone erupt from the sand. All creatures within 120 feet of the sand kraken must succeed on a DC 23 Dexterity saving throw, taking 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one.

Regional Effects

The region containing a sand kraken's lair is warped by the creature's evil presence, creating the following magical effects:

- [The sand kraken can create massive sand storms within a 6-mile radius of its lair. These storms lightly obscure the area, cause disadvantage on Wisdom (Survival) checks, and create difficult terrain. This sand storm does not affect the sand kraken.
- [Earth elementals coalesce within a 6 miles of the lair. These elementals have Intelligence and Charisma scores of 1 (-5).
- [Insect, arachnid, and reptilian creatures within 6 miles of the lair that have an Intelligence score of 2 or lower are charmed by the sand kraken and aggressive toward intruders in the area.

When the sand kraken dies, all of these regional effects fade immediately.

Lingering Havoc

Gargantuan undead, chaotic evil

Armor Class 25 (natural armor)

Hit Points 676 (33d20 + 330)

Speed 40 ft., burrow 40ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	30 (+10)	11 (+0)	11 (+0)	20 (+5)

Saving Throws Int +9, Wisdom +9

Damage Immunities cold, necrotic, poison; bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Skills Athletics +19, Perception +9

Senses blindsight 120 ft., passive perception 19

Languages The Lingering Havoc does not speak, but understands all which is spoken to it.

Challenge 30 (155,000 XP)

Absorb the Dead. Whenever a creature dies within 120 feet, the dead creature's remains join The Lingering Havoc's form and The Lingering Havoc regains 50 hit points.

Cold Winds. A blizzard is constantly swirling around the The Lingering Havoc. All space in a 120-foot cube centered on The Lingering Havoc is considered difficult terrain.

Ice Walk. The Lingering Havoc 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 it extra movement.

Legendary Resistance (3/Day). If The Lingering Havoc fails a saving throw, it can choose to succeed instead.

Limited Magic Immunity. The Lingering Havoc is immune to spells of 7th level or lower which do not deal fire or radiant damage, unless it wishes to be affected. It has advantage on saving throws against all other spells and magical effects, including spells which deal fire and radiant damage.

Magic Weapons. The Lingering Havoc's weapon attacks are magical.

Regeneration. The Lingering Havoc regains 30 hit points at the start of its turn. If The Lingering Havoc takes radiant or fire damage, this trait doesn't function at the start of The Lingering Havoc's next turn. The Lingering Havoc dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The Lingering Havoc can use its Frightful Presence or Hurl Corpse and then makes four attacks, which can be any combination of slam and frozen bone shard attacks.

Slam. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 32 (4d10 + 10) bludgeoning damage.

Frozen Bone Shard. *Ranged Weapon Attack:* +19 to hit, range 120/360 ft., one target. *Hit:* The target takes 20 (3d6 + 10) piercing damage, 9 (2d8) cold damage, and has its speed reduced by 10 feet until the start of The Lingering Havoc's next turn.

Hurl Corpse. The Lingering Havoc targets one creature within 120 feet and throws a Medium humanoid corpse at it. The target must succeed on a DC 27 Reflex saving throw, or become prone and grappled by the corpse, which becomes a wight under The Lingering Havoc's control. The wight attacks immediately. If the target succeeds on the saving throw, it is not grappled, but they are adjacent to the corpse, which immediately rises and attacks as a wight under The Lingering Havoc's control. All wights created this way are reabsorbed into The Lingering Havoc at the end of battle and The Lingering Havoc cannot regain hit points from these absorptions.

Frightful Presence. Each creature of The Lingering Havoc's choice within 120 feet of it 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, with disadvantage if The Lingering Havoc is within line of sight, ending the effect of itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to The Lingering Havoc's Frightful Presence for the next 24 hours.

Ultimate Death Ray (Recharge 4 - 6). The Lingering Havoc chooses 1 creature to which it has a line of effect within 120 feet. That creature must make a DC 22 Dexterity saving throw. On a success, the target takes 55 (10d10) necrotic damage. On a failed save the target is reduced to 0 hit points.

Corpse Drop (Recharge 5 - 6). The Lingering Havoc shakes its massive form and 3d4 Medium humanoid corpses fall off The Lingering Havoc in a space adjacent to it and rise as wights under The Lingering Havoc's control. All wights created this way are reabsorbed into The Lingering Havoc at the end of battle and The Lingering Havoc cannot regain hit points from these absorptions.

Poison Breath (Recharge 5 - 6). The Lingering Havoc exhales poisonous gas in a 90-foot cone. Each creature in the area must make a DC 27 Constitution saving throw, taking 91 (26d6) poison damage on a failed save, or half as much damage on a successful one. A creature who fails this save is also poisoned 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

The Lingering Havoc 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. The Lingering Havoc regains all spent legendary actions at the start of its turn.

Attack. The Lingering Havoc makes one slam or frozen bone shard attack.

Move. The Lingering Havoc moves up to half its speed.

Command Wights. The Lingering Havoc can cause up to four wights under its control to attack.

Ultimate Death Ray (Costs 2 Actions). The Lingering Havoc uses its Ultimate Death Ray.

Master of Nature

Medium humanoid (any), any alignment

Armor Class 15 (studded leather, 16 with barkskin)\

Hit Points 237 (25d8 + 125)

Speed 30 ft.

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

Saving Throws Dex +9, Con +11, Wis +11

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

Skills Nature +8, Perception +11

Senses passive Perception 21

Languages Druidic plus any three languages

Challenge 18 (20,000 XP)

Elemental Strike. When the master of nature makes a successful weapon attack it can deal an extra 1d12 damage to the target. The damage type is chosen by the master of nature from the following list: acid, cold, fire, lightning, or thunder. The master of nature can still use this ability when polymorphed by its Exceptional Polymorph trait.

Exceptional Polymorph. The master of nature can use its action to cast the *polymorph* spell on itself. While polymorphed in this way, the master of nature retains its Intelligence, Wisdom, and Charisma scores the master of nature can still use its Spellcasting trait.

Magic Weapons. The master of nature's weapon attacks are magical, even when polymorphed by its Exceptional Polymorph trait.

