

## BUNNY BITE

*Tiny Monstrosity, unaligned*

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**Armor Class** 14 (natural armor)

**Hit Points** 38 (11d4 + 11)

**Speed** 20 ft., swim 40 ft.

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STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

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**Proficiency** +7

**Senses** darkvision 60 ft., passive Perception 11

**Challenge** 2 (450 XP)

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

**Keen Smell.** The Bunny Bite has advantage on Wisdom (Perception) checks that rely on smell.

**Standing Leap.** The Bunny Bite's long jump is up to 10 ft. and its high jump is up to 5 ft., with or without a running start.

### ACTIONS

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**Bite.** *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target.

*Hit:* 8 (2d4 + 3) piercing damage.

**Bunny Bite Torpedo (Once per Short Rest).** The Bunny Bite must be submerged in water to use this action. The Bunny Bite launches itself in a 40 ft. long line out of the water. This movement does not provoke opportunity attacks. It makes a bite attack against any creature it passes.



## HIVE MIND

Huge Aberration, neutral evil

**Armor Class** 18 (natural armor)

**Hit Points** 262 (25d12 + 100)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	19 (+4)	21 (+5)	18 (+4)	15 (+2)

**Proficiency** +6

**Saving Throws** Str +12, Con +10, Int +11, Wis +10, Cha +8

**Skills** Perception +8

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

**Condition Immunities** charmed, frightened, unconscious  
**Senses** blindsight 60 ft., passive Perception 18

**Languages** Any, Telepathic 120 ft.

**Challenge** 19 (22,000 XP)

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

**Mind Fortress.** Allied creatures in telepathic communication with the Hive Mind within 120 ft. of it have advantage on Intelligence, Wisdom, and Charisma saving throws.

**Sense Cognition.** The Hive Mind is aware of the presence of cognitive creatures (creatures with an Intelligence and Wisdom score of 4 or higher) within 1 mile of itself. It cannot pinpoint the distance or direction of a cognitive creature, but knows its Intelligence and Wisdom score. A creature under the effect of mind blank, or other nondetection spells and effects shield it from the Hive Mind's senses.

**Psionic Weapons.** The Hive Mind's weapon attacks are magical. When the Hive Mind hits with any weapon, the weapon deals an extra 9 (2d8) psychic damage (included in the attack).

**Innate Spellcasting.** The Hive Mind's spellcasting ability is Intelligence (spell save DC 19). The Hive Mind can innately cast the following spells, requiring no material components:

At will: *Catapult (4th Level)*, *Command*, *Detect Thoughts*, *Mage Hand*, *Major Image*, *Levitate*

1/day: *Synaptic Static*, *Plane Shift (Self Only)*, *Teleport*

## ACTIONS

**Multiattack.** The Hive Mind uses Sensory Overload or casts an At Will spell, and makes 3 attacks: two with its claws and one with its bite.

**Claw.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target.  
*Hit:* 16 (3d6 + 6) slashing damage plus 9 (2d8) psychic damage.

**Bite.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target.  
*Hit:* 19 (3d8 + 6) piercing damage plus 9 (2d8) psychic damage.

**Sensory Overload.** The Hive Mind wrecks the mind of a creature within 120 ft. of it. The creature must make a DC 19 Wisdom saving throw, on a failed save a creature takes 14 (4d6) psychic damage and is stunned for one minute. A stunned creature is blinded and deafened, and repeats the saving at the end of its turns, ending the condition on a success. On a successful save a creature takes half as much damage and unless it succeeds the saving throw by 5 or more, is blinded and deafened until the end of the Hive Mind's next turn.  
[Intelligence Based]

## LEGENDARY ACTIONS

The Hive Mind can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Hive Mind regains spent legendary actions at the start of its turn.

**Psionic Pull.** A creature within 120 ft. of the Hive Mind must make a DC 19 Strength saving throw. On a failed save the creature is moved up to 20 ft. into a direction of the Hive Mind's choice.

**Command Spawn (2/round).** An allied creature within 120 ft., that is Challenge 4 or lower and in telepathic connection with the Hive Mind moves up to half of its speed without provoking opportunity attacks and makes a melee weapon attack.

