

GYAOS (SUPER)

Gargantuan Monstrosity (Kaiju), Unaligned

Armor Class 23 (natural armor)

Hit Points 462 (25d20 + 200)

Speed 50 ft., climb 50 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	22 (+6)	26 (+8)	5 (-3)	20 (+5)	12 (+1)

Proficiency +8

Saving Throws Str +16, Dex +14, Int +5, Wis +13, Cha +9

Skills Acrobatics +14, Perception +13

Senses darkvision 240 ft., passive Perception 23

Challenge 28 (120,000 XP)

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

Regeneration. Gyaos regains 30 hit points at the start of its turn if it has more than 1 hit point. If Gyaos takes fire damage, this trait doesn't function at the start of its next turn.

Sunlight Sensitivity. Gyaos has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when Gyaos, the target of its attack, or what Gyaos is trying to perceive is in direct sunlight.

Supersonic Flight. After Gyaos flies uninterrupted in one direction for one minute, using its entire flight speed on each of its turns to move in one straight line, it enters super sonic flight. While in super sonic flight Gyaos' flight speed becomes 750 feet. It remains in super sonic flight until it takes an action that is not a dash action, or its movement speed is reduced by any amount.

ACTIONS

Multiattack. Gyaos makes five attacks; four with its claws and one with its bite.

Claws. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target.
Hit: 22 (4d6+8) slashing damage.

Bite. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target.
Hit: 30 (4d10+8) slashing damage.

Wind Gust. Gyaos beats its wings and creates a devastating gust of wind in a 60-foot-line that is 20 ft. wide. Each creature

that is a smaller Size than Gyaos in the area must succeed a DC 24 Strength saving throw or be knocked prone. A creature that fails this saving throw by 10 or more is pushed back 20 ft. away from Gyaos before falling prone. (Sufficiently large Objects and terrain might grant cover from this effect at the DMs discretion.)

Additionally, any ranged attack made with a projectile (such as arrows or javelins) is made with disadvantage against Gyaos until the beginning of Gyaos' next turn.

Supersonic Scalpel (Recharge 5-6). Each creature or object in a 240-foot-line that is 5 ft. wide originating from Gyaos must make a DC 24 Constitution saving throw. On a failed save the target takes 105 (30d6) magical slashing damage and half as much on a successful one. Objects and structures take twice as much damage. The slashing damage of the Supersonic Scalpel cannot be reduced by any amount.

LEGENDARY ACTIONS

Gyaos 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. Gyaos regains spent legendary actions at the start of its turn.

Detect. The forgotten one makes a Wisdom (Perception) check.

Kaiju Roar. Gyaos lets out a powerful roar. Each creature within 60 ft. of Gyaos that can hear it must succeed a DC 24 Constitution saving throw. On a failed check a creature is deafened until the end of its next turn. If the creature failed the save by 10 or more it has disadvantage on attack rolls and saving throws to retain Concentration on spells.

Rampage (2 Actions). Gyaos makes two attacks; one with its claws and one with its bite.

Wing Gust (3 Actions). Gyaos uses its Wind Gust action.

LAKHESIS

Medium Celestial (Demigod)

Armor Class 24 (natural armor)

Hit Points 575 (50d8 + 350)

Speed 40 ft., fly (hover) 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	23 (+6)	24 (+8)	24 (+7)	28 (+9)	26 (+8)

Proficiency +9

Saving Throws Dex +15, Int +16, Wis +18, Cha +17

Skills Arcana +16, History +16, Perception +18, Religion +16

Damage Resistances necrotic, radiant; bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities charmed, frightened, petrified, poisoned

Senses truesight 120 ft., passive Perception 28

Challenge 30 (120,000 XP)

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

Divine Aegis. Lakhesis gains 30 temporary hit points at the beginning of her turn if she has 1 or more hit points. Additionally, Lakhesis has advantage on saving throws against spells of 5th level or lower.

Divine Arms. Lakhesis' attacks are magical.

Moire of Death. Lakhesis is always aware of a creature's remaining natural lifespan that she sees.

Scythe of Life. Lakhesis wields the Scythe of Life. It is a magical weapon that deals an additional 4d8 radiant damage (included in the attacks). At the beginning of Lakhesis' turn she can choose to teleport the Scythe back into her hands.

ACTIONS

Multiattack. Lakhesis makes three attacks.

Scythe of Life. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 15 (2d6+8) slashing damage plus 18 (4d8) radiant damage.

Scythe of Life (Bolt). *Ranged Spell Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 44 (8d8+8) radiant damage.