Spellcasting. The master of nature is a 20th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). The master of nature has the following druid spells prepared:

Cantrips (at-will): *druidcraft, poison spray, produce flame, thorn whip*
1st level (4 slots): *cure wounds, entangle, speak with animals, thunderwave*
2nd level (3 slots): *animal messenger, barkskin, flaming sphere*
3rd level (3 slots): *call lightning, conjure animals, meld into stone, sleet storm*
4th level (3 slots): *blight, dominate beast, stoneskin, wall of fire*
5th level (3 slots): *contagion, greater restoration, mass cure wounds, wall of stone*
6th level (2 slots): *conjure fey, sunbeam*
7th level (2 slots): *fire storm, regenerate*
8th level (1 slot): *earthquake*
9th level (1 slot): *storm of vengeance*

Actions

Multiattack. The master of nature makes two attacks.

Scimitar. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 3) slashing damage plus 7 (1d12) acid, cold, fire, lightning, or thunder damage (see Elemental Strike).

Sling. *Ranged Weapon Attack:* +9 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 7 (1d12) acid, cold, fire, lightning, or thunder damage (see Elemental Strike).

Moonbeast

Large aberration, neutral evil

Armor Class 20 (natural armor)

Hit Points 230 (20d10 + 120)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	23 (+6)	23 (+6)	18 (+4)	18 (+4)

Saving Throws Dex +9, Int +12, Wis +10

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities psychic

Condition Immunities blinded, charmed, prone

Skills Insight +10, Perception +10

Senses blindsight 120 ft. passive perception 20

Languages Deep Speech, telepathy 120 ft.

Challenge 17 (18,000 XP)

Amorphous. The moonbeast can move through a space as narrow as 1 inch wide without squeezing.

Horrifying Visage. Creatures who start their turns within 30 feet of the moonbeast and can see the creature must succeed on a DC 18 Wisdom saving throw or become frightened of the moonbeast 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 moonbeast's Horrifying Visage for the next 24 hours.

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

Magic Weapons. The moonbeast's weapon attacks are magical.

Quicken Enlarge/Reduce. As a bonus action the moonbeast can cast *enlarge/reduce* on itself. The moonbeast does not require concentration to maintain this spell.

Spellcasting. The moonbeast's spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *charm monster, hold monster, misty step, scrying, zone of truth*

3/day: *dispel magic, dominate monster*

1/day: *plane shift (self only), time stop*

Actions

Multiattack. The moonbeast can make one attack with its claws, one attack with its tentacles, and one attack with its bite.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claws. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tentacles. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:*

14 (2d6 + 7) bludgeoning damage and the target is grappled (escape DC 21) and pulled adjacent to the moonbeast. Until the grapple ends the target is restrained and the moonbeast cannot use its tentacles against another target. Until the grapple ends the target must succeed on a DC 20 Constitution saving throw at the start of its turns or suffer a level of exhaustion.

Healing Consumption. The moonbeast eats an adjacent Small or Medium unconscious creature. When the creature is consumed, it dies and its body and all of its nonmagical possessions are devoured by the moonbeast. The moonbeast regains 50 hit points.

Morchia

Large monstrosity, neutral evil

Armor Class 16 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	16 (+3)	12 (+1)	18 (+4)

Saving Throws Dex +3, Wisdom +4

Damage Resistances cold, fire; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Damage Immunities poison

Condition Immunities poisoned

Skills Deception +7, Insight +6

Senses darkvision 60 ft., passive Perception 11

Languages Deep Speech, Infernal, telepathy 60 ft.

Challenge 8 (3,900 XP)

Aberrant Trait. All morchia have at least one feature trait which can be determined by rolling on the Aberrant Feature Table below.

Devil's Sight. Magical darkness doesn't impede the morchia's darkvision.

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

Actions

Multiattack. The morchia can make two attacks, or one attack and use Hold Monster.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

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

Hold Monster (3/day). The morchia casts *hold monster*. The spell save DC for this spell is 15.

Aberrant Traits

d20	Time	Physical Feature	Effect
1	Bonus Action	Tentacles	Tentacle. Melee Weapon Attack: +8 to hit, reach 15 ft., one target. <i>Hit:</i> 9 (1d8 + 5) bludgeoning damage.
2	-	Ooze Feet	Aberrant Ground. The ground in a 10-foot radius around the morchia is doughlike difficult terrain. Each creature that starts its turn in that area must succeed on a DC 15 Strength saving throw or have its speed reduced to 0 until the start of its next turn.
3	-	Mouths All Over	Gibbering. The morchia has mouths all over its body which babble incoherently while it can see any enemy that isn't incapacitated. Each creature that starts its turn within 20 feet of the morchia and can hear the babbling must succeed on a DC 15 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.
4	-	Third Eye	Antimagic Cone. A third eye on stalk atop the morchia's head emits a 60-foot anti-magic cone, as in the <i>anti-magic field</i> spell. At the start of each of its turns the morchia decides which way the cone faces and whether the cone is active. The area works against any of the morchia's own abilities.
5	-	Covered In Mucus	Mucus Covered. The morchia is covered in a transformative mucus. A creature that touches the morchia or hits it with a melee attack within 5 feet of it must make a DC 15 Constitution saving throw. On a failure, the creature is diseased for 1d4 hours. The diseased creature can breathe only underwater.
6	Action	Purple Eyes	Enslave (3/day). The morchia targets one creature it can see within 30 feet of it. The target must succeed on a DC 15 Wisdom saving throw or be magically charmed by the morchia until the morchia dies or until it is on a different plane of existence from the target. The charmed target is under the morchia's control and can't take reactions, and the morchia and the target can 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 1 mile away from the morchia.
7	Action	Forked Tongue	Moan. Each enemy within 60 feet of the morchia that can hear the morchia must succeed on a DC 15 Wisdom saving throw or become frightened until the end of the morchia's next turn. If a creature's saving throw is successful, the creature is immune to the morchia's moan for the next 24 hours.
8	Action	Black Scales	Phantasms. The morchia magically creates three illusory duplicates of itself. The duplicates move with it and mimic its actions, shifting position so as to make it impossible to track which morchia is the real one. Whenever any creature targets the morchia with an attack or a harmful spell while a duplicate remains, that creature rolls randomly to determine whether it targets the morchia or one of the duplicates. A duplicate has the morchia's AC and uses its saving throws. If an attack hits a duplicate, or if a duplicate fails a saving throw against an effect that deals damage, the duplicate disappears.
9	Action	Exposed Brain	Devour Intellect. The morchia targets one creature it can see within 20 feet of it that has a brain. The target must succeed on a DC 15 Intelligence saving throw against this magic or take 22 (4d10) psychic damage. Also on a failure, roll 3d6: If the total equals or exceeds the target's Intelligence score, the score is reduced to 0. The target is stunned until it regains at least one point of Intelligence.
10	Action	Protruding Forehead	Mind Blast (Recharge 5 - 6). The morchia magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
11	Action	One Large Eye	Rotting Gaze. The morchia targets one creature it can see within 30 feet of it. The target must succeed on a DC 15 Constitution saving throw against this magic or take 21 (6d6) necrotic damage.
12	-	Webbed Feet	Regeneration. The morchia regains 10 hit points at the start of its turn if it has at least 1 hit point.
13	Action	None	Shapechanger. The morchia can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.
14	-	None	The morchia gains a fly speed of 40 ft.
15	Action	Third Eye	Petrification Ray. The morchia targets a creature within 90 feet. The targeted creature must make a DC 15 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.
16	Action	Third Eye	Sleep Ray. The morchia targets a creature within 90 feet. The targeted creature must succeed on a DC 15 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. 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.
17	Action	Third Eye	Paralyzing Ray. The morchia targets a creature within 90 feet. The targeted creature must succeed on a DC 15 Wisdom 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.
18	-	Black Eyes	Telepathic Probe. If a creature communicates telepathically with the morchia, the morchia learns the creature's greatest desires and one fact or secret about the creature.
19	Action	None	Invisibility. The morchia can cast <i>invisibility</i> on itself at-will.
20	-	-	Roll twice on this table. If you get this result again roll three times and so on.

