

CROW MOTHER

Medium monstrosity (shapeshifter), chaotic evil

Armor Class 17 (natural armor)

Hit Points 247 (26d8 + 130)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	20 (+5)	11 (0)	17 (+3)	14 (+2)

Proficiency +6

Saving Throws Str +12, Dex +8, Con +11, Wis +9

Skills Athletics +12, Acrobatics +8, Nature +9, Perception +9

Senses darkvision 60 ft., passive Perception 19

Languages Common

Challenge 17 (18,000 XP)

Brute. The crowmother's weapon attacks deal an additional damage on a hit (included in the attack).

Crow Tongue. The crowmother can communicate with crows and similar avians.

Crow Transformation. When the crowmother starts its turn with less than half of her health she transforms into a horrendous crow monstrosity until she finishes a short rest. In her new form she gains access to new attacks, is resistant to bludgeoning, piercing and slashing damage and gains a strength score of 24. As soon as she enters her new form she ends any condition currently affecting her.

Keen Sight. The crowmother has advantage on Wisdom (Perception) checks that rely on sight.

Magic Weapon. The crowmother's greatpick is a magic weapon that grants her a +2 bonus to attack and damage (included in the attack).

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

Twisted Strength (Transformed only). The crowmother is considered one size larger when grappling.

ACTIONS

Multiattack. The crowmother makes three attacks with her greatpick.

Greatpick. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 21 (2d12 + 8) piercing damage.

Murder Rage (1/short rest). The crowmother unleashes a croaking screech as she flies into a rage for one minute. Until the rage ends, the crowmother is shrouded by flying crows, giving her a +2 bonus to AC against ranged attacks and creatures that start their turn within 5 ft. of her take 7 piercing damage.

As part of this action, the crowmother summons a raging swarm of crows that attacks each creature within 20 ft. of herself. Each creature of her choice in the area must make a DC 18 Dexterity saving throw or take 56 (16d6) piercing damage and is blinded until the end of the crowmother's next turn.

Multiattack (Transformed). The crowmother makes four attacks: three with her claws and one with her beak.

Claws. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) slashing damage.

Beak. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage.

LEGENDARY ACTIONS

The crowmother 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 crowmother regains spent legendary actions at the start of her turn.

"Go for the eyes!" The crowmother commands a crow to attack a creature within 60 ft. of herself. The creature must succeed a DC 17 Constitution saving throw or is blinded until the end of the crowmother's next turn.

Swoop (2 Actions). The crowmother moves up to half of her speed and makes weapon attack.

Assault (Transformed only) (2 Actions). The crowmother makes an attack with its claws, if the attacks hits she makes an attack with her beak.

Move (Transformed only). The crowmother moves up to her speed without provoking opportunities.

FIGHTER (BASE)*Medium Humanoid (any)***Armor Class** 17 (splint)**Hit Points** 95 (10d10 + 50)**Speed** 30 ft.

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

Proficiency +3**Skills** Athletics +8**Senses** passive Perception 11**Languages** Common, and two additional languages.**Challenge** 7 (2,900 XP)

Action Surge (1/short rest). The fighter can take an additional action until the end of their turn.

Combat Surperiority. The first time in a round when the fighter hits with a weapon attack, they deal an additional 9 (2d8) extra damage.

Indominable (1/day). If the fighter gives themself advantage on a saving throw.

Magic Weapon. The fighter's greatsword or longsword are magical weapons that add a +1 bonus to hit and damage.

ACTIONS

Multiattack (Great Sword). The fighter makes two weapon attacks with their great sword.

Multiattack (Longsword & Shortsword). The fighter makes three weapon attacks: two with their longsword and one with their shortsword.

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

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Power Attack (Recharge 5-6). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 41 (8d8 + 5) slashing damage. The fighter must wield their longsword or greatsword to make this attack.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

CLOUD TITAN*Gargantuan Giant, neutral evil***Armor Class** 18 (natural armor)**Hit Points** 352 (19d20+ 152)**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	13 (+1)	27 (+8)	17 (+3)	16 (+3)	22 (+6)

Proficiency +7**Saving Throws** Con +15, Int +10, Wis +10, Cha +13**Skills** Deception+9, Insight +16, Perception +9, Persuasion +9**Senses** passive Perception 19**Languages** Giant, Auran, Primordial**Challenge** 21 (33,000 XP)

Cloud Eyes. The Cloud Titan's sight is not hindered by natural or magical fog or mist.