**Psionics (2 Actions)** The Hive Mind casts one an At will spell.

**Synaptic Static (3 Actions).** The Hive Mind casts Synaptic Static.



## SPAWN EMISSARY

Large Aberration, neutral evil

**Armor Class** 16 (natural armor)

**Hit Points** 127 (15d10 + 45)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	18 (+4)	13 (+1)	8 (-1)

**Proficiency** +4

**Saving Throws** Int +8, Wis +5, Cha +3

**Skills** Perception +5

**Damage Resistances** psychic

**Condition Immunities** charmed, frightened, unconscious

**Senses** darkvision 60 ft., passive Perception 15

**Languages** 120 ft. telepathy (See Telepathic Extension)

**Challenge** 9 (5,000 XP)

**Telepathic Extension.** The Spawn Emissary extends the Hive Mind's telepathic influence. As long as the Spawn Emissary is on the same plane of existence as the Hive Mind, each creature within 120 ft. of it is treated as if it is in telepathic connection with the Hive Mind.

**Telepathic Jammer.** The Spawn Emissary suppresses any form of telepathic communication within 120 ft. of it except for the Hive Mind's telepathy.

**Psionic Weapons.** The Spawn Emissary's weapon attacks are magical. When the Spawn Emissary hits with any weapon, the weapon deals an extra 4 (1d8) psychic damage (included in the attack).

**Psionic Weapons.** The Hive Mind's weapon attacks are magical. When the Hive Mind hits with any weapon, the weapon deals an extra 9 (2d8) psychic damage (included in the attack).

**Innate Spellcasting.** The Spawn Emissary's spellcasting ability is Intelligence (spell save DC 16). The Spawn Emissary can innately cast the following spells, requiring no material components:

At will: *Mage Hand*, *Minor Illusion*

1/day: *Synaptic Static*, *Teleport*

### ACTIONS

**Multiattack.** The Spawn Emissary makes 3 attacks: two with its claws and one with its bite.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 4 (1d8) psychic damage.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 4 (1d8) psychic damage.

**Sensory Overload.** Up to 6 of the Spawn Emissary's allies within 120 ft. that are Challenge 4 or lower and in telepathic connection with the Hive Mind move up to half their speed without provoking opportunity attacks and make a melee or ranged weapon attack.

### REACTIONS

**Protect The Emissary.** When the Spawn Emissary is hit with a melee attack, it commands an ally within 120 ft. that is Challenge 4 or lower and in telepathic connection with the Hive Mind to move up to half of its speed without provoking

## SPAWN BLASTER

Medium Aberration, neutral evil

**Armor Class** 15 (natural armor)

**Hit Points** 72 (11d8 + 22)

**Speed** 30 ft., climbing 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	15 (+2)	13 (+2)	11 (+0)	6 (-2)

**Proficiency** +2

**Saving Throws** Wis +2, Cha +0

**Skills** Perception +2

**Damage Resistances** psychic

**Condition Immunities** charmed, frightened, unconscious

**Senses** passive Perception 12

**Languages** 120 ft. telepathy

**Challenge** 4 (1,100 XP)

**Psionic Weapons.** The Spawn Blaster's weapon attacks are magical. When the Spawn Blaster hits with any weapon, the weapon deals an extra 1d8 psychic damage (included in the attack).

**Spawning Spines.** The Spawn Blaster has twelve back spines. Used spines regrow when the Spawn Blaster finishes a short or long rest.

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

**Stationary Artillery.** If the Spawn Blaster has not moved on its turn before attacking, it can choose to have long range not impose disadvantage on its ranged weapon attack rolls. Once the Spawn Blaster does this, its movement speed becomes 0 until the end of its turn.

### ACTIONS

**Multiattack.** The Spawn Blaster makes three spine attacks.

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 4 (1d8) psychic damage.

**Spines.** *Ranged Weapon Attack:* +6 to hit, range 60/240 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 4 (1d8) psychic damage.

