

VAMPIRE KNIGHT*Medium undead, lawful evil***Armor Class** 19 (splint & shield)**Hit Points** 85 (10d8 + 40)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	15 (+2)	13 (+1)	16 (+3)

Proficiency +3**Saving Throws** Str +7, Wis +4, Cha +6**Skills** Athletics +7, Intimidation +6, Perception +4**Damage Resistances** necrotic, bludgeoning, piercing, and slashing from nonmagical attacks not made with nonmagical attacks**Senses** darkvision 60 ft., passive Perception 14**Languages** Understands the languages it spoke in life**Challenge** 5 (1,800 XP)

Charge (1/turn). If the vampire moves at least 20 feet straight toward a creature while mounted and then hits it with a lance attack on the same turn, the attack deals an additional 13 (2d12) damage.

Lick Blade. When the vampire deals damage to a living creature with a melee weapon attack it can use its bonus action to lick the blood off its weapon before the end of its turn and heal 7 (2d6) hit points.

Turn Resistance. The vampire and its mount (if applicable) have advantage on saving throws against effects that turn undead.

Mounted Veteran. While mounted, the vampire has advantage on ability checks and saving throws against being knocked prone, or moved against its will.

ACTIONS

Multiattack. The vampire makes two melee attacks, only one of which can be a bite attack.

Lance. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

Templar Blade (One-handed). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

ROGUE (BASE)*Medium Humanoid (any)***Armor Class** 17 (studded leather armor)**Hit Points** 65 (10d8 + 20)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	20 (+5)	14 (+2)	14 (+2)	12 (+1)	16 (+3)

Proficiency +3**Saving Throws** Dex +8, Int +5**Skills** Acrobatics +8, Deception +6, Sleight of Hand +8, Stealth +8**Senses** passive Perception 11**Languages** Common, Thieve's Cant, and two additional languages.**Challenge** 7 (2,900 XP)

Cunning Action. On each of their turns, the rogue can use a bonus action to take the dash, disengage, or hide action.

Roguish Luck. Whenever the rogue is subjected that allows them to make a saving throw to take only half damage, they instead take no damage if they succeed on the saving throw.

Sneak Attack (1/turn). The rogue deals an extra 21 (6d6) damage when they hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 ft. of an ally of the rogue that isn't Incapacitated and the rogue doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The rogue makes two melee weapon attacks or one ranged weapon attack.

Dagger. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

Short Bow. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Smoke Grenade (1/day). The rogue throws a bomb at a point within 60 ft. of themselves. Once the bomb reaches its destination or impacts against a solid surface, the bomb explodes, emitting a cloud of smoke that creates a heavily obscured area in a 20-foot radius. The smoke remains for 1 minute or until a strong wind (20 or more miles per hour) disperses it.

REACTIONS

Uncanny Dodge. The rogue takes half as much damage from an attack that hits them. To do so the rogue must see the attacker.

for Highway

LORD TITAN

Gargantuan Giant, neutral evil

Armor Class 20 (natural armor)

Hit Points 468 (24d20 + 216)

Speed 60 ft., Fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	12 (+1)	29 (+9)	16 (+3)	20 (+5)	24 (+7)

Proficiency +8

Saving Throws Str +18, Con +17, Wis +13, Cha +15

Skills Athletics +18, History +11, Perception +13, Persuasion +15

Damage Resistances cold, fire, lightning

Senses darkvision 60 ft., passive Perception 19

Languages Giant, Aquan, Auran, Celestial, Common, Draconic, Ignan, Infernal, Primordial, Terran

Challenge 25 (75,000 XP)

Magic Resistance. The lord titan has advantage on all saving throws against magic.

Lordly Presence. The lord titan can use a bonus action to cast bright light within 60-foot radius and dim light for an additional 60-feet. As another bonus action, the lord titan can reduce the light in 20-foot increments or stop casting light entirely.

Untouchable. The lord titan is immune to being grappled, paralyzed, or restrained by creatures that have a proficiency bonus of 6 or lower.

Innate Spellcasting: The titan's innate Spellcasting Ability is Charisma (spell save DC 23). It can innately cast the following spells, requiring no material components:

At will: *Detect Evil and Good*, *Detect Magic*, *Fabricate*, *Heat Metal*, *Thaumaturgy*

2/day each: *Flesh to Stone* (turns a creature into gold instead of stone)

1/day each: *Divine Word*

Magic Weapons. The lord titan's weapons are magical.

ACTIONS

Multiattack. The lord titan makes 3 melee weapon attacks. The lord titan can make one Golden Touch attack in place of one melee weapon attack.

Greatsword. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 43 (6d10 + 10) slashing damage.

Golden Touch (Recharge 5-6). *Melee Spell Attack:* +15 to hit, reach 10 ft., one creature. *Hit:* The creature must succeed a DC 23 Constitution saving throw or be turned to gold and be petrified. The lord titan can touch a creature again to undo the petrification, otherwise only greater restoration cast by a creature with a proficiency bonus of 6, or a wish spell can undo the petrification. [Charisma Based]

Golden Boulder. The lord titan throws a huge a boulder which turns into pure gold when the titan throws it. The titan throws the boulder at a point within 480 ft. of itself. Each creature and object in a 10 feet-radius centered on the point of impact must make a DC 24 Dexterity saving throw. On a failed save a creature takes 44 (8d10) bludgeoning damage and be knocked prone. On a successful save a creature takes half as much damage and is not knocked prone. [Constitution Based]

for Reddest Mage

VENOM-VORE

Large monstrosity, unaligned

Armor Class 16

Hit Points 152 (16d10 + 64)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	19 (+4)	2 (-4)	12 (+1)	6 (-3)

Proficiency +4

Resistances poison

Senses blindsight 30 ft., passive Perception 11

Challenge 9 (5,000 XP)

Centiped. The veno-vore has advantage on saving throws against being knocked prone.