Mrs. Claus

Medium celestial, neutral good

Armor Class 20 (natural armor)

Hit Points 180 (24d8 + 72)

Speed 30 ft., fly 60 ft.

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

Saving Throws Dex +8, Con +9, Wis +11

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities cold

Condition Immunities exhaustion, petrified

Skills Perception +11, Persuasion +12

Senses blindsight 60 ft., darkvision 120 ft., passive perception 20

Languages all

Challenge 17 (18,000 XP)

Discorporation. When Mrs. Claus drops to 0 hit points or dies, her body is destroyed, but her essence travels back to Santa's domain in the North Pole, and she is unable to take physical form for a time.

Magic Resistance. Mrs. Claus has advantage on saving throws against spells and other magical effects.

Spellcasting. Mrs. Claus' spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). She can innately cast the following spells, requiring no material components.

At will: *bless*, *invisibility*, *magic circle*, *magic missile*, *sanctuary*

3/day: *cone of cold*, *dispel magic*, *heal*, *hold monster*, *polymorph*, *sleet storm*

1/day: *teleport*, *true polymorph*

Actions

Multiattack. Mrs. Claus makes two attacks.

Radiant Touch. *Melee Spell Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) radiant damage and the target must succeed on a DC 20 Constitution saving throw or become blinded until the end of Mrs. Claus' next turn.

Chill Beam. *Ranged Spell Attack:* +12 to hit, range 120 ft., one target. *Hit:* 27 (6d8) cold damage and the creature must make a DC 20 Constitution saving throw. A creature who fails this saving throw can take only a move or an action on its next turn, but not both.

Reactions

Stern Look. Mrs. Claus causes an attack that would hit her to miss.

Mystauk

Tiny beast, unaligned

Armor Class 13

Hit Points 1 (1d4 - 1)

Speed 10 ft., fly 40 ft.

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

Skills Stealth +5

Senses darkvision 30 ft., passive Perception 9

Languages -

Challenge 0 (10 XP)

Natural Camouflage. The mystauk has advantage on Dexterity (Stealth) checks when hiding in an area obscured by foliage.

Actions

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

Mystauk Domination. The mystauk chooses a humanoid creature within five feet and attempts to fly into its ear. That creature must make a DC 13 Dexterity saving throw or become dominated by the mystauk. While dominated the now intelligent mystauk controls all of the humanoid's actions. The mystauk can communicate with the humanoid and can read its mind and see all of its memories. The humanoid acquires the mystauk-inhabited template while the mystauk dominates it.

The mystauk can choose to end the domination at anytime. If the humanoid dies or a *feeblemind* spell is successfully cast against the mystauk-inhabited humanoid, the effects of Mystauk Domination end and the mystauk appears adjacent to the host at the start of its next turn.

Mystauk-Inhabited Template

A mystauk-inhabited host uses the host creature's base statistics and makes the following adjustments.

- [All of the host creature's ability scores are raised to 19. If the host creature has ability scores higher than 19, those ability scores stays the same.
- [The mystauk-inhabited creature gains and is proficient with a slam weapon attack. The slam which is a light, finesse weapon which deals 1d6 bludgeoning damage.
- [The creature's alignment changes to neutral evil
- [The mystauk-inhabited creature learns one cantrip from the wizard spell list it can cast at-will without expending any material components. The mystauk-inhabited creature uses its Intelligence modifier as its magic ability modifier for these spells and adds its proficiency modifier to any attack rolls and spell save DCs associated with the cantrip.
- [The mystauk-inhabited creature gains proficiency in the Deception skill.
- [The host gains the Mystauk Communication and Mystauk Deception abilities.

Mystauk-Inhabited Abilities

- [**Mystauk Communication.** A mystauk-inhabited creature can sense and communicate telepathically with any other mystauk-inhabited creature within 30 feet.
- [**Mystauk Deception.** With access to the host creature's memories a mystauk-inhabited creature has advantage on Charisma (Deception) checks made to convince others the host is not mystauk-inhabited.

Mystauk-Inhabited Acolyte

Medium humanoid (any race), neutral evil

Armor Class 14

Hit Points 17 (2d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	19 (+4)	19 (+4)	19 (+4)	19 (+4)

Skills Deception +6, Medicine +6, Religion +6

Senses passive Perception 14

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Mystauk Communication. The mystauk-inhabited acolyte can sense and communicate telepathically with any other mystauk-inhabited creature within 30 feet.

Mystauk Deception. The mystauk-inhabited acolyte has advantage on Charisma (Deception) checks made to convince others the acolyte is not mystauk-inhabited.

