WARLOCK

Bestiary

Warlock Bestiary

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Boomer

An ear-piercing shriek echoes in the cavern. The sound comes from a human-sized mushroom whose stalk steadily swells with air as it shrieks.

Thunderous Shriek. Boomers are a subspecies of shrieker, nearly indistinguishable from their more innocuous cousins. When shrieking, however, the stalk of the boomer noticeably expands, swelling with air until it releases the air in a thunderous burst of noise. Like its more common relative, it is often deliberately cultivated by intelligent subterranean races as a defensive measure against intruders.

BOOMER

Medium plant, unaligned
Armor Class 7 (natural armor)
Hit Points 22 (4d8 + 4)
Speed 0 ft.

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

Damage Immunities thunder
Condition Immunities blinded, deafened, frightened
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 1/2 (100 XP)

Deafening Boom. When a creature hits the boomer with an attack, the boomer releases a loud blast of sound. Each creature within 15 feet of the boomer that can hear it must make a DC 12 Constitution saving throw. On a failure, a creature takes 5 (2d4) thunder damage and is incapacitated for 1 round. On a success, a creature takes half the damage and isn't incapacitated.

Death Burst. When it dies, the boomer explodes in a cacophonous burst. Each creature within 30 feet of the boomer that can hear it must make a DC 12 Constitution saving throw. On a failure, a creature takes 7 (2d6) thunder damage and is deafened for 1 minute. On a success, a creature takes half the damage and isn't deafened.

False Appearance. While the boomer remains motionless, it is indistinguishable from an ordinary fungus.

REACTIONS

Shriek. If bright light or a creature is within 30 feet of the boomer, it emits a shriek audible within 300 feet of it. The boomer continues to shriek until the disturbance moves out of range and for 1d4 of the boomer's turns afterward.

Corpse Worm

A large, bloated worm, its body the gray-white pallor of the dead and slicked with a sheen of yellow mucus, crawls across a pile of corpses. As its dozens of legs propel it over the bodies, its fang-filled maw opens to reveal a second jaw that repeatedly bursts outward, slurping up chunks of flesh with each strike.

These disgusting creatures prowl deep caverns, seeking flesh both living and dead to devour.

Eaters of the Dead. The corpse worm feeds primarily on death and decay, though it will hunt and kill living prey it encounters if hungry, especially if the prey is already wounded. Corpse worms have a keen sense of smell that they can use to locate wounded prey or sources of carrion on which to feed.

Ignore the Unliving. While both the living and the dead are food for the corpse worm, it will not feed upon the undead. Unless attacked, the corpse worm will ignore undead near it. Some intelligent undead will tame and train corpse worms, using them as pets, guardians, or shock troops. Worshippers of Vardesain value the corpse worm as a living representation of their deity, and the god's undead followers are the most frequent tamers and trainers of the worms.

Slimy Eggs. A female corpse worm lays up to two dozen eggs in crevasses, cul-de-sacs, or other remote areas. Corpse worm eggs are about the size of a human head and are sheathed in a rubbery, translucent gray membrane. The eggs are deposited with a sticky, mustard-colored excretion, allowing them to be placed on walls or even ceilings. This excretion exudes a powerful smell that many subterranean predators find unpleasant, and it allows the mother to relocate the eggs as she watches over them until they hatch.

CORPSE WORM

Large monstrosity, unaligned
Armor Class 14 (natural armor)
Hit Points 76 (8d10 + 32)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	19 (+4)	1 (-5)	12 (+1)	5 (-3)

Skills Perception +3
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Languages —

Challenge 3 (700 XP)

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

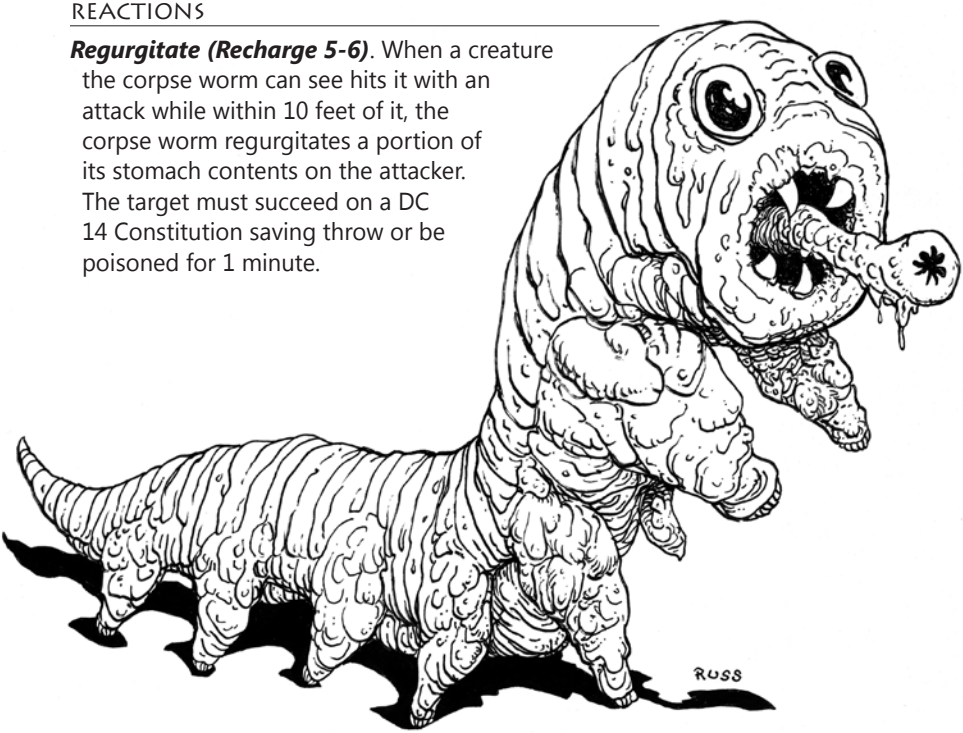
ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the corpse worm can't bite another target or use its regurgitate reaction. The target must succeed on a DC 12 Constitution saving against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hp maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hp maximum to 0.

Swallow. The corpse worm makes a bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and effects outside the corpse worm, and it takes 10 (3d6) acid damage at the start of each of the corpse worm's turns. The corpse worm can have only one creature swallowed at a time. If the corpse worm dies, the target is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

REACTIONS

Regurgitate (Recharge 5-6). When a creature the corpse worm can see hits it with an attack while within 10 feet of it, the corpse worm regurgitates a portion of its stomach contents on the attacker. The target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute.



Crimson Shambler

The bloody corpse stands up, dripping a red slime. As each drop hits the ground, it splatters into little red spores.

The crimson shambler is an intermediary form of a hazardous slime mold found in deep caverns . It wanders the dark passageways, attacking any creatures it encounters to infect them with its spores.

Gruesome Appearance. The crimson shambler is a mobile plant, feeding off the remains of an infected creature. The overlay of red slime atop an ambulatory decomposing corpse is often mistaken as some type of undead creature. In actuality, the remains are animated by a slime mold, allowing it to hunt and infect other creatures until it finds a suitable place to spawn. Then it falls and becomes a new colony of crimson slime.

