

BLOODCLAW

Bloodclaw is a towering predator, feared by many for its savage attacks and unrelenting hunger for flesh. Its massive frame looms over most creatures, its thick, muscular limbs rippling with power. Shallow red eyes burn with an insatiable hunger, while the creature's thick black stalagmites provide a natural armor that makes it a formidable opponent.

Razor-Sharp Claws. Bloodclaw's claws are each as long as a man's arm, capable of rending through armor and flesh with ease. Its teeth are also incredibly long, jutting from its massive jaws like jagged knives.

Unnatural Speed. Despite its size, Bloodclaw moves with a surprising grace and speed, making it a deadly predator in both open and confined spaces. It is able to move with lightning quickness and pounce on its prey from great distances.

The Ultimate Hunter. Many have tried to hunt Bloodclaw, but few have lived to tell the tale. It is said to be able to outsmart even the most experienced hunters and track them down with ease.

Feared by All. Bloodclaw's reputation precedes it, and its mere presence is enough to send chills down the spines of even the bravest adventurers.

BLOODCLAW

Large monstrosity, chaotic evil

- **Armor Class** 15 (natural armor)
- **Hit Points** 66 (7d10 + 28)
- **Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	6 (-2)	19 (+4)	4 (-3)

- **Skills** Perception +6, Stealth +6, Survival +6
- **Condition Immunity** frightened
- **Senses** darkvision 60 ft., passive Perception 16
- **Languages** understands Common, but can't speak
- **Challenge** 4 (1,100 XP)

Legendary Resistance (1/Day). If the bloodclaw fails a saving throw, it can choose to succeed instead.

Keen Senses. The bloodclaw has an exceptional sense of hearing and smell, allowing it to detect even the slightest sounds and scents. It has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack. The bloodclaw makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

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

LEGENDARY ACTIONS

Bloodclaw can take 3 legendary actions per round, 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. Bloodclaw regains spent legendary actions at the start of its turn.

- **Pounce.** Bloodclaw moves up to its speed and can make a melee attack with its claws at the end of its movement.
- **Rending Strike.** Bloodclaw makes a melee attack with its claws. If the attack hits, the target takes an additional 9 (2d8) slashing damage.
- **Darkness (Costs 2 actions).** Bloodclaw summons a globe of magical darkness that completely obscures the area within a 10-foot radius of it. The darkness lasts until the start of bloodclaw's next turn.



NIGHTREAPER

The Nightreaper is an aggressive predator that fiercely guards its territory against any intruders. Its tremorsense make it difficult for anything to approach its lair unnoticed, and it will attack without mercy anything that it perceives as a threat. Its lair is often filled with the remains of those who have dared to trespass, a grim reminder of the Nightreaper's territorial nature.

Tremorsense Predator. Once the Nightreaper has marked its territory, it will stop at nothing to defend it. Its powerful claws and venomous bite make it a formidable opponent, and few creatures are able to stand against its fury. It is not uncommon for entire groups of adventurers to fall to the Nightreaper's wrath, lured into a false sense of security by the creature's dark lair and mysterious aura.

Subterranean Dweller. Despite its fearsome reputation, the Nightreaper is not without its weaknesses. Its reliance on its tremorsense means that it can be easily fooled by creatures that can move without making a sound, and its venomous bite can be resisted by those with strong constitutions. Nevertheless, any who dare to challenge the Nightreaper do so at their own peril, for this fierce predator will stop at nothing to defend what it considers to be its rightful domain.

Deadly Bite. The Nightreaper's bite is not only incredibly powerful, but it also carries a potent venom that can put its victims to sleep for hours. The creature's razor-sharp teeth are coated with a powerful substance that numbs its prey and sends them into a deep slumber. Those who fail to resist its venomous attack will find themselves at the mercy of the Nightreaper's claws, defenseless against the creature's deadly onslaught.

NIGHTREAPER

Large monstrosity, chaotic evil

- **Armor Class** 16 (natural armor)
- **Hit Points** 102 (12d10 + 36)
- **Speed** 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	8 (-1)	12 (+1)	6 (-2)

- **Senses** tremorsense 60 ft., passive Perception 11
- **Languages** understands Common, but can't speak
- **Challenge** 5 (1,800 XP)

Tunneler. The nightreaper can burrow through solid rock at half its burrowing speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The nightreaper makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. The target must make a DC 14 Constitution saving throw or be magically put to sleep for 1 minute. The target awakens if it takes damage or if someone uses an action to wake it.