**Psionic Camouflage (1/Short Rest).** The Spawn Blaster becomes Invisible for ten minutes or until it attacks. A creature that starts its turn within 30 ft. of the Spawn Blaster and would be able to see them, makes a DC 12 Intelligence saving throw. On a success the creature is able to see the Spawn Blaster for the remainder of the effect's duration.



## HELL-PIT ABOMINATION

*Huge aberration, chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 184 (16d12 + 80)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	20 (+5)	3 (-4)	12 (+1)	3 (-4)

**Proficiency** +5

**Skills** Perception +6

**Senses** darkvision 120 ft., passive Perception 15

**Challenge** 14 (11,500 XP)

**Magic Weapons.** The Hell-Pit Abomination's weapons are magical.

**Magic Resistance.** The Hell-Pit Abomination has advantage on saving throws against spells and other magical effects.

**Regeneration.** The Hell-Pit Abomination regains 10 Hit Points at the start of its turn if it has at least 1 hit point.

**Death Throes.** When the Hell-Pit Abomination dies, a flood of parasitic rats surges out of its body. Each creature within 20 ft. of the Hell-Pit Abomination that is in contact with ground must make a DC 18 Dexterity saving throw, taking 28 (8d6) piercing damage on a failed save and half as much on a successful one.

**Abominable Resilience (1/day).** If the Hell-Pit Abomination takes 30 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

### ACTIONS

**Multiattack.** The Hell-Pit Abomination makes 4 attacks: three slam attacks and one bite attack.

**Slam.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target.  
*Hit:* 16 (2d8 + 7) bludgeoning damage.

**Bite.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target.  
*Hit:* 18 (2d10 + 7) piercing damage.

**Avalanche Of Flesh (Recharge 5-6).** The Hell Pit Abomination rears up to its full height and slams down its body. Each creature within 10 feet of the Hell-Pit Abomination must make a DC 18 Dexterity saving throw. On a failed save a creature takes 55 (10d10) bludgeoning damage and is knocked prone. On a successful save a creature takes half as much damage and is not knocked prone..

## GREATER MANTICORE

*Huge monstrosity, neutral evil*

**Armor Class** 16 (natural armor)

**Hit Points** 126 (12d12 + 48)

**Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	19 (+4)	3 (-4)	14 (+2)	6 (-2)

**Proficiency** +3

**Skills** Perception +5

**Damage Resistances** psychic

**Senses** darkvision 60 ft., passive Perception 15

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

### ACTIONS

**Multiattack.** The Greater Manticore makes 3 attacks, one with its bite, one with its claws, and one with its tail.

**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 10 ft., one target.  
*Hit:* 17 (2d10 + 6) piercing damage.

**Tail.** *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target.  
*Hit:* 19 (2d12 + 6) piercing damage.



## ROYAL GRIFFON

Huge Monstrosity, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 157 (12d12 + 48)

**Speed** 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	19 (+4)	3 (-4)	14 (+2)	10 (0)

**Proficiency** +3

**Saving Throws** Wis +4, Cha +3

**Skills** Perception +8

**Senses** darkvision 60 ft., passive Perception 18

**Languages** Understands Common and Auran, but doesn't speak.

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

**Keen Sight.** The royal griffon has advantage on Wisdom (Perception) checks that rely on sight.

**Prideful Beast.** The royal griffon has advantage on saving throws against being frightened.

### ACTIONS

**Multiattack.** The royal griffon uses Blood Screech if available and makes three attacks: one with its beak and two with its claws.

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

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

**Blood Screech (Recharge 5-6).** The royal griffon lets out a piercing screech. Each hostile creature within 20 ft. that can hear it must succeed a DC 15 Wisdom saving throw or be frightened until the end of the griffon's next turn. A creature that succeeds on the saving throw is immune to the Blood Screech of any royal griffon for 24 hours. [Constitution Based]

### REACTION

**Indignant Snap.** The royal griffon makes a beak attack against a creature that hit it with an attack. To do so, the royal griffon must see the attacker.

## ARACHNAROK

Gargantuan Monstrosity, unaligned

**Armor Class** 15 (natural armor)

**Hit Points** 160 (11d20 + 44)

**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	18 (+4)	2 (-4)	16 (+3)	4 (-3)

**Proficiency** +3

**Saving Throws** Dex +5, Wis +6

**Skills** Stealth +8

**Senses** blindsight 20 ft., darkvision 60 ft., passive Perception 13

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

**Ambusher.** In the first round of combat, the Arachnarok has advantage on attacks rolls against any creature it has surprised.