Environmental Hazard: Crimson Slime

This slime mold is bright red with darker blotches scattered over its surface. Crimson slime is usually encountered in warm, heavily forested areas or deep underground in areas full of living creatures for its spores. Crimson slime typically covers a 5-foot square. When a living creature moves within 10 feet of a crimson slime, the dark splotches on its surface burst and release spores in a 10-foot-radius around itself (see the crimson shambler's Spores trait for the effects of the spores). Ingestion of or physical contact with the crimson slime will also cause exposure to the spores. Crimson slime is immune to acid. Any effect that cures disease, and any effect that deals cold or fire damage destroys a patch of crimson slime.

CRIMSON SHAMBLER

Medium plant, unaligned
Armor Class 12 (natural armor)
Hit Points 26 (4d8 + 8)
Speed 20 ft.

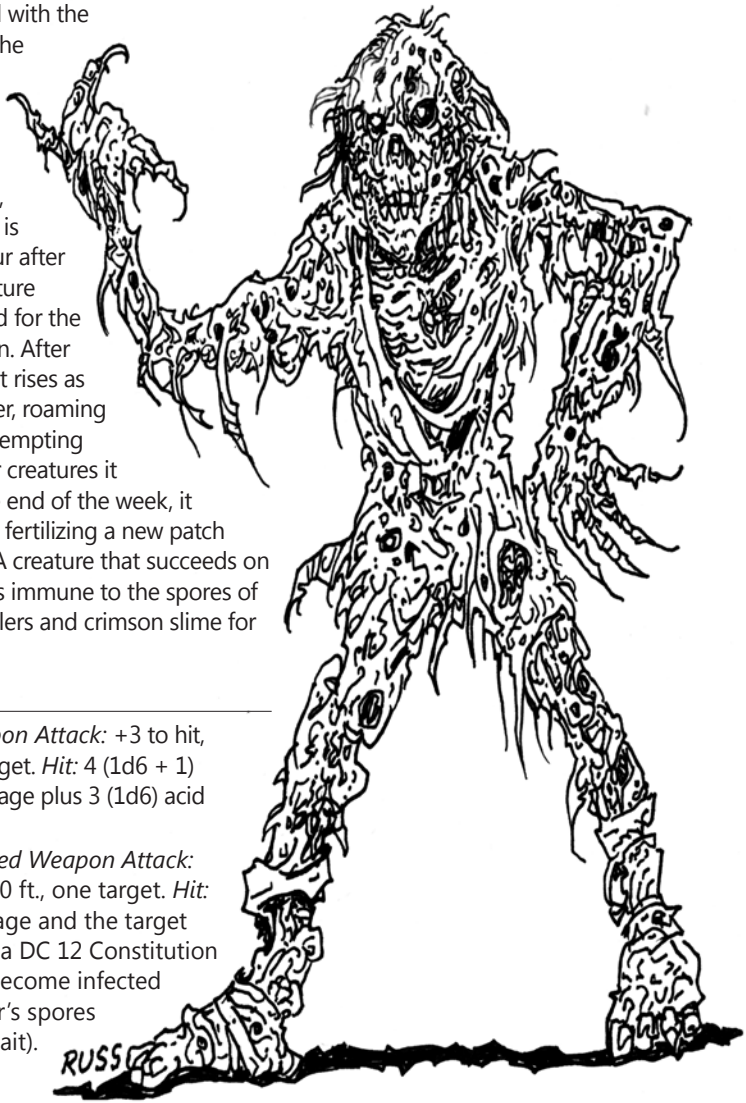
STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	1 (-5)	11 (+0)	5 (-3)

Damage Immunities acid, poison
Condition Immunities blinded, deafened, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —
Challenge 1/2 (100 XP)

Eerie Resemblance. The crimson shambler resembles a bloody zombie. A creature that can see a crimson shambler must succeed on a DC 14 Intelligence (Nature or Religion) check to discern its true nature.

Spores. A creature that touches the shambler or hits it with an attack causes spores to spew out of the shambler in a 10-foot-radius. Each creature in that area must succeed on a DC 12 Constitution saving throw or become diseased. Creatures immune to the poisoned condition are immune to this disease. The diseased creature's lungs fill with the spores, which kill the creature in a number of days equal to 1d10 + the creature's Constitution score, unless the disease is removed. One hour after infection, the creature becomes poisoned for the rest of the duration. After the creature dies, it rises as a crimson shambler, roaming for 1 week and attempting to infect any other creatures it encounters. At the end of the week, it collapses, its body fertilizing a new patch of crimson slime. A creature that succeeds on the saving throw is immune to the spores of all crimson shamblers and crimson slime for the next 24 hours.



ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 3 (1d6) acid damage.

Slime Glob. *Ranged Weapon Attack:* +2 to hit, range 30 ft., one target. *Hit:* 3 (1d6) acid damage and the target must succeed on a DC 12 Constitution saving throw or become infected with the shambler's spores (see the Spores trait).

Crystalline Monolith

The cavern glitters with refracted light bouncing off thousands of crystals. A towering menhir of shimmering crystal dominates the center of the crystals.

Whether a rare evolution of silicate life or a wandering nomadic race from some alternate reality, the crystalline monolith is an enigmatic being only found deep underground in caverns where giant crystals flourish and grow.

Crystal Gardens. Crystalline monoliths reside in areas of living crystal, these formations often growing to gigantic proportions, resembling the monolith itself. Some sages speculate that crystalline monoliths grow crystals to certain specifications, then use their magic to instill sentience in the crystals as a means of reproducing. Whether for reproduction or some other mysterious purpose, the crystalline monoliths are very protective of their crystal gardens. The environment of these gardens is often not comfortable for most humanoid life; the temperature may be extremely hot or cold, or the cavern may contain poisonous gasses or even be partially-submerged in water.

Magical Philosophers. Crystalline monoliths prefer to spend their days in quiet contemplation. They tend their crystal gardens and meditate. If encountered by other intelligent creatures, they are generally open to exchanges of information and intellectual discussion. They prefer to communicate telepathically but can create sounds through vibrations that mimic speech. Aggressive intruders are dealt with according to the level of threat they exhibit. If the crystalline monolith considers the intruders unlikely to cause it harm, it will often use its magic to misdirect opponents or lure them away from the garden. Should the intruders persist or show themselves to be dangerous, a crystalline monolith is not above using its magic to crush and destroy them. It is especially unforgiving to those that try to steal or damage crystals in its lair.

Crystalline Nature. A crystalline monolith doesn't require air, food, drink, or sleep.

A Crystalline Monolith's Lair

Crystalline monoliths lair in vast gardens of crystal in mountains or deep underground often near areas of extreme temperature or geothermal activity. They harness the ambient magical energy in the crystals to defend themselves and repel intruders.

Lair Actions

On initiative count 20 (losing initiative ties), the crystalline monolith takes a lair action to cause one of the following magical effects; the crystalline monolith can't use the same effect two rounds in a row:

- The crystalline monolith creates an illusory duplicate of itself in its space. The double moves or speaks according to the monolith's mental direction. Each time a creature targets the monolith with an attack, roll a d20 to determine whether the attack instead targets the duplicate. On a roll of 11 or higher, the attack hits and destroys the duplicate. A creature can use its action to make a DC 15 Intelligence (Investigation) check to determine which monolith is real. On a success, the creature identifies the illusion. The duplicate is intangible, but otherwise is identical to the monolith by sight, smell, or hearing. The duplicate lasts for 1 minute or until the monolith uses this lair action again.
- The crystalline monolith vibrates at a frequency that reverberates through the lair, causing the ground to tremble. Each creature on the ground, other than the monolith, within 60 feet of it must succeed on a DC 15 Dexterity saving throw or be knocked prone.
- Magically charged shards of crystal fire from the crystals in the lair, striking up to two targets within 60 feet of the crystalline monolith. The crystalline monolith makes one ranged attack roll (+3 to hit) against each target. On a hit, the target takes 2 (1d4) piercing damage and 2 (1d4) psychic damage.