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



MORCAI

Morcai is a terrifying monstrosity that was once a humanoid, but has been transformed by the spores of a mysterious mushroom. Its body is now twisted and distorted, and its once-human features have been replaced by a predator-like head with sharp teeth and an extra eye where its nose once was. Its pale, sickly skin is covered in patches of rough, matted tissue, and its long, bony fingers end in large, pink claws.

Fungal Infection. Morcai was once a human that was infected by a strange mushroom that has taken over its body. The exact nature of the mushroom and the infection remains a mystery, but it is clear that it has twisted and warped the creature into a fearsome predator.

Predator Instincts. Morcai is a fierce predator, driven by a powerful instinct to hunt and kill. Its keen senses and sharp claws make it a formidable opponent, and it will attack anything that it perceives as a threat.

Toxic Bite. Morcai's bite is not to be taken lightly. The toxins within its saliva can quickly incapacitate its prey, leaving them helpless against the creature's razor-sharp teeth and powerful claws. Those who are unlucky enough to be bitten by a Morcai will find themselves feeling weak and disoriented, struggling to maintain consciousness. The toxins spread rapidly through the body, attacking the nervous system and causing paralysis. Victims of Morcai's bite often report a feeling of suffocation as their muscles seize up and they are unable to draw breath. Even those who manage to survive the initial bite may suffer long-term effects, such as impaired motor function and difficulty speaking.

MORCAI

Medium monstrosity, chaotic evil

- **Armor Class** 16 (natural armor)
- **Hit Points** 59 (7d8 + 28)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	7 (-2)	14 (+2)	4 (-3)

- **Skills** Perception +4, Stealth +5
- **Damage Immunities** poison
- **Condition Immunities** frightened, paralyzed, poisoned, stunned
- **Senses** darkvision 60 ft., passive Perception 14
- **Languages** understands the languages it knew in life, but can't speak
- **Challenge** 4 (1,100 XP)

Sunlight Sensitivity. While in sunlight, the Morcai has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The morcai makes three attacks: one with its bite and two with its claws.

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

Toxic Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 7 (2d6) poison damage. The target must make a DC 14 Constitution saving throw or become 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. If the target fails the saving throw by 5 or more, it is reduced to 0 hit points and is dying. The target can only be stabilized by magical means or by a DC 15 Wisdom (Medicine) check. Victims of Morcai's bite that fails its saving throw by 5 or more suffer from long-term effects, such as impaired motor function and difficulty speaking. These long-term effects count as being poisoned and can be cured by drinking an antitoxin or through the *lesser restoration* spell.



MAWCLAW

Mawclaws possess powerful psionic abilities that allow them to manipulate objects and creatures with ease, rendering even the strongest warriors helpless in their grasp. Legends say that Mawclaws are the spawn of a dark god, imbuing them with a portion of their parent's power. These creatures have even gained a cult following, with beings worshipping them as god-like entities and bringing sacrifices to gain their favor.

Psionic Abilities. Mawclaws are not just brute force creatures, they also possess powerful psionic abilities. They are able to manipulate objects with their minds, moving them with ease or hurling them at their enemies. Their telekinetic powers also allow them to move creatures against their will, rendering even the strongest warriors helpless in their grasp.

Spawn of a Dark God. Legends say that Mawclaws are the spawn of a dark god, imbuing them with a portion of their parent's power. This connection to a powerful deity could make Mawclaws nearly invincible in certain circumstances or grant them additional powers that are beyond mortal comprehension.

Cult Following. Mawclaws have developed a cult following of beings who worship them as god-like entities. These followers often bring sacrifices to appease the creatures and gain their favor. Mawclaws may even grant their followers small boons or gifts, such as a temporary increase in strength or the ability to sense the presence of enemies.

MAWCLAW

Medium monstrosity, chaotic evil

- **Armor Class** 16 (natural armor)
- **Hit Points** 102 (12d8 + 48)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	19 (+4)	6 (-2)	15 (+2)	3 (-4)

- **Skills** Stealth +6
- **Damage Resistances** psychic
- **Damage Immunities** poison
- **Condition Immunities** frightened, paralyzed, poisoned
- **Senses** darkvision 120 ft., passive Perception 12
- **Languages** —
- **Challenge** 6 (2,300 XP)

Psionic Parasite. When the mawclaw hits a creature with a bite attack, the creature must succeed on a DC 15 Wisdom saving throw or become infected with a psionic parasite. While infected, the creature takes 14 (4d6) psychic damage at the start of each of its turns, and the mawclaw regains hit points equal to the damage dealt. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Sunlight Sensitivity. While in sunlight, the mawclaw has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The mawclaw makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

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

Telekinetic Slam (3/Day). The mawclaw targets one creature or object it can see within 60 feet of it. The target must succeed on a DC 15 Strength saving throw or take 21 (6d6) bludgeoning damage and be knocked prone. On a successful save, the target takes no damage and is not knocked prone.