Mystauk Spell. The mytauk-inhabited acolyte can cast *minor illusion* at-will. It's spell casting ability is Intelligence for this spell (spell save DC 14).

Spellcasting. The mytauk-inhabited acolyte is a 1st-level spellcaster. Its spell casting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The mystauk-inhabited acolyte has the following cleric spells prepared:

Cantrips (at-will): *light, sacred flame, thaumaturgy*
1st level (3 slots): *bles, cure wounds, sanctuary*

Actions

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Mystauk-Inhabited Bandit

Medium humanoid (any race), neutral evil

Armor Class 15 (leather armor)

Hit Points 17 (2d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	19 (+4)	19 (+4)	19 (+4)	19 (+4)

Skills Deception +6

Senses passive Perception 14

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Mystauk Communication. The mystauk-inhabited bandit can sense and communicate telepathically with any other mystauk-inhabited creature within 30 feet.

Mystauk Deception. The mystauk-inhabited bandit has advantage on Charisma (Deception) checks made to convince others the bandit is not mystauk-inhabited.

Mystauk Spell. The mytauk-inhabited bandit can cast *ray of frost* at-will. Its spell casting ability is Intelligence for this spell (+6 to hit).

Actions

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80 ft./ 320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Mystauk-Inhabited Berserker

Medium humanoid (any race), neutral evil

Armor Class 15 (leather armor)

Hit Points 76 (9d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	19 (+4)	19 (+4)	19 (+4)	19 (+4)

Skills Deception +6

Senses passive Perception 14

Languages any one language (usually Common)

Challenge 3 (700 XP)

Mystauk Communication. The mystauk-inhabited berserker can sense and communicate telepathically with any other mystauk-inhabited creature within 30 feet.

Mystauk Deception. The mystauk-inhabited berserker has advantage on Charisma (Deception) checks made to convince others the berserker is not mystauk-inhabited.

Mystauk Spell. The mytauk-inhabited berserker can cast *blade ward* at-will. Its spell casting ability is Intelligence for this spell.

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

Actions

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Mystauk-Inhabited Commoner

Medium humanoid (any race), neutral evil

Armor Class 14

Hit Points 8 (1d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	19 (+4)	19 (+4)	19 (+4)	19 (+4)

Skills Deception +6

Senses passive Perception 14

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Mystauk Communication. The mystauk-inhabited commoner can sense and communicate telepathically with any other mystauk-inhabited creature within 30 feet.

Mystauk Deception. The mystauk-inhabited commoner has advantage on Charisma (Deception) checks made to convince others the commoner is not mystauk-inhabited.

Mystauk Spell. The mytauk-inhabited commoner can cast *acid splash* at-will. Its spell casting ability is Intelligence for this spell (spell save DC 14).

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Mystauk-Inhabited Cultist

Medium humanoid (any race), neutral evil

Armor Class 15 (leather armor)

Hit Points 17 (2d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	19 (+4)	19 (+4)	19 (+4)	19 (+4)

Skills Deception +6

Senses passive Perception 14

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Mystauk Communication. The mystauk-inhabited cultist can sense and communicate telepathically with any other mystauk-inhabited creature within 30 feet.

Mystauk Deception. The mystauk-inhabited cultist has advantage on Charisma (Deception) checks made to convince others the cultist is not mystauk-inhabited.

Mystauk Spell. The mytauk-inhabited cultist can cast *poison spray* at-will. Its spell casting ability is Intelligence for this spell (spell save DC 14).

Actions

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Mystauk-Inhabited Guard

Medium humanoid (any race), neutral evil

Armor Class 17 (chain shirt, shield)

Hit Points 17 (2d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	19 (+4)	19 (+4)	19 (+4)	19 (+4)

Skills Deception +6, Perception +6

Senses passive Perception 16

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Mystauk Communication. The mystauk-inhabited guard can sense and communicate telepathically with any other mystauk-inhabited creature within 30 feet.

Mystauk Deception. The mystauk-inhabited guard has advantage on Charisma (Deception) checks made to convince others the guard is not mystauk-inhabited.

Mystauk Spell. The mytauk-inhabited guard can cast *friends* at-will. Its spell casting ability is Intelligence for this spell.

Actions

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Mystauk-Inhabited Knight

Medium humanoid (any race), neutral evil

Armor Class 18 (plate)

Hit Points 68 (8d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	19 (+4)	19 (+4)	19 (+4)	19 (+4)

Saving Throws Con +6, Wis +6

Skills Deception +6

Senses passive Perception 14

Languages any one language (usually Common)

Challenge 4 (1, 100 XP)

Brave. The knight has advantage on saving throws against being frightened.

Mystauk Communication. The mystauk-inhabited knight can sense and communicate telepathically with any other mystauk-inhabited creature within 30 feet.

Mystauk Deception. The mystauk-inhabited knight has advantage on Charisma (Deception) checks made to convince others the knight is not mystauk-inhabited.

Mystauk Spell. The mytauk-inhabited knight can cast *fire bolt* at-will. Its spell casting ability is Intelligence for this spell (+6 to hit).

Actions

Multiattack. The mystauk-inhabited knight makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the mystauk-inhabited knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. The effect ends if the mystauk-inhabited knight is incapacitated.

Reactions

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

Mystauk-Inhabited Mage

Medium humanoid (any race), neutral evil

Armor Class 14 (17 with *mage armor*)

Hit Points 76 (9d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	19 (+4)	19 (+4)	19 (+4)	19 (+4)

Saving Throws Int +7, Wis +7

Skills Arcana +7, Deception +7, History +7

Senses passive Perception 14

Languages any four languages

Challenge 7 (2,900 XP)

Mystauk Communication. The mystauk-inhabited mage can sense and communicate telepathically with any other mystauk-inhabited creature within 30 feet.

Mystauk Deception. The mystauk-inhabited mage has advantage on Charisma (Deception) checks made to convince others the mage is not mystauk-inhabited.

Mystauk Spell. The mytauk-inhabited mage can cast *poison spray* at-will. It's spell casting ability is Intelligence for this spell (spell save DC 15).