CRYSTALLINE MONOLITH

Huge aberration, lawful neutral

Armor Class 15 (natural armor)

Hit Points 123 (13d12 + 39)

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	19 (+4)	17 (+3)	17 (+3)

Skills Arcana +7, History +7, Insight +6, Nature +7, Perception +6

Damage Resistances cold, fire

Damage Immunities poison

Condition Immunities blinded, paralyzed, petrified, poisoned

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 16

Languages Deep Speech, Undercommon, telepathy 120 ft.

Challenge 7 (2,900 XP)

False Appearance. While the crystalline monolith remains motionless, it is indistinguishable from a giant crystal.

Magic Resistance. The crystalline monolith has advantage on saving throws against spells and other magical effects.

Powerful Mind. The crystalline monolith has advantage on Intelligence saving throws and ability checks.

Innate Spellcasting (Psionics). The crystalline monolith's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *detect magic, detect thoughts, mage hand, silent image*

3/day each: *clairvoyance, hypnotic pattern, stinking cloud, telekinesis*

1/day each: *confusion, dominate person, suggestion*

Actions

Multiattack. The crystalline monolith makes two mind spear attacks. If both attacks hit a Large or smaller target, the target must succeed on a DC 14 Constitution saving throw or be restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success.

Slam. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage.

Mind Spear. *Ranged Spell Attack:* +7 to hit, ranged 30 ft., one target. *Hit:* 14 (4d6) psychic damage.

Psychic Burst (Recharge 5-6). The crystalline monolith emits a burst of psychic energy in a 30-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 28 (8d6) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

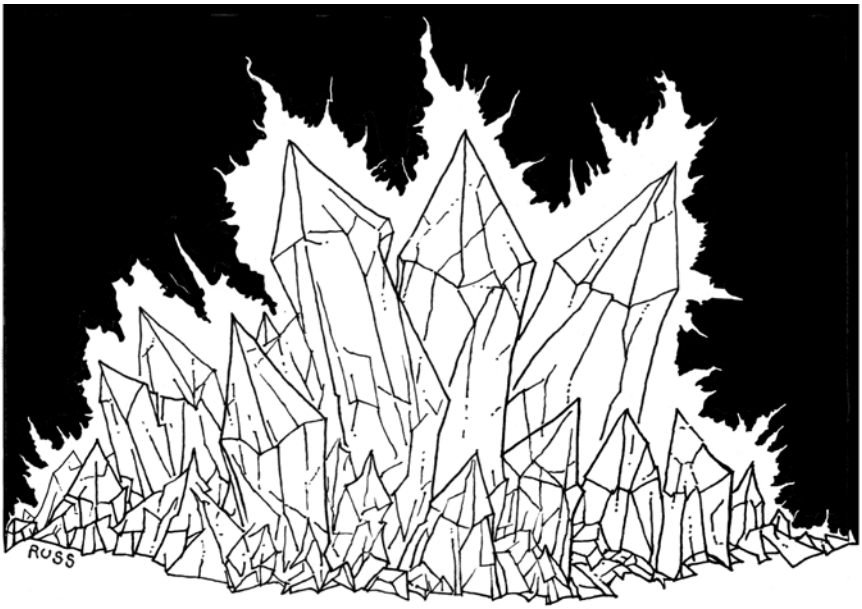
Legendary Actions

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

Detect. The crystalline monolith makes a Wisdom (Perception) check.

Teleport (Costs 2 Actions). The crystalline monolith magically teleports up to 120 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 Actions). The crystalline monolith casts a spell from its list of innate spells, using a daily use as normal.



Deathweaver

The giant black and ivory spider, its fangs dripping a dark poison, uses the two spindly arms beside its fangs to pull a corpse from its tainted web. The shriveled corpse opens its rotten eyes and leaps up at the spider's command.

These grotesque creatures were once spiders of immense size. Subjected to dark rituals by insidious death cults, they have become twisted beings gifted with a dim intelligence, augmented by a cruel cunning, and infused with necrotic energies. Their many eyes shine violet, and their carapaces are mottled patterns of black, crimson, and ivory. A pair of thin, spindly arms flank the deathweaver's fangs

Allied Evil. The deathweaver is often found in league with other intelligent, evil creatures. A settlement of evil humanoids may negotiate a truce with a deathweaver that lairs near their territory, sparing the lives of its people in exchange for offering enemy captives, slaves, or others as food for the deathweaver. A powerful necromancer or an evil cult might ally with a deathweaver, using the undead it spawns to bolster their strength in exchange for treasure or favors.

Web Spawn. The webs of the deathweaver are infused with necrotic energy that infuses corpses left in them. A humanoid corpse cocooned in the deathweaver's webbing for 24 hours has a 50% chance of rising as a web zombie under its control. These zombies differ slightly in appearance from normal zombies: their bodies are shriveled and covered in tattered remains of webbing.

DEATHWEAVER

Huge monstrosity, neutral evil
Armor Class 16 (natural armor)
Hit Points 95 (10d12 + 30)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	7 (-2)	12 (+1)	15 (+2)

Skills Perception +4, Stealth +5
Damage Resistances necrotic
Senses blindsight 20 ft., darkvision 60 ft., passive Perception 14
Languages Deep Speech
Challenge 5 (1,800 XP)

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

Web Sense. While in contact with a web, the deathweaver knows the exact location of any other creature in contact with the same web.

Web Walker. The deathweaver ignores movement restrictions caused by webbing.

Innate Spellcasting. The deathweaver's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *chill touch*

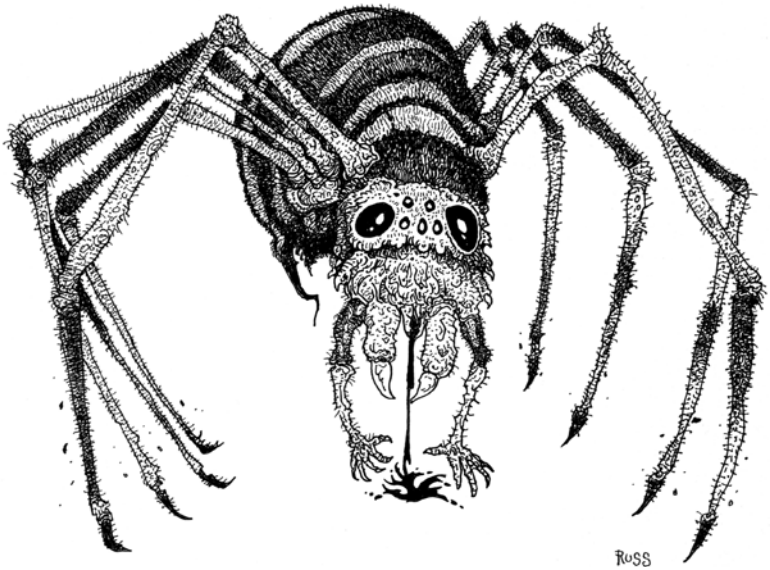
3/day each: *darkness, ray of enfeeblement*

1/day: *vampiric touch*

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 11 (2d10) necrotic damage on a failed save, or half as much damage on a successful one. If the necrotic damage reduces the target to 0 hp, the target is stable but poisoned for 1 hour, even after regaining hp, and is paralyzed while poisoned this way.