SILVERBEAST

Silverbeasts are grotesque monstrosities, feared for their powerful claws and immunity to silvered weapons. Their bodies are made entirely of silver, and their twisted forms are covered in bulging muscles that barely contain their immense strength. The most distinctive feature of these creatures is their beards of thin, writhing tentacles that move with an eerie fluidity.

Immune to Silver. Silverbeasts are immune to the effects of silvered weapons, making them formidable opponents for even the most skilled hunters.

Silver Moon. When silverbeasts are under the light of a full moon, they gain additional strength and agility. Their speed is doubled, and they gain a powerful boost in their attack and damage rolls. They have advantage on saving throws against spells and other magical effects. The moon brings out the full power of these beasts, turning them into even more terrifying forces to be reckoned with.

Mountain Dwellers. Silverbeasts are known to inhabit the highest peaks and deepest caverns of the most treacherous mountain ranges. These creatures make their homes in the darkest, most remote corners of the earth, where few have dared to venture.

SILVERBEAST

Medium monstrosity, chaotic evil

- **Armor Class** 20 (natural armor)
- **Hit Points** 112 (15d8 + 45)
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	10 (+0)	13 (+1)	3 (-4)

- **Damage Immunities** poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that are silvered
- **Condition Immunities** frightened, invisible, paralyzed, poisoned
- **Senses** darkvision 120 ft., passive Perception 11
- **Languages** understands Common, but can't speak
- **Challenge** 6 (2,300 XP)

Silvered Claws. The silverbeast's claws are imbued with silver, allowing them to deal additional damage against lycanthropes and other creatures vulnerable to silvered weapons. The silverbeast's attacks count as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.

Silver Moon. When the silverbeast is under the light of a full moon, it gains additional strength and agility. The silverbeast's speed is doubled, and it gains a +5 bonus to its attack and damage rolls. In addition, the silverbeast has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The silverbeast makes two claws attacks.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Silvered Chains (1/Day). The silverbeast conjures chains made of pure silver that wrap around a target within 30 feet. The target must succeed on a DC 15 Dexterity saving throw or become restrained. While restrained, the target takes 14 (4d6) radiant damage at the start of each of its turns. The chains have 40 hit points, and they can be destroyed by dealing damage to them. The chains have the same damage immunities as the silverbeast. The target can use its action to attempt to break free from the chains by making a DC 20 Strength saving throw. On a success, the target breaks free from the chains and is no longer restrained.



BLOBLICON

Bloblicons are strange, small monstrosities with no skin, only exposed pink muscle tissue covering their entire bodies. Their giant heads are dominated by a large, gaping mouth filled with sharp teeth. They are a puzzling sight to behold, as they seem to lack any distinct features or appendages beyond their massive maws.

Cunning Predators. Bloblicons are incredibly agile and cunning predators. They hunt in packs, using their burly bodies to overpower and consume their prey. Though they lack the ability to speak, they communicate with each other through a series of high-pitched screeches and growls.

Musclebound. Bloblicons are covered in tough, sinewy muscle tissue that makes them highly resistant to physical attacks. This also makes them incredibly strong and agile, allowing them to overpower prey much larger than themselves.

Acidic Bite. Bloblicons have a powerful bite that can quickly dissolve flesh and bone. Their saliva is highly acidic, and can cause severe burns and chemical burns to their prey.

BLOBLICON

Small monstrosity, chaotic neutral

- **Armor Class** 15 (natural armor)
- **Hit Points** 63 (14d6 + 14)
- **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	8 (-1)	10 (+0)	9 (-1)

- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** acid
- **Condition Immunities** blinded, deafened, prone
- **Senses** blindsight 30 ft., passive Perception 10
- **Languages** Bloblicon
- **Challenge** 5 (1,800 XP)

Acidic Bite. Bloblicons have a powerful bite that can quickly dissolve flesh and bone. Their saliva is highly acidic, and can cause severe burns and chemical burns to their prey. Any creature that takes damage from the Bloblicon's bite attack also takes an additional 13 (2d12) acid damage.

Musclebound. Bloblicons are covered in tough, sinewy muscle tissue that makes them highly resistant to physical attacks and becomes immune to being prone.

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

ACTIONS

Multiattack. The bloblicon makes two bite attacks.

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

Acid Spray (Recharge 5-6). The bloblicon sprays acid in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 26 (4d12) acid damage on a failed save, or half as much damage on a successful one.