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

Innate Spellcasting. Titan's spellcasting ability is Charisma (spell save DC 21). It can innately cast the following spells, requiring no material components:

At Will: *Detect magic, Feather Fall, Fly, Fog Cloud, Gaseous Form, Light*

3/day each: *Invisibility, Major Image, Telekinesis*

1/day each: *Control Weather, Wind Walk*

1/week each: *Mirage Arcane*

Magic Weapons. The Cloud Titan's weapons are magical.

ACTIONS

Multiattack. The Cloud Titan makes three morningstar attacks. The Cloud Titan can use Greater Misty Step in place of a morningstar attack if available.

Morningstar. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 37 (6d8 + 10) piercing damage plus 14 (4d6) fire damage.

Greater Misty Step (Recharge 4-6). The Cloud Titan teleports to a location it can see within 60 feet of itself as a bonus action.

Mist Boulder. The Cloud Titan throws a huge, 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 33 (6d10) bludgeoning damage and half as much on a successful one. Upon impact the boulder explosively emanates a thick layer of opaque mist in a 20 ft. radius that remains until the end of the Cloud Titan's next turn.
[Constitution Based]

HOOWINK JACK*Medium fiend, chaotic evil***Armor Class** 15**Hit Points** 44 (8d8 + 8)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	11 (0)	9 (-1)	17 (+3)

Proficiency +2**Skills** Deception +5, Stealth +5**Damage Resistances** cold, fire, lightning**Condition Immunities** charmed, frightened, poisoned**Senses** darkvision 120 ft., passive Perception 15**Languages** Abyssal, Common, telepathy 60 ft.**Challenge** 3 (700 XP)

Innate Spellcasting. The hoowink jack's spellcasting ability is Charisma (spell save DC 13). The hoowink jack can innately cast the following spells, requiring no material components:

At will: *Minor Illusion, Prestidigitation, Thaumaturgy*3/day (each): *Catapult, Disguise Self, Silent Image, Unseen Servant*1/day (each): *Mirror Image, Phantasmal Force*

Malicious Boost. Anytime a creature fails its saving throw against one of the hoowink jack's illusions, fails its investigation check to see through its illusions, or destroys one of its mirror images, the hoowink jack deals an additional 4 (1d8) psychic damage if it hits the creature with an attack before the end of its next turn.

Magic Weapon. The hoowink jack's weapons are magical and use its charisma for attack and damage.

Unseen Step (Recharge 5-6). The hoowink jack uses a bonus action to become invisible until the end of its turn.

ACTIONS

Multiattack. The hoowink jack makes two attacks.

Shadow Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) psychic damage.

FRIDGID*Medium undead, neutral evil***Armor Class** 17 (natural armor)**Hit Points** 136 (16d8 + 64)**Speed** 30 ft., flying 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	18 (+4)	14 (+2)	16 (+3)	11 (0)

Proficiency +4**Saving Throws** Dex +8, Con +8, Wis +7**Skills** Perception +7, Stealth +8, Survival +7**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks**Damage Immunities** cold, necrotic, poison**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone**Senses** darkvision 120 ft., passive Perception 17**Languages** Any languages it knew in life.**Challenge** 11 (7,200 XP)

Incorporeal Movement. The fridgid can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Innate Spellcasting. The fridgid's spellcasting ability is Charisma (spell save DC 12). The fridgid can innately cast the following spells, requiring no material components:

1/day: *Locate Creature (target of its vengeance only)*

Legendary Resistance (1/day). If the fridgid fails a saving throw, it can choose to succeed.

Magic Weapon. The fridgid's weapons are magical and deal an additional 13 (3d8) cold damage (included in the attack).

Sneak Attack (1/turn). The fridgid deals an extra 28 (8d6) damage when it hits a target with a weapon Attack and has advantage on the Attack roll, or when the target is within 5 ft. of an ally of the fridgid that isn't Incapacitated and the fridgid doesn't have disadvantage on the Attack roll.

Vengeance. At the creation of the fridgid it chooses a creature as the target of its vengeance. Any attacks against that creature made by the fridgid have advantage if no other creature except for the fridgid is within 5 ft. of it. The fridgid has disadvantage on attack rolls against any other creature if the target of its vengeance is within 5 ft. of itself. Additionally the fridgid is always aware of the exact location of the target of its vengeance if it is within 60 ft. of itself.

ACTIONS

Multiattack. The fridgid makes two weapon attacks.

Sabre. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 5) slashing damage plus 13 (3d8) cold damage.

WINTER MUSE

Medium Fey, chaotic neutral

Armor Class 19 (natural armor)

Hit Points 195 (225d8 + 78)

Speed 30 ft., fly 30 ft. when in a snow storm (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	14 (+2)	17 (+3)	22 (+6)

Proficiency +6

Saving Throws Dex +9, Wis +9, Cha +12

Skills Insight +9, Perception +9, Performance +12

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

Damage Immunities cold

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 19

Languages Common, Elvish, Sylvan, two additional languages

Challenge 18 (20,000 XP)

Cold Eyes. The winter muse's vision is not impeded by areas obscured by snow storms and similar weather.