Web (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 40/80 ft., one creature. *Hit:* The target is restrained by webbing and takes 3 (1d6) necrotic damage each round. As an action, the restrained target can make a DC 14 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, necrotic, poison, and psychic damage). A humanoid slain by this attack rises 24 hours later as a web zombie under the deathweaver's control, unless the humanoid is restored to life or its body is destroyed. The deathweaver can have no more than twenty web zombies under its control at one time.



Variant: Web Zombie

A withered corpse draped in the deathweaver's sticky webs, a web zombie has a challenge rating of 1 (200 XP) and retains the statistics of a normal zombie except as described below.

Speed. The web zombie has a climbing speed of 30 feet.

Necrotic Weapons. When the web zombie hits a creature with a melee attack, the attack deals an extra 1d6 necrotic damage (included in the below attack).

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

Web Walker. The web zombie ignores movement restrictions caused by webbing.

Multiattack. The web zombie makes two slam attacks. If both slam attacks hit a Medium or smaller target, the target is restrained by webbing. As an action, the restrained target can make a DC 11 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, necrotic, poison, and psychic damage).

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 3 (1d6) necrotic damage.

Demon Lord, Hriggala, the Jaws of Vardesain

Some demons plot, destroy, and smash their way to power. Hriggala is a simpler demon lord, devouring and destroying all who oppose it. A hundred thousand souls have been extinguished in its jaws.

Hriggala is the great crawling wyrm who serves the Unsated God Vardesain in malign and destructive forms. Those devotees who claim to have seen the herald of the Ghoul-God in visions tell of an enormous shadow which moves like a wave in the sea with an ill-defined outline, sprouting tendrils which twist and probe like whirlwinds. A low, rhythmic, roaring buzz, as though a droning hive has replaced a beating heart, announces its coming. Hriggala utterly devours any living thing it touches.

Growing Void. Hriggala embodies all-consuming, maddening, bottomless hunger. Some of those who worship the Hunger God have found transcendence within its depths; others merely madness and endless gluttony. Ghouls and ghasts, cannibals and madmen, and those who would harness the power in deprivation and gluttony pay homage to Hriggala as the prophet and factotum of the Hunger God—or as a power in its own right.

Invitation to the Feast. The demon lord itself urges its followers on with apocalyptic visions experienced at the bitter end of starvation or in acts of unrivaled gluttony, revealing the primacy of those who feast over those who serve and those who are feasted upon.

HRIGGALA, JAWS OF VARDESAIN

Huge fiend (demon), chaotic evil
Armor Class 19 (natural armor)
Hit Points 350 (28d12 + 168)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	19 (+4)	23 (+6)	14 (+2)	20 (+5)	22 (+6)

Saving Throws Dex +11, Con +13, Wis +12, Cha +13
Skills Athletics +14, Insight +12, Intimidation +13, Perception +12, Stealth +11
Damage Resistances cold, fire, lightning
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 22
Languages all, telepathy 120 ft.
Challenge 21 (33,000 XP)

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

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

Magic Weapons. Hriggala's weapon attacks are magical.

Innate Spellcasting. Hriggala's spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect magic, dispel magic, dissonant whispers*

3/day each: *black tentacles, blight, contagion, create undead, telekinesis, teleport*

1/day: *greater invisibility*

Actions

Multiattack. Hriggala makes two tendril attacks.

Tendril. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 31 (7d6 + 7) bludgeoning damage and the creature must succeed on a DC 18 Constitution saving throw or its hp maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The creature dies if this effect reduces its hp maximum to 0. No physical trace of the creature remains when killed in this way.

Legendary Actions

Hriggala can take 3 legendary actions, 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. Hriggala regains spent legendary actions at the start of its turn.

Tendril. Hriggala makes one tendril attack.

Move. Hriggala moves up to its speed without provoking opportunity attacks.

Insatiable Hunger (Costs 2 Actions). Hriggala targets a creature it can see within 120 feet of it that isn't a construct. The creature must succeed on a DC 20 Wisdom saving throw or be compelled to forego all other actions in favor of attempting to eat the creature nearest to it when the effect occurs. A creature affected by Insatiable Hunger gains a bite attack that deals 2d6 + its Strength modifier piercing damage and an extra 1d6 necrotic damage to creatures who fail on a DC 14 Constitution saving throw. The affected target is proficient with the bite attack.

If no creature is near enough for the target to move to and attack, the affected target must move as close as it can to the nearest creature. This is a charm effect and lasts until Hriggala uses this action again or dies. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Dinosaur, Compsognathus

The green-feathered hide of this tiny, bipedal dinosaur blends into the grass around it. The curious lizard lets out a musical chirp, revealing a mouth of razor-sharp teeth. More chirps respond from unseen places all around, becoming a sinister chorus.

Compsognathus is one of the smallest carnivorous dinosaurs. Its stature leads many to underestimate the deadly nature of a pack of these beasts.

Kobold Pets. Compsognathus are often kept by kobolds as pets. Kobolds are particularly fond of building traps that feed swarms of the dinosaurs by placing them at the bottom of a hidden pit or rigging a cage full of the creatures to drop on the heads of unsuspecting adventurers.

Little Dinosaurs, Big Appetites. Though compsognathus are small, they live in large packs. A group of the dinosaurs can devour an adult human in minutes. Compsognathus are not afraid of larger prey when they hunt together as a swarm and will seek out a meal worthy of the pack.

Silent Surrounders. Compsognathus are naturally stealthy thanks to their size and ability to blend in with natural terrain. They hunt in tall grass or areas of dense foliage, spreading out to surround their prey before attacking. Caravans traveling the jungle should travel close together, as entire compsognathus swarms will encircle a single wagon or traveler to cut it off from the rest.

COMPSOGNATHUS

Tiny beast, unaligned
Armor Class 12
Hit Points 7 (2d4 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	14 (+2)	12 (+1)	4 (–3)	10 (+0)	5 (–3)

Skills Perception +2, Stealth +6
Senses passive Perception 12
Languages —
Challenge 1/8 (25 XP)

Grasslands Camouflage. The compsognathus has advantage on Dexterity (Stealth) checks made to hide in tall grass

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

SWARM OF COMPSOGNATHUS

Medium swarm of tiny beasts, unaligned

Armor Class 12

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	4 (–3)	10 (+0)	5 (–3)

Skills Perception +2, Stealth +6

Senses passive Perception 12

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, prone, restrained, stunned

Languages —

Challenge 1 (200 XP)

Grasslands Camouflage. The compsognathus has advantage on Dexterity (Stealth) checks made to hide in tall grass.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny compsognathus. The swarm can't regain hp or gain temporary hp.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage or 7 (2d6) piercing damage if the swarm has half of its hp or fewer.