Spellcasitng. The mytauk-inhabited mage is a 9th-level spellcaster. Its spell casting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The mystauk-inhabited mage has the following wizard spells prepared:

Cantrips (at-will): *fire bolt, light, mage hand, prestidigitation*
 1st level (4 slots): *detect magic, mage armor, magic missile, shield*
 2nd level (3 slots): *misty step, suggestion*
 3rd level (3 slots): *counterspell, fireball, fly*
 4th level (3 slots): *greater invisibility, ice storm*
 5th level (1 slot): *cone of cold*

Actions

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

Mystauk-Inhabited Priest

Medium humanoid (any race), neutral evil

Armor Class 15 (leather armor)

Hit Points 42 (5d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	19 (+4)	19 (+4)	19 (+4)	19 (+4)

Skills Deception +6, Medicine +6, Persuasion +6, Religion +6

Senses passive Perception 14

Languages any two languages

Challenge 3 (700 XP)

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

Mystauk Communication. The mystauk-inhabited priest can sense and communicate telepathically with any other mystauk-inhabited creature within 30 feet.

Mystauk Deception. The mystauk-inhabited priest has advantage on Charisma (Deception) checks made to convince others the preist is not mystauk-inhabited.

Mystauk Spell. The mytauk-inhabited priest can cast *acid splash* at-will. It's spell casting ability is Intelligence for this spell (spell save DC 14).

Spellcasitng. The mytauk-inhabited priest is a 5th-level spellcaster. Its spell casting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The mystauk-inhabited priest has the following cleric spells prepared:

Cantrips (at-will): *light, sacred flame, thaumaturgy*
 1st level (4 slots): *cure wounds, guiding bolt, sanctuary*
 2nd level (3 slots): *lesser restoration, spiritual weapon*
 3rd level (2 slots): *dispel magic, spirit guardians*

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Mystauk-Inhabited Thug

Medium humanoid (any race), neutral evil

Armor Class 15 (leather armor)

Hit Points 42 (5d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	19 (+4)	19 (+4)	19 (+4)	19 (+4)

Skills Deception +6, Intimidation +6

Senses passive Perception 14

Languages any one language (usually Common)

Challenge 1 (200 XP)

Mystauk Communication. The mystauk-inhabited thug can sense and communicate telepathically with any other mystauk-inhabited creature within 30 feet.

Mystauk Deception. The mystauk-inhabited thug has advantage on Charisma (Deception) checks made to convince others the thug is not mystauk-inhabited.

Mystauk Spell. The mytauk-inhabited thug can cast *fire bolt* at-will. Its spell casting ability is Intelligence for this spell (+6 to hit).

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

Actions

Multiattack. The mystauk-inhabited knight makes two melee attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Ogre Chieftain

Large giant, chaotic evil

Armor Class 16 (chain mail)

Hit Points 124 (13d10 + 52)

Speed 40 ft.

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

Saving Throws Wis +5

Skills Insight +5, Intimidation +3, Persuasion +3

Senses darkvision 60 ft., passive Perception 12

Languages Common, Giant

Challenge 8 (3,900 XP)

Actions

Multiattack. The ogre makes two attacks.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Battle Cry (1/day). Each creature of the ogre's choice within 30 feet that can hear it make an attack as a reaction. The ogre can then make an attack as a bonus action.

Orc Punisher

Medium humanoid (orc), chaotic evil

Armor Class 15 (studded leather)

Hit Points 190 (20d8 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	10 (+0)	12 (+1)	8 (-1)

Saving Throws Strength +10, Con +9, Wis +5

Damage Resistance radiant

Skills Athletics +10, Intimidation +3

Senses passive Perception 11

Languages Common, Orc

Challenge 12 (8,400 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Charging Advantage. If the orc moves at least 10 feet it has advantage on all attack rolls made before the end of its turn.

Eye for an Eye. Whenever the orc takes damage, it gains a number of punishing points equal to the damage taken. These points are cumulative and the orc can have a maximum of 50 punishing points. These points disappear when the orc takes a short rest.

When the orc hits a target with a melee attack, it can choose to spend any number of punishing points. The number of points the orc spends equal the number of bonus radiant damage points dealt by the attack.

Actions

Multiattack. The orc makes four attacks.

Greataxe. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (1d12 + 6) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage.

Blinding Burst. The orc spends 20 punishing points and releases a burst of radiant energy in a 20-foot-radius sphere centered on itself. Hostile creatures within the sphere must succeed on a DC 17 Constitution saving throw or take 15 points of radiant damage and become blinded until the end of the orc's next turn. Allies in the sphere heal 5 hit points.

Fey Step. The orc spends 5 punishing points to cast *fey step*.

Santa Claus

Medium celestial, neutral good

Armor Class 20 (natural armor)

Hit Points 300 (40d8 + 120)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	20 (+5)	22 (+6)	24 (+7)

Saving Throws Dex +6, Con +9, Wis +12

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities cold

Condition Immunities exhaustion, petrified

Skills Animal Handling +12, Perception +12

Senses blindsight 60 ft., darkvision 120 ft., passive perception 22

Languages all

Challenge 20 (25,000 XP)

Amorphous. Santa can move through a space as narrow as 1 inch wide without squeezing.

Discern Alignment. Santa immediately knows the alignment of any creature he can see.

Discorporation. When Santa drops to 0 hit points or dies, his body is destroyed, but his essence travels back to his domain in the North Pole, and he is unable to take physical form for a time.

Flying Sleigh. When Santa drives a sleigh drawn by at least 6 pack animals, the animals and sleigh gain a 120-foot fly speed.

Legendary Resistance (3/Day). If the Santa fails a saving throw, he can choose to succeed instead.

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

Magic Weapons. Santa's weapon attacks are magical.

Master Artisan. Santa is proficient with all artisan's tools. His proficiency bonus is +6.

Naughty List. Santa deals an extra 9 (2d8) cold damage to creatures of evil alignment with weapon and spell attacks.

Spellcasting. Santa's 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: *bless*, *invisibility*, *locate creature*, *misty step*, *ray of frost*, *scrying*, *sleep*, *zone of truth*

3/day: *cone of cold*, *hold monster*, *mass cure wounds*, *sleet storm*

1/day: *teleport*, *time stop*, *wall of ice*

Actions

Multiattack. Santa can make three sack of gifts attacks or two Jolly Holly

attacks.