Apex Poison. When the veno-vore deals poison damage to a creature, it ignores resistance to poison damage. Additionally a creature cannot benefit from advantage on a saving throw against its poison, unless the creature has disadvantage on the saving throw.

ACTIONS

Multiattack. The veno-vore makes 2 bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage and the target must make a DC 16 Constitution saving throw. On a failed check a creature takes 14 (4d6) poison damage and is poisoned for one minute. On a successful save a creature takes half as much damage and isn't poisoned. A poisoned creature repeats the saving throw at the end of its turns, taking 7 (2d6) poison damage on a failed save and ending the effect on a successful saving throw. A creature can only be effected by one instance of this poison at a time.

Tail. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 5 (2d6 + 4) bludgeoning damage and the creature must succeed a DC 16 Strength saving throw or be knocked prone.

STARSPAWN OF AZATHOTH

Gargantuan aberration, chaotic evil

Armor Class 15 (natural armor)

Hit Points 330 (20d20 + 120)

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

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	22 (+6)	1 (-5)	21 (+5)	11 (0)

Proficiency +6

Savings Throws Con +12, Wis +11, Cha +6

Damage Immunities cold, psychic, bludgeoning, piercing, and slashing from nonmagical attacks not made with magical weapons

Condition Immunities blinded, charmed, exhausted, frightened, prone

Senses 120 ft. truesight, passive Perception 15

Languages All telepathy 120 ft.

Challenge 20 (25,000 XP)

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

Beyond Comprehension. A creature that sees the starspawn must succeed on a DC 20 Wisdom saving throw. On a failed save a creature becomes confused, as if under the spell *Confusion* for one minute. A creature repeats the saving throw at the end of its turn, ending the confusion on a successful save. A creature that fails its initial saving throw will not remember the events of the past 2d6 hours once confusion ends as its mind forcefully purged the memory of seeing the starspawn. Once a creature succeeds the saving throw or the effect ends, is immune to the effect of seeing the starspawn for 24 hours.

Reality Rending Weapons. The starspawn's attacks are magical and deal an additional 9 (2d8) force damage on a hit.

Innate Spellcasting. The starspawn of azathoth's spellcasting ability is Wisdom (spell save DC 19). The starspawn can innately cast the following spells, requiring no material components:

At Will: *Contact Other Plane*, *Dream*

1/day each: *Plane Shift*, *Psychic Scream*, *Reverse Gravity*, *Time Stop*

ACTIONS

Multiattack. The starspawn of Azathoth makes 3 appendage attacks.

Appendage. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 24 (4d8 + 6) bludgeoning, piercing, or slashing damage plus 9 (2d8) force damage.

Unravel (Recharge 5-6). The starspawn of Azathoth channels the chaotic energies of Azathoth themselves. The starspawn unravels reality within 20 ft. centered on itself. Each creature must succeed on a DC 19 Constitution saving throw. On a failed save a creature takes 65 (10d6+30) force damage. Any object not held by a creature in the area with 50 or less hit points is unraveled and destroyed, and objects created by magic such as walls in the area are immediately destroyed. Additionally any spell of 3rd level or lower in the area ends.

LEGENDARY ACTIONS

The starspawn 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 starspawn of Azathoth regains spent legendary actions at the start of its turn.

Detect. The starspawn makes a Wisdom (Perception) check.

Move. The starspawn moves or flies up to its speed.

Space Distortion. Two creatures within 120 ft. that the starspawn can see must succeed a DC 20 charisma saving throw. On a failed save both creatures teleport into the space the other occupies, effectively switching places. If one of the creatures is grappled, prone, or restrained when teleporting, the other creature will be grappled, prone, or restrained by the same effects the other creature was.

Attack (2 Actions). The starspawn makes an appendage attack.

for TheRat

UMATH WARRIOR

Medium monstrosity, neutral evil

Armor Class 17 (splint)

Hit Points 128 (15d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	18 (+4)	16 (+3)	14 (+2)	13 (+1)

Proficiency +4

Skills Athletics +8, Insight +6, Intimidation +6

Senses darkvision 120 ft., passive Perception 12

Challenge 9 (5,000 XP)

Dominus (1/turn). When the umath hits a creature with an melee weapon attack it can deal an additional 5 (1d10) damage to the creature of the same type as the attack and choose one of the following:

- The target must succeed a DC 16 Strength saving throw or be knocked prone.
- The target must succeed a DC 16 Strength saving throw or be pushed back 5 ft. away from the umath warrior.
- The target must succeed a DC 16 Strength saving throw or drop one item of the umath warrior's choice that the target is holding.

Gloomforged Weapons. The umath's weapons are magical and deal an additional 7 (2d6) necrotic damage on a hit (included in the attack).

ACTIONS

Multiattack. The umath warrior makes four attacks: three with its chained blade and one with its bladed fist. Alternatively, the umath warrior makes 3 melee weapon attacks. The umath warrior can use one shadow assault in place of one attack.

Chained Blade. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage plus 7 (2d6) necrotic damage.

Bladed Fist. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) necrotic damage.

Shadow Assault. The umath warrior teleports up to 20 ft. to an unoccupied space. If the space is in dim light or darkness, the next attack the warrior makes before the end of its turn is made with advantage.