Compsognathus Familiars

Compsognathus readily bond with their pack mates, and a young compsognathus without a pack is often willing to serve a spellcaster as a familiar. Such compsognathus have the following trait.

Familiar. The compsognathus can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the compsognathus senses as long as they are within 1 mile of each other. While the compsognathus is within 10 feet of its companion, the companion shares the compsognathus' Grassland Camouflage trait. At any time and for any reason, the compsognathus can end its service as a familiar, ending the telepathic bond.

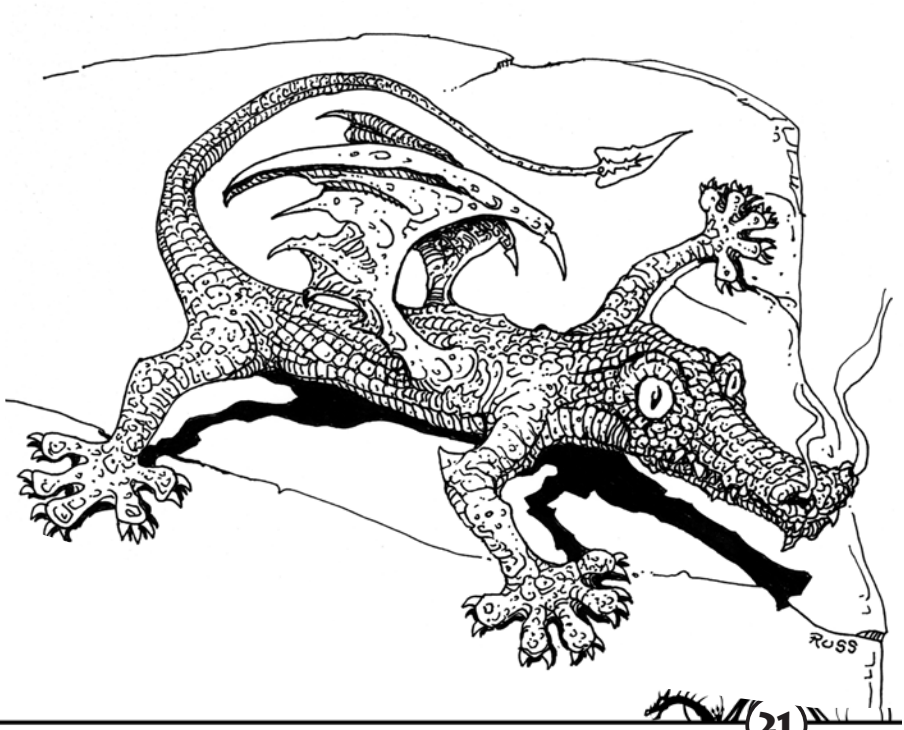
Drake, Cave

Widely-spaced, large eyes sit on either side of the dragon's broad, flat head, and sharp, curving teeth fill its fearsome maw. It clings to the ceiling, silently waiting for prey to appear below.

Highly adapted to hunting underground, this lesser cousin of true dragons stalks cavern passages for prey.

Patient Predator. An adult cave drake is between ten and fifteen feet long, with a thin, whip-like tail that nearly doubles its overall length. Its scales are dull and colored to match the surrounding stone. A cave drake hunts by lying in wait for prey to pass, often hanging from a wall or ceiling, before ambushing with its blinding venom. The drake then tracks the blinded creature as it flees, using a keen sense of smell and the creature's disorientation to follow it. A cave drake will follow prey patiently for miles, unless its quarry wanders into the territory of another cave drake.

Solitary Hunter. The cave drake is a lone predator. It typically lairs in high-roofed caverns, atop sheer ledges, or other areas where it can take advantage of its superior climbing ability. Each cave drake claims a wide expanse of tunnels and caverns as its territory. A cave drake will fight to defend its territory from all other creatures, including other cave drakes, with the exception of mating season when



territories fluctuate as female drakes search for mates. A female cave drake will lay two to five eggs, raising the young until they are able to hunt on their own, then driving them out.

Hoards. Like their true dragon kin, cave drakes collect treasure, favoring shiny metals and sparkling gemstones. They will often arrange such treasures near phosphorescent fungi, glowing crystals, or other sources of light. Unlike true dragons, cave drakes are not overly protective or jealous of their hoards. The more cunning of their kind often use such objects as bait to draw out greedy prey while they wait in ambush.

CAVE DRAKE

Large dragon, neutral
Armor Class 13 (natural armor)
Hit Points 76 (8d10 + 32)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	18 (+4)	6 (-3)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +4, Survival +3
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 90 ft., passive Perception 13
Languages Draconic
Challenge 3 (700 XP)

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

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

Stone Camouflage. The cave drake has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The cave drake 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:* 10 (2d6 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Blinding Spit (Recharge 5-6). *Ranged Weapon Attack:* +4 to hit, range 30 ft., one target. *Hit:* The target is poisoned for 1 minute and must succeed on a DC 13 Constitution saving throw or be blinded while poisoned in this way.

Fey Revenant

An amalgam of shadow fey and spider, the thorn-covered fey appears out of the shadows, releases a volley of poisoned arrows, then envelops its hopeless victim in icy tendrils of darkness.

Will of the Fey Queen. Shadow fey who have proven themselves most loyal to the commands and desires of the Summer Palace catch the eye of the Queen of Night and Magic (*Tome of Beasts,* p. 192). She calls such shadow fey to her court and blesses them with a measure of her power. If the individual survives a rigorous and painful assault of shadows and starlight, it transforms into a fey revenant.

Fey Transformation. Each fey revenant is unique, taking on a form that blends its former personality with its new purpose for the Queen. Though fey revenants come in a variety of forms, a few things remain common among all of them: a fey revenant retains the upper torso of its shadow fey body, its skin becomes thorny and bark-like, and its lower body changes into that of an insect. Spiders, scorpions, and beetles are the most common, but many fey revenants also have lower bodies resembling dragonflies, wasps, and locusts. Fey revenants with insect bodies that can fly gain a flying speed of 30 feet and the ability to hover, but they lose their climbing speed and the Spider Climb trait.

Long Live the Queen. The magic that transforms a shadow fey into a fey revenant also reaches into its mind and soul, tying it forever to the Queen of Night and Magic. Fey revenants are unshakably loyal to the Queen and cannot be swayed against her. Though they are free thinkers, fey revenants always heed the call of their queen and carry out her desires with zealous devotion.

Variant: Fey Revenants of the Moonlit King

To better combat the machinations of his wife, the Moonlit King often creates his own fey revenants from loyal fey or shadow fey within his court. A fey revenant created by the Moonlit King has the following action option in place of the Queen's Grasp action:

King's Fear. One creature of the fey revenant's choice within 60 feet of it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. While frightened, the creature takes 7 (2d6) radiant damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

FEY REVENANT

Large fey, lawful evil

Armor Class 19 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	18 (+4)	10 (+0)	14 (+2)	14 (+2)

Saving Throws Dex +7
Skills Perception +5, Stealth +7
Damage Resistances bludgeoning, piercing
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 15
Languages Common, Elvish, Umbral
Challenge 8 (3,900 XP)

Magic Resistance. The fey revenant has advantage on saving throws against spells and other magical effects.

Shadow Sight. Magical darkness doesn't impede the fey revenant's darkvision.