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

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

### ACTIONS

**Multiattack.** The Arachnarok makes three attacks; one bite attack and two piercing legs attacks.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage plus 21 (6d6) poison damage. The target must make a DC 15 Constitution saving throw, taking the poison damage on a failed saving throw or half as much on a successful one.

**Piercing Legs.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) slashing damage.

**Great Weave (1/short rest).** The Arachnarok fires a wide web in a 60 foot cone. Each creature in the area must make a DC 15 Dexterity saving throw or be restrained in webbing. As an action, the restrained creature can make a DC 15 Strength check, bursting the restraint on a success. The webbing can also be attacked and destroyed - AC 12; hp 10; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage. The area of the cone is covered by loose webbing and becomes difficult terrain for one minute, or until otherwise cleared (at DM's discretion). [Constitution Based]



## HELL HOUSE

Gargantuan Construct, true neutral

**Armor Class** 16 (natural armor)

**Hit Points** 130 (9d20 + 36)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (0)	18 (+4)	6 (-2)	12 (+1)	5 (-3)

**Proficiency** +3

**Saving Throws** Str +9, Con +7

**Damage Resistances** cold, fire, lightning (depending on affinity)

**Damage Immunities** poison, psychic

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

**Senses** darkvision 60 ft., passive Perception 11

**Languages** understands the languages of its creator but can't speak

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

**Immutable Form.** The Hell House is immune to any spell or effect that would alter its form.

**Affinity.** The Hell House switches its elemental affinity at the start of its turn. Roll 1d6 to determine its affinity:

1-2: Cold

3-4: Fire

5-6: Lightning

The Hell House has resistance to the same damage type as its current affinity..

**Affinity Weapons.** The Hell House's weapons are magical and deal an additional 4 (1d8) cold, fire, or lightning damage, depending on the Hell House's affinity (included in the attacks).

### ACTIONS

**Multiattack.** The Hell House makes 3 attacks: Two attacks with its slam, and one with its blade arm. It can use House Guest in place of 2 of its slam attacks.

**Slam.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) bludgeoning damage plus 4 (1d8) cold, fire or lightning damage.

**Blade Arm.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 4 (1d8) cold, fire or lightning damage.

**House Guest.** A medium or smaller creature within 5 ft. of the Hell House must succeed on a DC 15 Strength saving throw or becomes trapped on the Hell House. A creature trapped in the Hell House is blinded and restrained, has total cover against attacks and other effects outside of the Hell House and takes 10 (3d6) bludgeoning damage at the beginning of its turn, as it gets pummeled by the inner machinations of the Hell House. The Hell House can have only one creature trapped inside of it at a time. When the Hell House is incapacitated or destroyed, any trapped creature escapes automatically escapes the house. A trapped creature can use its action to attempt to repeat the saving throw, escaping the Hell House on a success. Alternatively another creature can use an action to make a DC 15 Strength check to free a trapped creature from the Hell House. A creature that escapes the Hell House emerges out of the Hell House in a space within 5 ft. of it. [Constitution Based]

### Affinity Power (Recharge 5-6).

The Hell Houses uses a power according to its Affinity:

**Chair Salvo Deluxe.** The Hell House fires 4 frozen chairs, each targets a creature of the Hell House's choice within 120 ft. of itself. Each targeted creature must make a DC 15 Dexterity saving throw or take 7 (2d6) bludgeoning and 7 (2d6) cold damage.

**Rocket Charge.** The Hell House fires 4 frozen chairs, each targets a creature of the Hell House's choice within 120 ft. of itself. Each targeted creature must make a DC 15 Dexterity saving throw or take 7 (2d6) bludgeoning and 7 (2d6) cold damage.

**Housing Shock.** The Hell House fires 4 frozen chairs, each targets a creature of the Hell House's choice within 120 ft. of itself. Each targeted creature must make a DC 15 Dexterity saving throw or take 7 (2d6) bludgeoning and 7 (2d6) cold damage.



