

APPENDIX A: MONSTERS & NPCs

AVATAR OF XYRI'DAN, THE PRISMATIC ONE

Huge Dragon, Chaotic Neutral

STR	DEX	CON
23 (+6)	12 (+1)	21 (+5)
INT	WIS	CHA
18 (+4)	15 (+2)	19 (+4)

Armor Class 19 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 40 ft., fly 80 ft.

Saving Throws Dex +6, Con +10, Wis +7, Cha +9

Skills Perception +12, Stealth +6

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

Damage Immunities acid, cold, fire, lightning, poison

Condition Immunities charmed, frightened, poisoned

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

Languages Common, Draconic

Challenge 16 (15,000 XP)

Innate Spellcasting. Xyri'dan's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). They can innately cast the following spells, requiring no material components:

At-Will: color spray, hideous laughter, minor illusion, mirror image

3/day: confusion, hypnotic pattern, polymorph

1/day: mislead, sunbeam

Discorporation. When Xyri'dan's Avatar drops to 0 hit points or dies, their body is destroyed, but their essence travels back to the celestial realm and they are unable to take physical form for 2d6 months.

Legendary Resistance (3/day). If Xyri'dan fails a saving throw, they can choose to succeed instead.

Magic Resistance. Xyri'dan has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. Xyri'dan can use their Frightful Presence. They then make three attacks: one with their bite and two with their claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of Xyri'dan's choice that is within 120 feet of him and aware of him must succeed on a DC17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a success. If a creature's saving throw is successful or the effect ends for them, the creature is immune to Xyri'dan's Frightful Presence for the next 24 hours.

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

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Dazzling Breath. Xyri'dan exhales a prism of bright, strobing lights in a 30-foot cone. Each creature in that area must succeed on a DC 19 Constitution saving throw. On a failed save, the creature is Blinded and Stunned until the end of their next turn.

Prismatic Breath. Xyri'dan exhales brilliant elemental energy in a prism of color in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw. The target rolls 1d6 suffering 66 (12d10) damage of one of the following damage types, or half as much on a successful one.

1d6	Damage Type
1	Acid
2	Cold
3	Fire
4	Lightning
5	Poison
6	The target is struck by two damage types. Roll twice more and take 12d10 damage of each type, rerolling 6's.

LEGENDARY ACTIONS

Xyri'dan 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. Yldram regains spent legendary actions at the start of his turn.

Tail. Xyri'dan makes a tail attack.

Cast a Spell. Xyri'dan casts one spell from their Innate Spellcasting trait.

Wing Attack (Costs 2 Actions). Xyri'dan beats their wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 13 (2d6+6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its speed.



PRISMATIC WARRIOR

Small kobold, chaotic neutral

STR	DEX	CON
7 (-2)	19 (+4)	16 (+3)
INT	WIS	CHA
8 (-1)	7 (-2)	8 (+1)

Armor Class 15 (natural armor)

Hit Points 79 (14d6 + 30)

Speed 30 ft.

Damage Resistances lightning

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 6 (2,300 XP)

Pack Tactics. The Prismatic Warrior has advantage on an attack roll against a creature if at least one of their allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The Prismatic Warrior makes three dagger attacks as an action.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 14 (4d4 + 4) slashing damage.

PRISMATIC SHAMAN

Small kobold, chaotic neutral

STR	DEX	CON
11 (+0)	16 (+3)	18 (+4)
INT	WIS	CHA
9 (-1)	19 (+4)	14 (+2)

Armor Class 16 (natural armor)

Hit Points 91 (18d6 + 30)

Speed 30 ft.

Damage Resistances lightning

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic

Challenge 8 (3,900 XP)

Pack Tactics. The Prismatic Shaman has advantage on an attack roll against a creature if at least one of their allies is within 5 feet of the creature and the ally isn't incapacitated.

Spellcasting. The Prismatic Shaman is a 13th-level spellcaster. Their spellcasting ability is Wisdom

(spell save DC 15, +7 to hit with spell attacks). The Speaker has the following spells prepared:

Cantrips (at will): minor illusion, produce flame, shillelagh

1st level (4 slots): entangle, fog cloud

2nd level (3 slots): heat metal, spike growth

3rd level (3 slots): fireball, wind wall

4th level (3 slots): confusion, fire shield, ice storm

5th level (2 slots): cone of cold, hold monster

6th level (1 slot): freezing sphere

7th level (1 slot): fire storm

ACTIONS

Multiattack. The Prismatic Shaman makes 3 attacks with its staff as an action.

Staff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) bludgeoning damage.

Staff (with Shillelagh). *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

BLUE RANGER

Small kobold, chaotic neutral

STR	DEX	CON
7 (-2)	19 (+4)	16 (+3)
INT	WIS	CHA
8 (-1)	7 (-2)	8 (+1)

Armor Class 18 (magic armor)

Hit Points 79 (14d6 + 30)

Speed 30 ft.

Damage Immunities lightning

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

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 6 (2,300 XP)

Pack Tactics. The Blue Ranger has advantage on an attack roll against a creature if at least one of their allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The Blue Ranger makes three Bow of Firepower attacks as an action.

Bow of Firepower. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. Hit: 14 (4d6) fire damage.