Shadow Traveler (4/Day). As a bonus action while in shadows, dim light, or darkness, the fey revenant disappears into the darkness and reappears in an unoccupied space it can see within 30 feet. A tendril of inky smoke appears at the origin and destination when it uses this trait.

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

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

Thorn Body. A creature that touches the fey revenant or hits it with a melee attack while within 5 feet of it takes 4 (1d8) piercing damage.

Traveler in Darkness. The fey revenant has advantage on Intelligence (Arcana) checks made to know about shadow roads and shadow magic spells or items.

ACTIONS

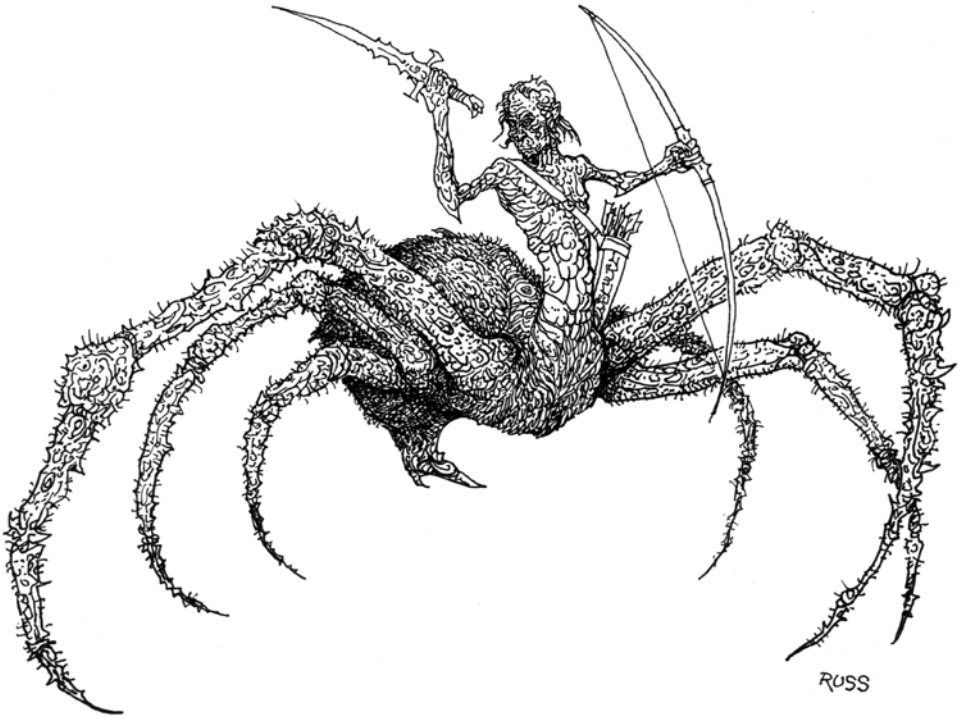
Multiattack. The fey revenant makes three attacks, either with its shortsword or longbow. It can use its Queen's Grasp in place of one shortsword or longbow attack.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage plus 3 (1d6) poison damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 120/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 3 (1d6) poison damage.

Queen's Grasp. *Ranged Weapon Attack:* +7 to hit, ranged 30/60 ft., one target. *Hit:* The target is restrained by icy wisps of shadow. While restrained, the creature takes 7 (2d6) cold damage at the start of each of its turns. As an action, the restrained creature can make a DC 15 Strength check, bursting through the icy shadow on a success. The icy shadow can also be attacked and destroyed (AC 10; 5 hp; resistance to bludgeoning, piercing, and slashing damage; immunity to cold, necrotic, poison, and psychic damage).

Poison Jet (Recharge 5-6). The fey revenant sprays poison in a 60-foot line that is 5 feet wide from a stinger on its insect body. Each creature in that line must make a DC 15 Dexterity saving throw. On a failure, a creature takes 28 (8d6) poison damage and is poisoned for 1 minute. On a success, a creature takes half the damage and isn't poisoned. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Initiate of the Elder Elementals

The kobold stands at the stone altar, chanting words of elemental power. Winds swirl around it, the stone beneath its feet rumbles, and fire ignites in one hand while frost rimes the other.

Elemental Servant. Serving as part of a secret cabal, the initiate taps into the elemental magic that taints it to serve the four great elemental lords of evil. It often worships in secret underground sites devoted to its dark gods. Service means access to power, and an initiate hopes to use that power to rise in station.

INITIATE OF THE ELDER ELEMENTALS

Small humanoid (kobold), any evil alignment
Armor Class 12 (15 with *mage armor*)
Hit Points 27 (5d6 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	15 (+2)	16 (+3)	11 (+0)	12 (+1)

Saving Throws Con +4, Int +5
Skills Intimidation +3, Religion +5
Senses darkvision 60 ft., passive Perception 10
Languages Common, Draconic, Primordial
Challenge 2 (450 XP)

Blessing of the Elder Elementals. The initiate has advantage on saving throws against spells and abilities that deal acid, cold, fire, or lightning damage.

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

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

Versatility of the Elder Elementals. As a bonus action, the initiate can change the damage of a spell it casts from acid, cold, fire, or lightning to another one of those elements.

Spellcasting. The initiate of the elder elementals is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The initiate has the following wizard spells prepared:

Cantrips (at will): *acid splash*, light, mage hand, ray of frost*
1st level (4 slots): *burning hands, mage armor, shield**
2nd level (3 slots): *gust of wind, misty step, scorching ray*

3rd level (2 slots): *lightning bolt, protection from energy**

*If using the *Midgard Heroes Handbook*, replace these spells with *pummelstone*, *tidal barrier*, and *frozen razors*, respectively.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Gift of the Elder Elementals. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 7 (2d6) acid, cold, fire, or lightning damage, and the target has disadvantage on its next saving throw against any of the initiate's spells that deal the chosen type of damage.

Lambent Witchfyre

A creature of pure, blue fire trickles across the cavern floor, burning and devouring all except the stone.

Though its behavior is similar to oozes that infest subterranean areas, the lambent witchfyre is composed of living blue flame, not protoplasm. Like liquid fire, it flows along the ground, searching for food, which, in the case of the lambent witchfyre, is any organic matter that can burn.

Arcane or Alien Origins. The lambent witchfyre's exact origins are unknown. Some sages speculate that it was an early attempt by a wizard to infuse life on the Material Plane with elemental essence. Others theorize it is the disastrous byproduct of spell experimentation on an extra planar creature. Whatever the truth, these strange beings have multiplied and spread, posing a deadly hazard to those who explore the deep caves of the world.

Reproduction. When a lambent witchfyre has consumed enough organic material, it will seek an isolated place in which to reproduce. It then divides itself into two new lambent witchfyres, each starting with half the parent's hit points. The offspring then go their separate ways, seeking more life to devour.

LAMBENT WITCHFYRE

Large aberration, unaligned
Armor Class 13
Hit Points 110 (13d10 + 39)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	17 (+3)	2 (-4)	11 (+0)	1 (-5)

Damage Immunities fire, poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 7 (2,900 XP)

Fire Absorption. Whenever the lambent witchfyre is subjected to fire damage, it takes no damage and instead regains a number of hp equal to the fire damage dealt.