## TWILIGHT DRACOLICH

Gargantuan Dragon, lawful evil

**Armor Class** 22 (natural armor)

**Hit Points** 546 (28d20 + 224)

**Speed** 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (0)	27 (+8)	22 (+6)	17 (+3)	24 (+7)

**Proficiency** +7

**Saving Throws** Con +15, Int +13, Wis +10, Cha +14

**Skills** Arcana +20, History +13, Insight +10, Perception +17

**Damage Resistances** acid, cold, fire, lightning

**Damage Immunities** necrotic, poison, bludgeoning, piercing, and slashing from nonmagical attacks

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

**Senses** blindsight 60 ft., truesight 120 ft., passive Perception 27

**Languages** Common, Draconic, and five additional languages.

**Challenge** 26 (90,000 XP)

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

**Rejuvenation.** If it has a phylactery, a destroyed Dracolich regrows a new body over the course of 1d10 days, regaining all its hit points and becoming active again. The new body regrows within the hoard the phylactery is placed in.

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

**Spellcasting.** The Dracolich is an 20th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 21, +13 to hit with spell attacks). The lich has the following wizard spells prepared: • Cantrips (at will): chill touch, mage hand, prestidigitation • 1st level (4 slots): detect magic, magic missile, shield, unseen servant • 2nd level (3 slots): detect thoughts, hold person, invisibility, suggestion • 3rd level (3 slots): animate dead, counterspell, fireball, nondetection • 4th level (3 slots): blight, fabricate • 5th level (3 slots): scrying, wall of stone • 6th level (1 slot): circle of death, disintegrate, geas • 7th level (2 slots): finger of death, plane shift, symbol • 8th level (1 slot): antimagic field, dominate monster • 9th level (1 slot): power word kill

**Turn Immunity.** The Dracolich is immune against any effect that turns undead.

**Twilight Aura.** The Dracolich radiates a 20 foot aura of hopelessness. A creature in the aura can't gain hit points. A creature that starts its turn in the aura that has temporary hit points must succeed on a DC 21 Charisma saving throw or loses all temporary hit points it has. If the Dracolich takes radiant damage the effect of this aura is suppressed until the end of the Dracoliches next turn. [Charisma Based]

### ACTIONS

**Multiattack.** The Dracolich can use its Terrifying Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 9) piercing damage plus 16 (4d8) necrotic damage.

**Claw.** *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 24 (2d6 + 9) slashing damage.

**Chill Touch.** *Ranged Spell Attack:* +13 to hit, reach 120 ft., one creature. *Hit:* (4d8) necrotic damage. The target can't regain hit points until the start of the Dracolich's next turn.

**Terrifying Presence.** Each creature of the Dracolich's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A frightened creature that failed its saving throw by 5 or more is also incapacitated. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Terrifying Presence for the next 24 hours. [Charisma Based]

**Twilight Breath (Recharge 5-6).** The Dracolich exhales necrotic energy in a 60-foot cone. Each non-undead creature in that area must make a DC 23 Constitution saving throw. On a failed save a creature takes 90 (20d8) necrotic damage and has disadvantage on ability checks, attack rolls, and saving throws that use Strength or Dexterity until the end of the Dracolich's next turn. On a successful save a creature takes half as much damage and suffers no other effects. [Constitution Based]

### LEGENDARY ACTIONS

The Dracolich can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Dracolich regains spent legendary actions at the start of its turn.

**Cantrip.** The Dracolich casts a cantrip.

**Detect.** The Dracolich makes a Wisdom (Perception) check.

**Mesmerizing Gaze (2 Actions)** The Dracolich fixes its gaze on one humanoid it can see within 20 ft. of it. If the target can see the Dracolich, it must succeed on a DC 18 Wisdom saving throw or become charmed for 1 minute. The Dracolich controls the actions of the charmed humanoid for the duration of this effect. The charmed creature repeats the saving throw at the end of its turn, ending the effect on a successful save. If the creature can't see the Dracolich, it succeeds the saving throw automatically. If a target's saving throw is successful, the target is immune to the Dracolich's gaze for the next 24 hours. [Wisdom Based]