Blue Aspect of the Prism (Recharge 5-6). The Blue Ranger channels the mighty power of the Prismatic One through them and unleashes a 40-foot-long line of lightning that is 5-foot wide. Each creature in the line must make a DC 14 Dexterity saving throw, taking 40 (9d8) lightning damage on a failed save, or half as much on a successful one.

GREEN RANGER

Small kobold, chaotic neutral

STR	DEX	CON
7 (-2)	19 (+4)	16 (+3)
INT	WIS	CHA
8 (-1)	7 (-2)	8 (+1)

Armor Class 18 (magic armor)

Hit Points 79 (14d6 + 30)

Speed 30 ft.

Damage Immunities poison

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

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 6 (2,300 XP)

Pack Tactics. The Green Ranger has advantage on an attack roll against a creature if at least one of their allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The Green Ranger makes three poisoned claw attacks as an action.

Poisoned Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) slashing damage plus 7 (2d6) poison damage.

Green Aspect of the Prism (Recharge 5-6). The Green Ranger summons a cloud of poisonous gas in a 30-foot cone. Each creature in the cone must make a DC 14 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much on a successful one.

RED RANGER

Small kobold, chaotic neutral

STR	DEX	CON
7 (-2)	19 (+4)	16 (+3)
INT	WIS	CHA
8 (-1)	7 (-2)	8 (+1)

Armor Class 18 (magic armor)

Hit Points 79 (14d6 + 30)

Speed 30 ft.

Damage Immunities fire

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

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 6 (2,300 XP)

Pack Tactics. The Red Ranger has advantage on an attack roll against a creature if at least one of their allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The Red Ranger makes three shortsword attacks as an action.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 15 (3d6 + 4) slashing damage.

Red Aspect of the Prism (Recharge 5-6). The Red Ranger launches a gout of fire in a 30-foot cone from their palms. Each creature in the cone must make a DC 14 Dexterity saving throw, taking 52 (15d6) fire damage on a failed save, or half as much on a successful one.

WHITE RANGER

Small kobold, chaotic neutral

STR	DEX	CON
7 (-2)	19 (+4)	16 (+3)
INT	WIS	CHA
8 (-1)	7 (-2)	8 (+1)

Armor Class 18 (magic armor)

Hit Points 79 (14d6 + 30)

Speed 30 ft.

Damage Immunities poison

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

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 6 (2,300 XP)

Pack Tactics. The White Ranger has advantage on an attack roll against a creature if at least one of their allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The White Ranger makes three dagger attacks as an action.

Dagger. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 17 (4d4 + 7) slashing damage.

White Aspect of the Prism (Recharge 5-6). The White Ranger calls forth the elements of winter in a 30-foot cone. Each creature in the cone must make a DC 15 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much on a successful one.

BLACK RANGER

Small kobold, chaotic neutral

STR	DEX	CON
11 (+0)	16 (+3)	18 (+4)
INT	WIS	CHA
9 (-1)	19 (+4)	14 (+2)

Armor Class 17 (magic armor)

Hit Points 91 (18d6 + 30)

Speed 30 ft.

Damage Immunities acid

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

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic

Challenge 8 (3,900 XP)

Pack Tactics. The Black Ranger has advantage on an attack roll against a creature if at least one of their allies is within 5 feet of the creature and the ally isn't incapacitated.

Spellcasting. The Black Ranger is a 13th-level spellcaster. Their spellcasting ability is Wisdom

(spell save DC 15, +7 to hit with spell attacks). The Speaker has the following spells prepared:

Cantrips (at will): acid splash, minor illusion, shillelagh

1st level (4 slots): color spray, fog cloud

2nd level (3 slots): acid arrow, blindness/deafness

3rd level (3 slots): counterspell, vampiric touch

4th level (3 slots): blight, confusion

5th level (2 slots): cone of cold, hold monster

6th level (1 slot): sunbeam

7th level (1 slot): prismatic spray

ACTIONS

Multiattack. The Black Ranger makes 3 attacks with its staff as an action.

Staff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) bludgeoning damage.

Staff(with Shillelagh). *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Black Aspect of the Prism (Recharge 5-6). The Black Ranger unleashes a 40-foot-long line of poison that is 5-foot wide. Each creature in the line must make a DC 14 Dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or half as much on a successful one.



DIRE GOAT

Large beast, unaligned

STR	DEX	CON
21 (+5)	16 (+3)	16 (+3)
INT	WIS	CHA
3 (-4)	12 (+1)	6 (-2)

Armor Class 14 (natural armor)

Hit Points 68 (8d10+24)

Speed 40 ft., climb 40 ft.

Skills *Athletics* +7, *Perception* +3

Senses *passive Perception* 13

Languages -

Challenge 4 (1,100 XP)

Charge. If the dire goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 18 (4d8) bludgeoning damage. If the target is a medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked back 10 feet.

Sure-Footed. The dire goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Multiattack. The Dire Goat attacks twice with its Ram.

Ram. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit 23 (4d8+5) bludgeoning damage.

OWLBEAR

Large monstrosity, unaligned

STR	DEX	CON
20 (+5)	12 (+1)	17 (+3)
INT	WIS	CHA
3 (-4)	12 (+1)	7 (-2)

Armor Class 13 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

Skills *Perception* +3

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

Languages -

Challenge 3 (700 XP)

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

ACTIONS

Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.

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

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.