Fire Form. The lambent witchfyre can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the lambent witchfyre or

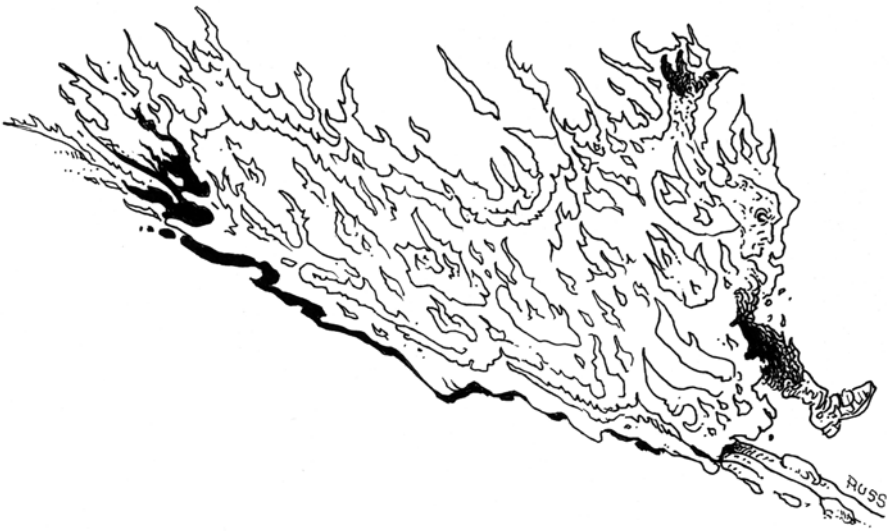
hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the lambent witchfyre can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The lambent witchfyre sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

ACTIONS

Multiattack. The lambent witchfyre makes three blazing touch attacks.

Blazing Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns. If a creature is slain by this attack, the lambent witchfyre regains hp equal to the damage dealt. The body of a creature slain by this attack turns to ash along with any nonmagical items it was wearing or carrying. The creature can be restored to life only by means of a *resurrection* or a *wish* spell.



Overshadow

Several humanoid silhouettes reach out with dark claws. The light shifts, revealing they are connected to each other by a great mass of flowing darkness.

While common shadows are fearsome undead in their own right, the overshadow is a terrible darkness that threatens all life it encounters, especially life that clings to light in the deep, dark places of the world.

Spawned by Tragedy. A creation of great misery and of hope dying in the dark, an overshadow forms when travelers become lost underground. As their supplies dwindle and their lives slowly extinguish in the cold bowels of the earth, an overshadow rises from the bodies. The collective psychic trauma of mass deaths in the dark draws energy from each casualty, seeding a portion of the darkness with undead energies, a collective intelligence, and a sinister intent.

Fueled by Fear. While the desire to consume life force is just as strong in the overshadow as its weaker brethren, its greater intellect also gives greater depth to its evil. It enjoys playing with its prey, scaring potential victims with displays of its power, with whispered threats from the darkness, and with other psychological tactics. It prefers to drive its victims into a state of panic before finally devouring their essences.

Doom of the Shadowless. The shadows of those killed by the overshadow fuse with it instead of becoming separate shadows. If a creature killed by an overshadow is brought back to life by any means other than the *resurrection* spell or similar magic, it does not cast a shadow until the overshadow that slew it is destroyed. When such a creature is returned to life, the overshadow is aware of the creature's return. In addition, undead shadows are drawn to attack the shadowless creature.

Undead Nature. An overshadow doesn't require air, food, drink, or sleep.

OVERSHADOW

Large undead, chaotic evil
Armor Class 14
Hit Points 90 (12d10 + 24)
Speed 40 ft.

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

Skills Stealth +6 (+8 in dim light or darkness)
Damage Vulnerabilities radiant
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing

and slashing from nonmagical weapons
Damage Immunities necrotic, poison
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 120 ft., passive Perception 11
Languages the languages it knew in life
Challenge 4 (1,100 XP)

Amorphous. The overshadow can move through a space as narrow as 1 inch wide without squeezing.
Shadow Stealth. While in dim light or darkness, the overshadow can take the Hide action as a bonus action.
Sunlight Weakness. While in sunlight, the overshadow has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Multiattack. The overshadow makes two strength drain attacks.
Strength Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.
Bringer of Darkness. The overshadow dims any light sources within 60 feet of it, halving the radius of bright and dim light shed by one source of light. The overshadow can't use this action while in sunlight.

Servant of the Unsated God

The grinning ghoul's mace drips with shadow as it chants prayers to its dark god. Suddenly, another, shadowy grin appears on top of the ghoul's and extends out, consuming all it touches.

Worshipper of Hunger. Vardesain, known as the Unsated God, is a god of death, hunger, and the undead. The bulk of his followers, especially in the deep caverns of the world, are undead. The most common of these followers are darakhul—intelligent and civilized ghouls—who share their lord's unholy hunger. The servants of the Unsated God act as civil officials, support the imperial army, and spread the faith (often by slaying intruding surface dwellers then recruiting them as newly risen undead).

Hungry Dead Nature. The darakhul doesn't require air or sleep.

SERVANT OF THE UNSATED GOD

Medium undead, neutral evil
Armor Class 15 (breastplate; 17 with shield)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

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

Skills Deception +3, History +2, Religion +2, Stealth +3
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Common, Darakhul
Challenge 4 (1,100 XP)

Inescapable Hunger. Necrotic damage dealt by the servant of the Unsated God ignores resistance to necrotic damage.

Master of Disguise. A darakhul in a prepared disguise has advantage on Charisma (Deception) checks made to pass as a living creature. While using this ability, the darakhul loses its stench.

Stench. Any creature that starts its turn within 5 feet of the darakhul must succeed on a DC 13 Constitution saving throw or be poisoned until the start of its next turn. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the darakhul's Stench for the next 24 hours. A darakhul using this ability can't also benefit from Master of Disguise.

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

Turning Defiance. The darakhul and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

Spellcasting. The servant of the Unsated God is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, resistance, thaumaturgy*

1st level (4 slots): *bane, command, inflict wounds, protection from evil and good*

2nd level (3 slots): *blindness/deafness, hold person, spiritual weapon*

ACTIONS

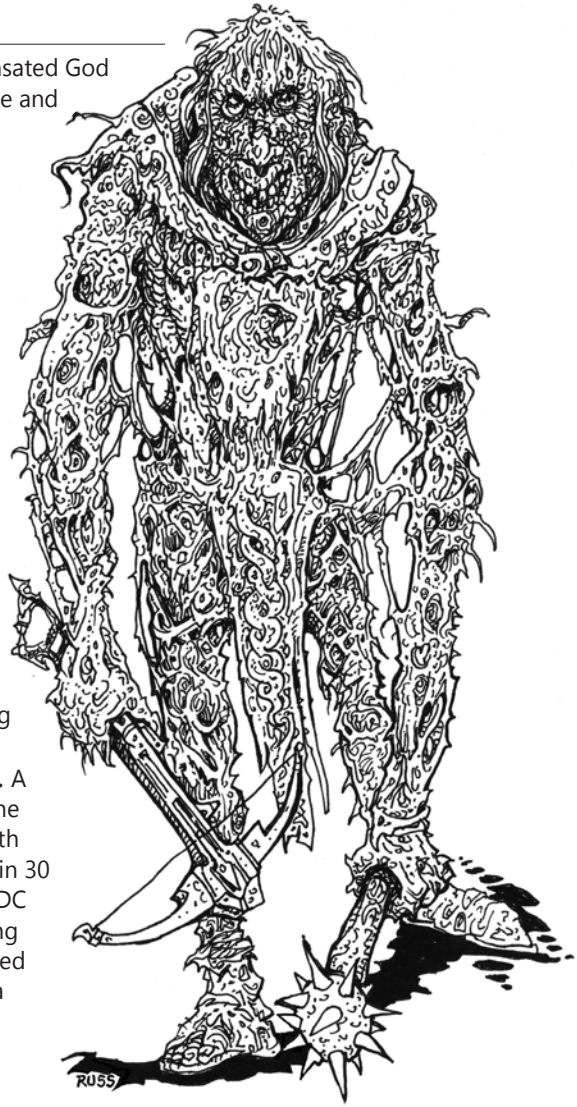
Multiattack. The servant of the Unsated God makes two attacks: one with its bite and one with its mace of the devourer.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and, if the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or contract darakhul fever (*Tome of Beasts,* p. 215).