Sack of Gifts. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Jolly Holly. *Ranged Spell Attack:* +13 to hit, range 120 ft., one target. *Hit:* 28 (4d10 + 7) piercing damage and the creature must make a DC 21 Wisdom saving throw. A creature who fails this saving throw collapses in a fit of laughter, falls prone, and cannot stand until the end of Santa's next turn.

Open Up Your Present. Santa hurls a random gift from his sack up to 90 feet. It explodes in a 20-foot-radius sphere. Creatures in the area must make a DC 21 Constitution saving throw. Creatures who fail take 21 (6d6) cold damage. Creatures who succeed take half. In addition creatures who fail the save suffer a random effect rolled on a d4. On a 1 they're blinded, on a 2 they're deafened, on a 3 they're frightened of Santa, on a 4 they're poisoned. The random effect lasts one minute. A creature can repeat the saving throw at the end of its turn, ending the effect early on a success.

Peace on Earth. Santa and any number of creatures he chooses within 30 feet fall under the effect of the *sanctuary* spell (DC 21). The effect lasts 1 minute, but ends early if Santa attacks, casts a spell, or chooses to end the effect as a bonus action.

Legendary Actions

Santa 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. Santa regains all spent legendary actions at the start of his turn.

Jolly Holly. Santa attacks with Jolly Holly.

Twinkly Eyes. Santa targets one creature he can see that can also see him within 30 feet. The target must succeed on a DC 21 Wisdom saving throw or become charmed by Santa until the end of Santa's next turn. While charmed by Santa the creature cannot attack him.

You've Been Naughty. Santa shows a creature within 30 feet who can see him its name on on the naughty list. The creature must succeed on a DC 21 Wisdom saving throw or suffer disadvantage on all attacks against Santa and his allies. In addition Santa and his allies have advantage on attack rolls against the target, and the target suffers disadvantage on saving throws against the effects of Santa's abilities and spells. These effects last until the end of Santa's next turn.

Santa's Lair

Santa's lair is a magical workshop run by his winter elves (a size Small subrace of elves). Here these creatures make toys and other gifts. Various items symbolic to a plethora of Winter holidays decorate the walls of this grand mansion.

Most of the workshop is dedicated to the construction and delivery of gifts. There's huge rooms dedicated to carpentry, mechanics, gift wrapping, candy-making, and stables for reindeer. The elves have a spacious dormitory, Santa and his wife have modest living quarters, and all residents share a dining hall and library. A special room in the center of the mansion gives Santa the ability to scry on any creature on the same plane.

While Santa's workshop may appear harmless, the property is well protected. Only creatures of good alignment can actually see the mansion from the outside. Inside the workshop, seemingly harmless life-sized toy soldiers, teddy bears, and dolls come to life and attack intruders while magic traps controlled by Santa can blast enemies with cold energy and

freeze them in place.

Lair Actions

On initiative count 20 (losing initiative ties), Santa takes a lair action to cause one of the following effects; Santa can't use the same effect two rounds in a row:

- [Magic mistletoe grows down from the ceiling and attempts to grab up to three creatures Santa can see within 120 feet of him. Those creatures must succeed on a DC 15 Dexterity saving throw or be restrained until the start of Santa's next lair action. On its turn a creature restrained this way can try and free itself as an action with a DC 15 Dexterity (Acrobatics) check. Another creature can attack the mistletoe and attempt to destroy it (AC 15, HP 20, immune psychic, vulnerable slashing).
- [Spectral jingle bells appear and sound. Each creature within 120 feet of Santa who can hear the bells must make a DC 15 Wisdom saving throw. Santa can slide any creature who fails 30 feet in the direction of his choosing.
- [Santa laughs and the ground shakes like a bowl full of jelly within a 60-foot radius around him. Every creature on the ground within the area other than Santa must succeed on a DC 15 saving throw or be knocked prone.

Regional Effects

The region containing Santa's lair is changed by his magic, which creates one or more of the following effects:

- [All pack animals (such as horses, reindeer, and oxen) gain a fly speed equal to their speed within 6 miles of the lair.
- [For non-evil creatures any snow within 6 miles of the lair tastes like peppermint and provides nourishment. Such creatures automatically succeed on Constitution saving throws against exhaustion due to harsh climate within 6 miles of the lair, warmed by a delightful feeling which comes from within their hearts.
- [Snowmen created by creatures with the good alignment within 1 mile of the lair come to life and point the way to Santa's workshop. Evil creatures who build snowmen within 1 mile of the lair find the creation explodes upon completion, dealing 11 (2d10) cold damage to anyone within 5 feet of it.

If the Santa dies permanently, the effects end immediately.

Sepora, Tiefling Necromancer

Medium humanoid (tiefling), chaotic evil

Armor Class 12 (15 with *mage armor*)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	18 (+4)

Saving Throws Int +9, Wis +2

Skills Arcana +13, Deception +7

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common, Draconic, Giant, Goblin, Infernal

Challenge 12 (11,500 XP)

Infernal Legacy. Sepora has the ability to cast innate spells as a tiefling. Her innate spellcasting ability is Charisma (spell save DC 16). She can cast the following spells, requiring no material components.

At will: *thaumaturgy*

1/day each: *hellish rebuke* (as 2nd-level spell), *darkness*

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

Spellcasting. Sepora's spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Sepora can cast the following spells.

At will: *chill touch*, *friends*, *mage hand*, *shocking grasp*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *ray of sickness*

2nd level (3 slots): *blindness/deafness*, *detect thoughts*, *ray of enfeeblement*

3rd level (3 slots): *animate dead*, *fireball*, *vampiric touch*

4th level (3 slots): *blight*, *greater invisibility*, *stoneskin*

5th level (3 slots): *cone of cold*, *dominate person*, *cloudkill*

6th level (1 slot): *create undead*

7th level (1 slot): *finger of death*

8th level (1 slot): *mind blank*

9th level (1 slot): *true polymorph*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Skeleton, Ogre

Large undead, lawful evil

Armor Class 11 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	15 (+2)	5 (-3)	7 (-2)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Giant, but can't speak

Challenge 2 (450 XP)

Actions

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Vampire, Oni

Large undead, lawful evil

Armor Class 16 (natural armor)

Hit Points 227 (13d20 + 91)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	18 (+4)	14 (+2)	12 (+1)	15 (+2)

Saving Throws Dex +9, Con +8, Wis +5, Cha +7

Skills Arcana +6, Deception +12, Perception +5, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing damage from nonmagical weapons

Senses darkvision 120 ft., passive Perception 15

Languages Common, Giant

Challenge 14 (11,500 XP)

Shapechanger. If the vampire isn't in the sunlight or running water, it can use its action to polymorph into a Tiny bat, Medium cloud of mist, Small or Medium humanoid, Large giant, or back into its true form.