Fey Step (Recharge 4-6). As a bonus action, the winter muse can teleport up to 30 feet to an unoccupied space it can see.

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

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

Spellcasting. The winter muse is a 14th level spellcaster. Its spellcasting ability is Charisma (spell save DC 20, +10 to hit). The winter muse cast the following spells:

Cantrips: *Dancing Lights*, *Message*, *Minor Illusion*, *Prestidigitation*

1st level (4 slots): *Charm Person*, *Disguise Self*, *Faerie Fire*, *Silent Image*, *Sleep*

2nd level (3 slots): *Blindness/Deafness*, *Hold Person*, *Invisibility*, *Silence*

3rd level (3 slots): *Bestow Curse*, *Dispell Magic*, *Hypnotic Pattern*, *Major Image*

4th level (3 slots): *Blight*, *Greater Invisibility*, *Hallucinatory Terrain*

5th level (2 slots): *Dominate Person*, *Enervation (XGTE)*, *Scrying*

6th level (1 slot): *Eyebite*, *Mass Suggestion*

7th level (1 slot): *Finger of Death*, *Mirage Arcane*

Suave Combat. The winter muse uses its Charisma in place of Strength and Dexterity for weapon attacks.

Wintercowl. The winter muse is immune to the effect of its own spells that deal cold damage. While in a snow storm, or in the area of its *Sleet Storm*, ranged attacks against the winter muse are made with disadvantage. Additionally, when the winter muse starts its turn within such an area, it gains 10 temporary hit points and recharges the use of its fey step.

Winterborn Weapons. The winter muse's weapon attacks are magical and deal an additional 7 (2d6) cold damage on a hit (included in the attack).

Winter Magic. The winter muse's spellcasting ability is Charisma (spell save DC 20, +10 to hit). The winter muse can cast the following spells, requiring no material or somatic components:

At will: *Chill Touch*, *Frostbite*, *Fogcloud*, *Gust of Wind*, *Ice Knife* (2nd level)

1/day (each): *Cone of Cold*, *Control Weather*, *Ice Wall*

ACTIONS

Multiattack. The winter muse makes two cold dagger attacks.

Cold Dagger. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage plus 7 (2d6) cold damage. This attack scores an automatic critical hit against a charmed or restrained creature.

Chill Touch. *Ranged Spell Attack:* +10 to hit, range 120 ft., one creature. *Hit:* 13 (3d8) necrotic damage and the creature can't regain hit points until the start of the muse's next turn. If the creature is an undead it has disadvantage on attack rolls against the muse until the end of the muse's next turn.

Frostbite. *Ranged Spell Attack:* +10 to hit, range 60 ft., one target. *Hit:* 10 (3d6) cold damage.

Ice Knife. *Ranged Spell Attack:* +10 to hit, range 60 ft., one target. *Hit:* 5 (1d10) piercing damage. Hit or miss, the projectile explodes. The target and each creature within 5 feet of it must succeed on a DC 20 Dexterity saving throw or take 10 (3d6) cold damage.

LEGENDARY ACTIONS

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

Cantrip. The winter muse casts a cantrip against a target it has not targeted with a cantrip since the beginning of her last turn.

Lure. Each creature charmed by the winter muse must make a DC 16 Charisma saving throw or use its reaction to move up to its speed directly towards the winter muse.

Ice Knife (2 Actions). The winter muse casts *Ice Knife*.

Frozen Escape (3 Actions). The winter muse uses its Fey Step if available. Before teleporting, each creature within 5 ft. of the winter muse make a DC 20 Constitution saving throw. On a failed save a creature takes 21 (6d6) cold damage and is restrained until the end of the winter muse's next turn. On a success a creature takes half as much damage and is not restrained.

APOPHIS, THE CHAOS SERPENT

Gargantuan Fiend, Neutral Evil

Armor Class 21 (natural armor)

Hit Points 455 (26d20 + 182)

Speed 40 ft., borrow 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	24 (+7)	22 (+6)	26 (+8)	22 (+6)

Proficiency +8

Saving Throws Str +17, Con+15, Wis +16, Cha +14

Skills Athletics +17, Intimidation +14, Religion +12, Perception +16

Damage Resistance bludgeoning, piercing, and slashing while in darkness

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

Condition Immunities blinded charmed, frightened, grappled, poisoned, paralyzed

Senses blindsight 60 ft., truesight 120 ft. , passive Perception 26

Languages Any, Telepathy 120 ft.