Mace of the Devourer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 9 (2d8) necrotic damage. The mace is magical and infused with the Unsated God's power while in the servant's hands.

Light Crossbow. *Melee Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Hungering Strike (Recharge 5-6). A shadowy jaw superimposes over the servant of the Unsated God's mouth and reaches out to a creature within 30 feet of it. The target must make a DC 13 Constitution saving throw, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.



Swordbreaker Skeletons

"Our last soldier swung his sword again at the skeleton, shattering the weapon against the creature's stone-like bones. We had no choice but to retreat."

—Journal entry of Sergeant Dalton from the battle on Necromancer's Hill

Tougher than a typical animated skeleton, these undead are raised from skeletal remains that have fossilized. Some are long dead beasts of a forgotten age, dug from the stone which encases them and reanimated. Others are more recent, raised from remains that were buried in areas where fossilization commonly occurs, such as near areas of mineral-rich water.

Bones of Stone. The swordbreaker skeleton's bones have fossilized and become stony. Most weapons shatter against these bones, but the fossilization makes the skeletons more susceptible to magic that harms stone or that causes concussive bursts of sound.

Undead Nature. A swordbreaker skeleton doesn't require air, food, drink, or sleep.

Swordbreaker Skeleton Template

Any creature that has been dead for more than 100 years and that has a skeletal structure can be animated as a swordbreaker skeleton. When a creature is animated as a swordbreaker skeleton, it retains its statistics except as described below.

Type. The skeleton's type changes to undead, and it no longer requires air, food, drink, or sleep.

Alignment. The skeleton's alignment changes to lawful evil.

Armor Class. The creature has a natural armor class of 13 + its Dexterity modifier.

Ability Scores. The skeleton's Intelligence score is reduced to 6 (-2), if it was higher, otherwise it retains its Intelligence score. Its Wisdom score changes to 8 (-1), and its Charisma score changes to 5 (-3).

Damage Vulnerabilities. The skeleton is vulnerable to thunder damage.

Damage Resistances. The skeleton has resistance to piercing and slashing damage.

Damage Immunities. The skeleton is immune to poison damage.

Condition Immunities. The skeleton is immune to exhaustion and the poisoned and petrified conditions.

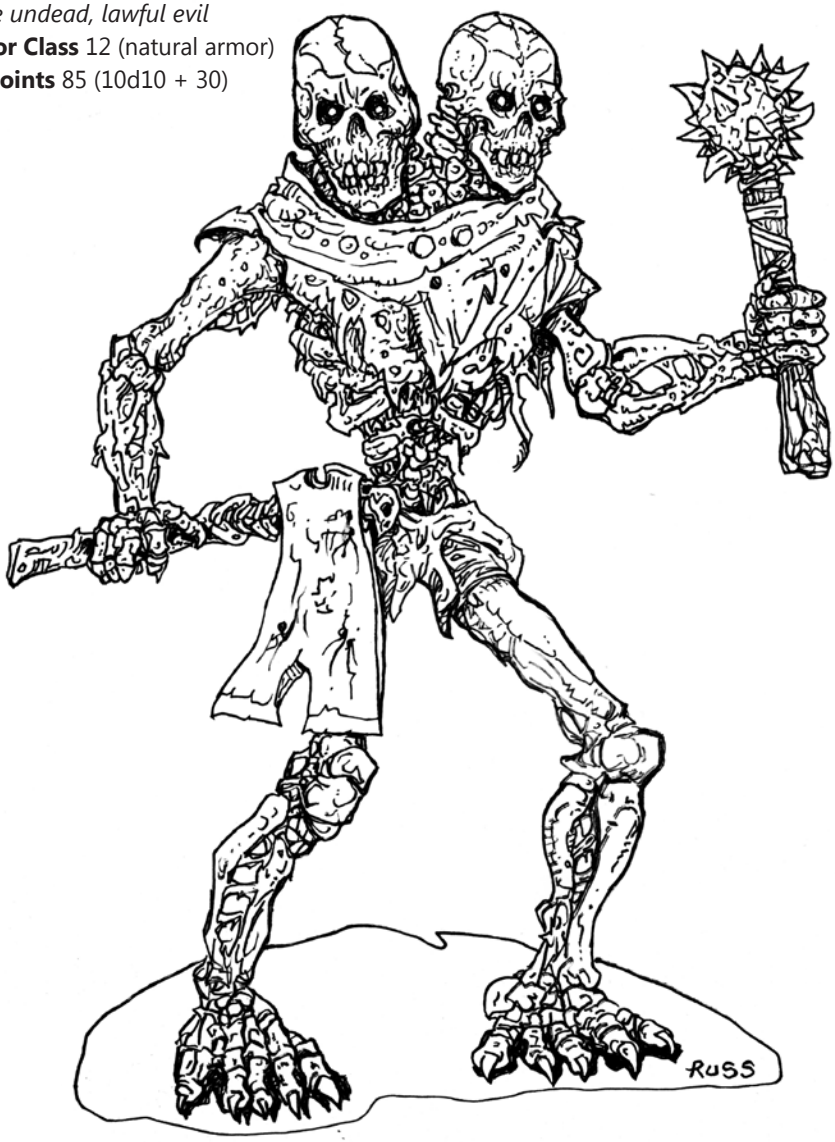
Senses. The skeleton gains darkvision with a radius of 60 feet.

Languages. The skeleton understands all languages it knew in life but it can't speak.

New Trait: Fossilized Bones. Any nonmagical slashing or piercing weapon made of metal or wood that hits the swordbreaker skeleton cracks. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the swordbreaker skeleton is destroyed after dealing damage.

ETTIN SWORDBREAKER SKELETON

Large undead, lawful evil
Armor Class 12 (natural armor)
Hit Points 85 (10d10 + 30)



Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	17 (+3)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities thunder
Damage Resistances piercing, slashing
Damage Immunities poison
Condition Immunities exhaustion, petrified, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands Giant and Orc but can't speak
Challenge 4 (1,100 XP)

Fossilized Bones. Any nonmagical slashing or piercing weapon made of metal or wood that hits the swordbreaker skeleton cracks. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the swordbreaker skeleton is destroyed after dealing damage.

Two Heads. The ettin swordbreaker skeleton has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Actions

Multiattack. The ettin swordbreaker skeleton makes two attacks: one with its battleaxe and one with its morningstar.

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

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

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