While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and 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 it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from the sunlight.

While in humanoid or giant form, other than its size the vampire's statistics are the same in each form. The only equipment which transforms is its glaive, which shrinks so it can be wielded in humanoid form. If the vampire dies, it reverts to its true form, and its glaive reverts to its normal size.

Innate Spellcasting. The vampire's innate spellcasting ability is Charisma (spell save DC 14). The vampire can cast the following spells, requiring no material components.

At will: *darkness, invisibility*

1/day each: *charm person, cone of cold, gaseous form, sleep*

Legendary Resistance (3/day). If the vampire fails a saving throw, it can choose to succeed instead.

Magic Weapons. The vampire's weapon attacks are magical.

Misty Escape. When it drops to 0 hit points outside its resting place (Sveja's resting place is the trash pit in area C7), the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration. The vampire regains 20 hit points at the start of its turn if it

has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weakness. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack (Vampire, Giant, or Humanoid form only). The vampire makes two attacks, only one of which can be a bite attack.

Claws (Vampire form only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Glaive (Vampire, Giant, or Humanoid form only). *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage, or 9 (1d10 + 4) slashing damage in Small or Medium human form.

Bite (Vampire form only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid or giant slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Charm. The vampire targets one humanoid or giant it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 15 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack.

Each time the vampire or the vampire's 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 the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Children of the Night (1/day). The vampire magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the vampire can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

Legendary Actions

The vampire 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. The vampire regains spent legendary actions at the start of its turn.

Move. The vampire moves up to its speed without provoking opportunity attacks.

Claw. The vampire makes one claw attack.

Bite (Costs 2 actions). The vampire makes one bite attack.

Wereboar, Halfling Berserker

Small humanoid (halfling, shapechanger), neutral evil

Armor Class 14 in humanoid form (hide), 13 in boar form (natural), 15 in hybrid form (hide and natural)

Hit Points 78 (12d6 + 36)

Speed 25 ft. (40 ft. in boar form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Skills Perception +1

Damage Resistances poison

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses passive Perception 11

Languages Common and Halfling (can't speak in boar form)

Challenge 5 (1,800 XP)

Polymorph. The wereboar can use its action to polymorph into a boar-humanoid hybrid or into a boar, or back into its true form which is humanoid. Its statistics, other than its AC and speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Brave. The wereboar has advantage on all saving throws against being frightened.

Charge (Boar or Hybrid Form Only). If the wereboar moves at least 15 feet straight towards a target and then hits it with its tusks on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Lucky. When the wereboar rolls a 1 on an attack roll, ability check, or saving throw, it can reroll the die and must use the new roll.

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

Relentless (Recharges after a Short or Long Rest). If the wereboar takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Stout Resilience. The wereboar has advantage on saving throws against poison.

Actions

Multiaction (Halfling or Hybrid Form Only). The wereboar makes two attacks, only one of which can be with its tusks.

Warhammer (Halfling or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.

Tusks (Boar or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with wereboar lycanthropy.

Wererat, Elf

Medium humanoid (elf, shapechanger), lawful evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 35 ft. (30 ft. in rat form)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	11 (+0)	8 (-1)

Skills Perception +4, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses darkvision 60 ft., passive Perception 14

Languages Common and Elvish (can't speak in rat form)

Challenge 2 (450 XP)

Polymorph. The wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form which is humanoid. Its statistics, other than its size and speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Fey Ancestry. The wererat has advantage on saving throws against being charmed and magic cannot put it to sleep.

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

Mask of the Wild. The wererat can attempt to hide even when it is only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Actions

Multiattack (Elf or Hybrid Form Only). The wererat makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

Rapier (Elf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Longbow (Elf or Hybrid Form Only). *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Wererat, Elf Mage

Medium humanoid (elf, shapechanger), lawful evil

Armor Class 12 (15 with mage armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Perception +4, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses darkvision 60 ft., passive Perception 14

Languages Common, Dwarvish, Elvish, Gnomish, and Halfling (can't speak in rat form)

Challenge 7 (2,900 XP)

Polymorph. The wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Fey Ancestry. The wererat has advantage on saving throws against being charmed and magic cannot put it to sleep.

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

Spellcasting (Elf and Hybrid Form Only). The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spell prepared:

Cantrips (at will): *acid splash*, *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *lightning bolt*

4th level (3 slots): *blight*, *greater invisibility*

5th level (1 slot): *cone of cold*

Actions

Multiattack (Elf or Hybrid Form Only). The wererat makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

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

Wererat, Halfling

Small humanoid (halfling, shapechanger), lawful evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 25 ft. (30 ft. in rat form)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	11 (+0)	8 (-1)

Skills Perception +2, Stealth +4

Damage Resistances poison

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses darkvision 60 ft. (rat form only), passive Perception 12

Languages Common and Halfling (can't speak in rat form)

Challenge 2 (450 XP)

Polymorph. The wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form which is humanoid. Its statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Brave. The wererat has advantage on all saving throws against being frightened.

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

Lucky. When the wererat rolls a 1 on an attack roll, ability check, or saving throw, it can reroll the die and must use the new roll.

Stout Resilience. The wererat has advantage on saving throws against poison.

Actions

Multiattack (Halfling or Hybrid Form Only). The wererat makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

Shortsword (Halfling or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow (Halfling or Hybrid Form Only). *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Werewolf, Elf

Medium humanoid (elf, shapechanger), chaotic evil

Armor Class 12, 13 (natural armor) in wolf or hybrid form

Hit Points 58 (9d8 + 18)

Speed 35 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +4, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses darkvision 60 ft. (elf and hybrid form only), passive Perception 14

Languages Common and Elvish (can't speak in wolf form)

Challenge 3 (700 XP)

Polymorph. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Fey Ancestry. The werewolf has advantage on saving throws against being charmed and magic cannot put it to sleep.