Challenge 26 (90,000 XP)

Command Snakes. Apophis automatically charms any snake-like beast that starts its turn within 120 ft. of Apophis for 1 hour. As long as the creature is charmed, Apophis controls all of its actions.

Divine Retreat. If Apophis is killed outside of its native plane, its body is destroyed, but its essence is banished to its native plane where it reforms in 7 (2d6) days.

Divine Grace. Apophis is treated as if under the permanent effect of the spells *Freedom of Movement*, *Waterwalk*.

Divine Spellcasting. Apophis' spellcasting ability is Wisdom (spell save DC 24, +16 to hit). Apophis can innately cast the following spells, requiring no material components:

At will: *Blight*, *Call Lightning*, *Circle of Death*, *Darkness*, *Dispell Magic*, *Sleet Storm*

2/day (each): *Control Weather*, *Plane Shift*, *Finger of Death*

1/day (each): *Earthquake*, Powerword: Kill, *Storm of Vengeance*

Eclipse (1/week). Apophis can cause an eclipse by performing a 1 minute ritual. The object covering the sun is a moon sized orb of darkness.

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

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

Magic Weapons. Apophis' weapon attacks are magical.

Regeneration. Apophis regains 20 hit points at the start of its turn or 40 hit points if Apophis starts its turn in darkness, if it has at least 1 hit point and isn't in sunlight. If Apophis takes radiant damage or damage from a sunblessed weapon (or other special condition at the Dungeon Master's discretion), this trait doesn't function at the start of Apophis' next turn. Apophis only dies if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. Apophis uses Frightful Presence and makes two attacks: one bite and a constrict attack.

Bite. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 30 (6d6 + 9) piercing damage and the creature must make a DC 23 Constitution saving throw. On a failed save a creature takes 21 (6d6) necrotic damage and is poisoned for one day, a poisoned creature is blinded. On a successful save a creature takes half as much damage and is not poisoned.

Constrict. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 36 (6d8 + 9) bludgeoning damage. The target is grappled, escape dc 25 Until this grapple ends, the creature is restrained, and Apophis can't constrict another target

Frightful Presence. Each creature of Apophis' choice that is within 120 feet of Mechuiti and aware of it must succeed on a DC 22 Wisdom saving throw or become Frightened for 1 minute. A Frightened creature repeats 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 Apophis' Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

Apophis, the Chaos Snake 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. Apophis regains spent legendary actions at the start of its turn.

Sudden Death (1/round). Apophis casts *blight*.

Darkness. Apophis casts *Darkness* without needing to concentrate on the spell, Apophis can have 3 instances of this spell cast at the same time with the newest instance overriding the oldest.

Move. Apophis moves, borrows, or flies up to half of its speed without provoking opportunity attacks.

Bite (2 Actions). Apophis makes a bite attack.

Mortal Coil (3 Actions). Apophis casts *Finger of Death* (if available) on a creature it has grappled.

CINDER CORPSE

Medium undead, neutral evil

Armor Class 13 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft. (40 ft. when ignited)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Proficiency +2

Saving Throws Wis +0

Damage Resistances fire (when ignited)

Damage Immunities poison

Condition Immunities charmed (when ignited), frightened (when ignited), poisoned

Senses darkvision 60 ft., passive Perception 8

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

Challenge 2 (450 XP)

Battlecry: Ignite. When the cinder corpse rolls for initiative and is not surprised, it uses a reaction to ignite itself.

Burning Dead. A cinder corpse ignites when it ignites itself, or when it takes any source of fire damage. When ignited a cinder corpse takes 5 fire damage at the end of its turn, which cannot be resisted. It remains ignited until it completely burns up or is doused (Dungeon Master's discretion).

When ignited the cinder corpse gains additional traits; it gains an additional 10 ft. movement speed, gains resistance to fire damage, becomes immune to being charmed and frightened, as well as having advantage on saving throws against effects that turn undead, and the cinder corpse's slam attacks deal an additional 1d6 fire damage on a hit (included in the attack).

Fire Hazard. When ignited the cinder corpse ignites any flammable objects within 5 ft. of itself at the end of its turn. Additionally creatures that end their turn within 5 ft. of an ignited cinder corpse take 5 (2d4) fire damage.

Illumination. When the cinder corpse is ignited it sheds bright light in a 30-foot radius and dim light in an additional 30 ft.

ACTIONS

Multiattack (Ignited only). The cinder corpse makes 2 slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) fire damage when ignited.

Ignite. The cinder corpse uses its residual pyromancy to set itself on fire (see **Burning Dead**).