**Twilight Wings (3 Actions).** The Dracolich beats its wings and releases necrotic energy. Each non-undead creature within 15 feet of the Dracolich must succeed on a DC 23 Constitution saving throw or take 18 (4d8) necrotic damage. The dragon can then fly up to half its flying speed without provoking opportunity attacks. [Constitution Based]



## FIRE TITAN

Gargantuan Giant, neutral evil

**Armor Class** 18 (natural armor)

**Hit Points** 296 (16d20 + 128)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (0)	26 (+8)	12 (+1)	16 (+3)	14 (+2)

**Proficiency** +6

**Saving Throws** Str +16, Dex +6, Con +14, Cha +8

**Skills** Athletics +16, Perception +9

**Damage Immunities** fire

**Senses** passive Perception 19

**Languages** Giant, Ignan

**Challenge** 19 (22,000 XP)

**Vulcanic Heat.** A creature that begins its turn within 10 ft. of the Fire Titan takes 7 (2d6) fire damage.

**Magic Weapons.** The Fire Titan's weapons are magical and deal an additional 14 (4d6) fire damage (included in the attack).

### ACTIONS

**Multiattack.** The Fire Titan makes two greatsword attacks.

**Greatsword.** *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 34 (7d12 + 10) slashing damage plus 14 (4d6) fire damage.

## FROST TITAN

Gargantuan Giant, neutral evil

**Armor Class** 17 (natural armor)

**Hit Points** 280 (16d20 + 112)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	8 (-1)	25 (+7)	9 (-1)	12 (+1)	14 (+2)

**Proficiency** +6

**Saving Throws** Con +13 Wis +7, Cha +8

**Skills** Athletics +14, Perception +7

**Damage Immunities** cold

**Senses** passive Perception 17

**Languages** Giant, Auran

**Challenge** 17 (18,000 XP)

**Chilling Aura.** The Frost Titan radiates a chilling cold in a 10 ft. radius. The ground in the area freezes and becomes difficult terrain for as long as it is in the aura. A creature that starts its turn within that aura must make a DC 21 Constitution saving throw or has its movement speed halved until the beginning of its next turn. A creature that failed its saving throw against the Frost Titan's chilling aura in its previous turn is restrained until the beginning of its next turn instead. [Constitution Based]

**Magic Weapons.** The Frost Titan's weapons are magical and deal an additional 9 (2d8) cold damage (included in the attack).

**Ice Walk.** The Frost Titan ignores difficult terrain caused by ice or snow and can move across and climb icy surfaces without needing to make an ability check.

**Molten Boulder.** The Fire Titan throws a huge, molten boulder at a point within 240 ft. of itself. Each creature and object in a 15-foot square centered on the point of impact must make a DC 22 Dexterity saving throw taking 22 (4d10) bludgeoning damage plus 21 (6d6) fire damage and half as much on a successful one. A creature that fails the saving throw by 5 or more is covered in molten lava and restrained until the end of the Fire Titan's next turn. [Constitution Based]

**Heat Wave (Recharge 5-6).** The Fire Titan unleashes a blast of heat. Each creature within 20 ft. of the Fire Titan must make a DC 22 dexterity saving throw and flammable objects that aren't being worn or carried are ignited. On a failed save a creature take 42 (12d6) fire damage and any metal equipment it has is heated, causing the creature to take an additional 14 (4d6) fire damage at the end of its next turn, unless it is no longer carrying or wearing the equipment. On a successful save a creature takes half as much damage and takes no additional damage.

[Constitution Based]

### ACTIONS

**Multiattack.** The Frost Titan makes two greataxe attacks.

**Greataxe.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 34 (4d12 + 8) slashing damage plus 18 (4d8) cold damage.

**Frozen Boulder.** The Frost Titan throws a huge, frozen boulder at a point within 240 ft. of itself. Each creature and object in a 15-foot square centered on the point of impact must make a DC 21 Dexterity saving throw. On a failed save a creature takes 22 (4d10) bludgeoning damage and 18 (4d8) cold damage. Additionally a creature's movement speed is reduced by half until the end of the Frost Titan's turn, as if affected by the Frost Titan's Chilling Aura. On a successful save a creature takes half as much damage and suffers no other effects.