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

Mask of the Wild. The werewolf can attempt to hide even when it is only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Actions

Multiattack (Elf or Hybrid Form Only). The werewolf makes two attacks, only one of which can be a bite.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Greatsword (Elf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Longbow (Elf or Hybrid Form Only). *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Winter Elf

Small humanoid (elf), lawful good

Armor Class 14

Hit Points 81 (18d6 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	12 (+1)	14 (+2)	16 (+3)	18 (+4)

Saving Throws Dex +7, Wis +6

Damage Resistances cold

Condition Immunities exhaustion

Skills Perception +6, Performance +7

Senses darkvision 60 ft., passive perception 16

Languages Common, Elvish

Challenge 7 (2,900 XP)

Ice Weapons. The elf's weapon attacks deal an extra 1d8 cold damage (already factored into its attacks) and count as magical.

Fey Ancestry. Magic cannot put the elf to sleep.

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

Master Artisan. The elf is proficient with all artisan's tools. Its proficiency bonus is +3.

Nimble Movement. The elf can take the Dash or Disengage action as a bonus action on each of its turns.

Spellcasting. The elf's spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *invisibility, mage hand, mending, misty step*

3/day: *charm person, hold person, sanctuary, sleet storm*

1/day: *cone of cold, polymorph*

Actions

Multiattack. The elf makes two attacks.

Light Hammer. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage and 4 (1d8) cold damage.

Hot Cocoa Flask. Every elf carries an enchanted flask of hot cocoa which stays piping hot. As an action the elf commands this flask to shoot a line of cocoa 60 feet long and 5 feet wide. Each creature in the line must make a DC 15 Dexterity saving throw. A creature takes 21 (8d6) fire damage on a failed save, or half as much damage on a successful one. The elf cannot use this ability from the same flask again until it completes a long rest.

Bison

Large beast, unaligned

Armor Class 10 (natural armor)

Hit Points 30 (4d10 + 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	14 (+2)	2 (-4)	10 (+0)	6 (-2)

Senses passive Perception 10

Languages -

Challenge 1/2 (100 XP)

Trampling Charge. If the bison moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the bison can make another attack with its hooves against it as a bonus action.

Actions

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Ostrich

Medium beast, unaligned

Armor Class 15 (natural armor)

Hit Points 19 (3d10 + 3)

Speed 70 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	12 (+1)	2 (-4)	10 (+0)	6 (-2)

Senses passive Perception 10

Languages -

Challenge 1/2 (100 XP)

Medium Mount. Ostriches can carry a rider of Medium size or smaller.

Trampling Charge. If the ostrich moves at least 20 feet straight toward a creature and then hits it with a talons attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the ostrich can make another attack with its talons against it as a bonus action.

Actions

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Reindeer

Large beast, unaligned

Armor Class 10

Hit Points 30 (4d10 + 8)

Speed 50 ft.

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

Senses passive Perception 10

Languages -

Challenge 1/2 (100 XP)

Charge. If the reindeer moves at least 20 feet straight toward a target and the hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Actions

Ram. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Riding Deer

Large beast, unaligned

Armor Class 14

Hit Points 19 (3d10 + 3)

Speed 50 ft.

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

Senses passive Perception 12

Languages -

Challenge 1/2 (100 XP)

Charge. If the deer moves at least 20 feet straight toward a target and the hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Ram. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Riding Turtle

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 10 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	13 (+1)	2 (-4)	10 (+0)	6 (-2)

Senses passive Perception 10

Languages -

Challenge 1/2 (100 XP)

Hold Breath. The turtle can hold its breath for 15 minutes.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Water Buffalo

Large beast, unaligned

Armor Class 10 (natural armor)

Hit Points 30 (4d10 + 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Senses passive Perception 11

Languages -

Challenge 1 (200 XP)

Charge. If the buffalo moves at least 20 feet straight toward a target and the hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw of be knocked prone.

Actions

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Yak

Large beast, unaligned

Armor Class 10 (natural armor)

Hit Points 30 (4d10 + 8)

Speed 40 ft.

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

Senses passive Perception 10

Languages -

Challenge 1 (200 XP)

Charge. If the yak moves at least 20 feet straight toward a target and the hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw of be knocked prone.

Actions

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Mounts

Canus is home to some bizarre and wonderful animals that serve as mounts. Many can cross certain types of difficult terrain at normal speed. The table below indicates which types of difficult terrain specific mounts can ignore. These are common mounts for sale, other fantastic mounts might be found and trained at the DM's discretion. Descriptions are provided for the mounts which require them.

Mount	Speed	Ignored Difficult Terrain(s)	Price
Bison	40 ft.	Forest	100 gp
Dog Sled and Team	40 ft.	Snowfields, Frozen Ocean	400 gp
Giant Goat	40 ft.	Mountains	75 gp
Giant Lizard	30 ft., climb 30ft.	Swamp, Marsh, Jungle	75 gp
Ornithopter	0 ft., fly 60 ft.	See notes	20,000 gp
Ostrich	70 ft.	None	150 gp
Reindeer	50 ft.	Snowfields, Mountains, Frozen Ocean	150 gp
Riding Deer	50 ft.	Forest	150 gp
Riding Turtle	10 ft., swim 50 ft.	Swamp, Marsh	200 gp
Water Buffalo	40 ft.	Swamp, Marsh, Jungle	150 gp
Yak	40 ft.	Snowfields, Mountains	100 gp

Dogsled and Team. A team of 8 dogs comes with a sled, ready to pull a rider and gear across the frozen landscapes of Canus.

Mountain Ram. Huge goats large enough to hold a man were first trained by the Bragonian dwarves. Now they are the preferred method of travel for all who traverse mountainous peaks.

Ornithopter. This is a special one-person flying machine created by Bragonay's artisans for reconnaissance and solo travel. Its bird-shape has huge flapping wings which allow for lift and propulsion. These wings are powered by the rider through foot pedals. An ornithopter can glide great distances.

Riding Deer. These over-sized white-tailed deer were first bred by elves to be large enough to hold a rider. They spring through wooded forests and hills with ease.

Riding Turtle. These enormous, freshwater turtles are large enough to hold one rider comfortably on the shell. The turtles are trained to swim on the surface, since most of their riders cannot breathe underwater, however, they can be commanded to dive and surface. Turtles like this are often used in lieu of boats when traveling on lakes and rivers.