

DISENCHANTER

DISENCHANTER

Huge monstrosity, unaligned

Armor Class 13 (Natural Armor)

Hit Points 133 (14d12 + 42)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	17 (+3)	4 (-3)	12 (+1)	5 (-3)

Damage Immunities Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Senses Passive Perception 11

Challenge 5 (1,800 XP)

Magic Sense. The disenchanter can pinpoint, by scent, the location of each magic item and active spell within 60 feet of it.

Swaying Stride. If the disenchanter moves at least 30 ft. in a straight line on its turn, it may Dodge as a Bonus Action this turn.

Translucent Scales. Attacks that deal radiant damage are made at advantage against the disenchanter.

Actions

Plodding Stomp. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 20 (3d10 + 4) bludgeoning damage. A prone creature takes an additional 11 (2d10) bludgeoning damage.

Tail Club. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 26 (5d8 + 4) bludgeoning damage and the target must succeed on a DC 15 Constitution saving throw or be knocked prone.

A creature that fails by 5 or more cannot stand or breathe until the end of the disenchanter's next turn.

Prehensile Tongue. Melee Weapon Attack: +7 to hit, reach 15 ft., one target creature or object. Hit: 14 (3d6 + 4) bludgeoning damage, the target is grappled (escape DC 15), and each spell affecting the target ends. Spells cast by a creature grappled in this way fail.

Disenchant. The disenchanter begins to consume the magic of one magic item of Very Rare or lesser quality that is held by the disenchanter or a creature it has grappled. If the disenchanter is still holding the object or creature at the beginning of its next turn, the item is destroyed.

DISENCHANTER LORE

History DC 20: Created as weapons of war in a moment of desperation, disenchanters immediately broke their confinement and have invaded magical environments across the multiverse.

Nature DC 20: As they lack any apparent reproductive organs and no juvenile disenchanters have ever been recorded, some have theorized that they spontaneously duplicate when they have absorbed a sufficient quantity of magic, though this has never been observed.

DISENCHANTER TACTICS

The disenchanter is more curious than aggressive, and cautiously approaches a creature bearing magic items before gently tonguing through its belongings or simply grappling the creature with its tongue and lifting it into the air.

If startled or attacked, it whips around with its tail, following with a stomp if the creature does not stand in time, then goes back to investigating with its tongue. If the disenchanter gets the opportunity, it always uses its disenchant ability, fleeing after successfully draining the magic from an item, dashing and dodging with its swaying stride as it retreats.



ART CREDITS

- Disenchanter copyright Wizards of the Coast

SUPPORTED BY

- Aaron Rosenberg
- AHorseWithNoName
- Alex Bogart
- Alex Gillies
- Alex O'Donnell
- Alex O'Hanlon
- Alisha Herbitter
- Allis
- Anders Ivarsson
- Andrew Cheeseman
- Benji Morris
- Bernhard Fritz
- Blueberryperson
- Bradley Webb
- Brandon Malofsky
- Brian Horlor
- Brian Hughes
- Brian Vogel
- Char Char
- Christopher Benjamin
- Chuck Westfield
- Corey Watts
- Damian Ashcroft
- Damien Stanley
- Daniel Petersen
- David Jose
- Delpport Breckland
- Ex Nihilo
- Flipp
- Fletcher Herring
- Frank Hoenikker
- Gage Went
- George Hughes
- GramPositive
- Harrison Phillips
- Helltroll
- Hoswell
- Jack O'Keefe
- Jacob Gist
- Jake Serna
- James Hawthorne
- James McBride
- James McGowan
- Jason Herzog
- Jeffrey Mehibrech
- Joacim Hother Bøger Karlsmose
- Joey Caserez
- John Langle
- John O'hare
- Johnathan Chavez
- Joseph Donley
- Josh Huston
- Justin King
- Kelsii Weber
- Kyle Cove
- Lascifrass
- Lawrence Courtrelle
- Luke Wheeler
- Malacandrian
- Marc Adelman
- Matt Herbert
- Matt Pierce
- Matthew Cullen
- Matthew S
- Mauricio Garcia
- Maximilian Bizjak
- Mehul Gupta
- Michael Taylor
- Mike Nicolan
- Milo Baraclough
- Nathan Johnson
- Nathaniel Schnebly
- Niall
- Nick I
- Niki S
- ObsessiveModelmaker
- Ondřej Kříž
- Oscar Mangandid
- Patrick
- Phoenix Daniels
- Primarily Daniel
- Rae Judd
- Rici
- Robert Martin
- Robin Bjälmsjö
- Robin Roberts
- Ronan Battistoni
- Rowan
- RuggerFoodie
- Sandy Hogg
- SardScroll
- saternoutlaw
- Saz
- Shadowfield
- Shane
- Sharelle D Larsen
- Sheila Dietrich
- Simen Lande
- Simon Bell
- simon Jørgensen
- Simon Weller
- SirApetus
- Sylphreni
- Tanner F Moen
- The Coffee Bean GM
- Victor Navone
- Vince Margaretich
- Walter Downard
- William Dixon
- Zach Kozel

...and many more! Want to support the creation of content like this? You can join them [here](#) on Patreon, where you can find over 900 4e-inspired monsters, 100+ magic items, and a new class for D&D 5e. Thank you!