[Constitution Based]

**Coldsnap (Recharge 5-6).** The Frost Titan causes a sudden drop in temperature within 20 ft. of itself. All water within that area freezes and each creature in the area must make a DC 21 Constitution saving throw. On a failed save a creature takes 54 (12d8) cold damage and is restrained until the beginning of the Frost Titan's next turn. If a creature failed its saving throw against the Frost Titan's Chilling Aura since the beginning of its previous turn, a restrained creature is paralyzed. On a successful save a creature takes half as much cold damage and is not restrained. A creature that is immune to cold damage succeeds the saving throw automatically. [Constitution Based]



## HANGING BALLOON

Large Undead, neutral evil

**Armor Class** 14

**Hit Points** 39 (6d10 + 6)

**Speed** 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	12 (+1)	11 (0)	13 (+1)	16 (+3)

**Proficiency** +2

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

**Damage Immunities** cold, necrotic, poison

**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

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

**Senses** darkvision 240 ft., passive Perception 15

**Languages** Any languages it knew in life.

**Challenge** 3 (700 XP)

**Asphyxiating Noose.** A creature grappled through the Hanging Balloon's Hanging Noose can't talk or use verbal components, and can't breathe (see suffocating). Additionally a grappled creature must succeed on a DC 13 Constitution saving throw at the beginning of its turn. On a failed save a creature takes 9 (2d8) necrotic damage and has disadvantage on Strength and Dexterity checks, saves, and attack rolls that use Strength or Dexterity. [Dexterity Based]

**Haunting Lift.** The Hanging Balloon can drag or carry a creature grappled by its Hanging Noose at its full speed.

### ACTIONS

**Hanging Noose.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 9 (2d8) necrotic damage. The creature is grappled, escape DC 13. Until the grapple ends, the Hanging Balloon can't use Hanging Noose against another target.

[Dexterity Based]



## ICE WYRD

Medium Elemental, chaotic evil

**Armor Class** 15 (natural armor)

**Hit Points** 30 (4d8 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	5 (-3)	10 (0)	8 (-1)

**Proficiency** +2

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

**Damage Immunities** poison

**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, unconscious

**Senses** 60 ft. darkvision, passive Perception 10

**Languages** Understands Deep Speech But Can't Speak

**Challenge** 1 (200 XP)

**Creeping Frost.** A creature that makes direct contact with the Ice Wyrd, or is hit by one of its attacks must succeed on a DC 13 Constitution saving throw. On a failed save the creature's movement speed is halved and can't dash or disengage until the end of the Ice Wyrds next turn. [Constitution Based]

## SINNER

Medium Fiend, chaotic evil

**Armor Class** 13 (natural armor)

**Hit Points** 19 (3d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	3 (-4)	11 (0)	8 (-1)

**Proficiency** +2

**Damage Resistances** cold, bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** fire, poison

**Condition Immunities** charmed, frightened, poisoned

**Senses** 60 ft. darkvision, passive Perception 10

**Languages** understands languages it spoke in life, but can't speak

**Challenge** 1 (200 XP)

**Devil's Sight.** Magical darkness doesn't impede the Sin Spreader's darkvision.

**Spread the Sin.** The first time in a turn the Sinner hits a creature with a weapon attack, the creature must make a DC 12 Wisdom saving throw or be infected with Sin. The infected target's Wisdom and Charisma are decreased by 2 (1d4) for every 24 hours that elapse. If the Sin reduces the target's Wisdom and Charisma to 0 it transforms into a Sinner, its variant is reflective of the creature's vices. The Sin can be removed before the creature is transformed by the remove curse spell, or by ingesting holy water. Removing the Sin restores a creature's lost Wisdom and Charisma. [Constitution Based]

### ACTIONS

**Multiattack.** The Sinner makes two attacks: one bite attack and one claw attack.

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

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

**Frost Breaker (1/turn).** The first time in a turn when the Ice Wyrd hits a target that is under the effect of its own or another Ice Wyrd's **Creeping Frost**, it deals an additional 7 (2d6) cold damage.

### ACTIONS

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

**Ice.** *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

### Sinner Variants.

**Envy** - When a creature within 5 ft. of the Envy Sinner regains hit points it can use a reaction to make a claw attack against the creature.

**Gluttony** - When the Gluttony Sinner hits a creature with a bite attack, it gains 3 (1d6) temporary hit points.

**Greed** - When the Greed Sinner makes an opportunity attack, it can make 2 Claw attacks. If both attacks hit the triggering creature, its movement speed is reduced to 0 until the beginning of the Greed Sinner's next turn.

**Lust** - The Sloth Sinner can use a bonus action to move its speed towards a hostile creature.

**Pride** - On its turn when making an attack the Pride Sinner can choose to have advantage on its attack until the end of its turn. When it does all attacks against the Sinner are made with advantage until the beginning of its next turn.

**Sloth** - When the Sloth Sinner makes a Multiattack and hits a creature with both attacks, its movement speed is reduced by 10 until the end of the Sinner's next turn.

**Wrath** - When a Wrath Sinner makes a Multiattacks and misses both attacks, it makes one additional bite attack with advantage.



## LUPINE ABOMINATION

Large Aberration, Chaotic Evil

**Armor Class** 16 (natural armor)

**Hit Points** 190 (20d10 + 80)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	18 (+4)	10 (+0)	13 (+1)	10 (0)

**Proficiency** +4

**Saving Throws** Str +8, Dex +6, Wis +5

**Skills** Perception +9

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

**Condition Immunities** charmed, frightened

**Senses** 60 ft. darkvision, passive Perception 19

**Languages** Common

**Challenge** 11 (7,200 XP)

**Keen Smell.** The Lupine Abomination has advantage on Wisdom (Perception) checks that rely on smell.

**Pack Tactics.** The Lupine Abomination has advantage on an attack roll against a creature if at least one of the Lupine Abomination's allies is within 5 ft. of the creature and the ally is not incapacitated.

**Return to the Pack.** The Lupine Abomination can use an action to absorb the body of a wolfling it has spawned within 5 ft. of itself. The Lupine Abomination then regains 19 hit points.

**Snapping Jaws.** The first time during a turn when the Lupine Abomination is hit with a melee attack while within 5 ft. of it, it makes a Snap attack against the target.

### ACTIONS

**Multiattack.** The Lupine Abomination makes four attacks: two bite attacks and two claw attacks, a creature that is hit by two bite attacks must make a DC 16 Strength saving throw or be knocked prone.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

**Claws.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (3d4 + 4) slashing damage.

**Snap.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage.

**Howling Choir (Recharge 4-6).** The Lupine Abomination and each of its Wolflings unleash a mind terrifying howl. Each creature within 20 ft. of the Lupine Abomination and its Wolflings that can hear them must make a DC 16 Wisdom saving throw. On a failed save a creature is frightened for one minute. A frightened creature is incapacitated. The frightened creature repeats the saving throw at the end of each of its turns, ending the effect on a success. Alternatively a creature can spend an action to allow a creature to repeat the saving throw with advantage, ending the effect on a success.

**Spawn Wolfling (1/day).** The Lupine Abomination splits off part of its body and creates up to 4 Wolflings within 5 ft. of itself, losing 19 hit points for each Wolfling created. A Wolfling has the same statistics as a Wolf (see Monster Manual) except that it is an aberration, has 19 hit points, an AC of 14, and a Strength of 18. Its bite changes to the following: **Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone. The Wolfling exists for one minute before it dies and is under control of the Lupine Abomination.

### LEGENDARY ACTIONS

The Lupine Abomination can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Lupine Abomination regains spent legendary actions at the start of its turn.

**Command Pack.** A Wolfling spawned by the Lupine Abomination moves up to its speed and makes a bite attack.

**Recall the Pack.** Each Wolfling within 120 ft. of the Lupine Abomination moves up to its speed towards the Lupine Abomination without provoking opportunity attacks.

**Lunge (2 Actions).** The Lupine Abomination moves up to half of its speed without provoking opportunity attacks and makes a bite attack.