Landing Impact. Lakhesis moves up to 60 ft. in a straight line. If this movement causes her to land on solid ground she releases a devastating impact within a 10 ft. radius of her point of impact. Each creature in the area must make a DC 25 Constitution saving throw. On a failed save a creature takes 45

(10d8) radiant damage and is pushed 10 ft. away from Lakhesis. On a successful save a creature takes half as much damage and is not pushed away.

Consecrate (Recharge 5-6). Lakhesis infuses the ground in a 20 ft. radius centered on a point within 120 ft. of herself with devastating energy. Each creature that begins its turn in the area or enters it for the first time during its turn must make a DC 25 Constitution saving throw, taking 90 (20d8) radiant damage on a failed save and half as much on a successful one.

Spellcasting. Lakhesis casts one of the following spells, using Charisma as the spellcasting ability (Spell save DC 26) without material components:

1/day: *Antilife Shell*

REACTIONS

Arbiter of Death. When another creature within 60 ft. of Lakhesis is reduced to 0 hit points or were to outright die from an effect or spell, the creature is reduced to 1 hit point instead and cannot be reduced to below 1 hit point or die until the end of Lakhesis' next turn. To use this reaction, Lakhesis must be aware of the other creature.

LEGENDARY ACTIONS

Lakhesis 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. Lakhesis regains spent legendary actions at the start of her turn.

Move. Lakhesis moves up to half of her speed without provoking opportunity attacks.

Scythe Toss. Lakhesis (if wielding it) throws her Scythe at a creature or a point within 30 ft. of herself. The creature must succeed a DC 25 Dexterity saving throw or take 22 (4d6+8) slashing damage and 18 (4d8) radiant damage. If the point is not on solid ground the Scythe will remain hovering on that point.

Bolt. Lakhesis makes a ranged attack with her Scythe of Life, this attack will originate from the location of her Scythe, wherever it is.

Flight (2 Actions). Lakhesis flies up to her speed without provoking opportunity attacks.

Scythe Blast (2 Actions). Lakhesis releases a wave of destructive energy with a swing of her Scythe. Each creature in a 15 ft. cone originating from Lakhesis must make a DC 25 Constitution saving throw. On a failed save the creature takes 45 (10d8) radiant damage and half as much on a successful one.

ATROPOS

Large Celestial (Demigod)

Armor Class 25 (natural armor)

Hit Points 462 (30d10 + 200)

Speed 40 ft., fly (hover) 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+7)	28 (+8)	26 (+8)	24 (+7)	28 (+9)	26 (+8)

Proficiency +9

Saving Throws Dex +17, Int +16, Wis +18, Cha +17

Skills Arcana +16, History +16, Perception +18, Religion +16

Damage Resistances necrotic, radiant; bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities charmed, frightened, petrified, poisoned

Senses truesight 120 ft., passive Perception 28

Challenge 30 (120,000 XP)

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

Divine Aegis. Atropos gains 30 temporary hit points at the beginning of her turn if she has 1 or more hit points.

Divine Arms. Atropos' attacks are magical.

Moire of the End. Atropos scores critical hits when she rolls an 18 or 19 on her hit roll.

Claws of Destruction. Atropos wields the Claws of Death. It is a magical weapon that deals an additional 4d8 necrotic damage (included in the attacks). Damage dealt by this weapon cannot be reduced and ignores resistances and immunities. In addition, the Claws of Destruction deal twice as much damage to objects and structures.

ACTIONS

Multiattack. Atropos makes five melee attacks or three ranged attacks.

Claws of Destruction. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 17 (2d8+8) slashing damage plus 18 (4d8) necrotic damage.

Claws of Destruction (Bolt). *Ranged Spell Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 35 (6d8+8) necrotic damage.

Destroy. Atropos destroys a non-magical object she holds, leaving nothing behind. When touching a surface or structure or a huge or larger object, Atropos destroys up to a 10 cubic feet of matter, contained in a 10-foot cube.

End (Recharge 5-6). A creature Atropos has grappled must make a DC 25 Constitution saving throw. On a failed save a creature takes 100 necrotic damage and its maximum hit points are reduced by the same amount. As long as a creature's hit points are reduced this way it has disadvantage on all ability checks, attack rolls and saving throw, and its movement speed is reduced by half. A creature regains 10 reduced hit points at the end of a long rest. The target is turned to dust if this effect reduces its hit point maximum to 0. The creature can be restored to life only by means of a true resurrection or a wish spell. On a successful save the creature takes 45 (10d8) necrotic damage and its hit points are not reduced.

Spellcasting. Atropos casts one of the following spells, using Charisma as the spellcasting ability (Spell save DC 26) without material components:

1/day: *Powerword Kill*

REACTIONS

Arbiter of Destruction. When another creature within 60 ft. of Atropos is scores a hit with an attack, the attack scores a critical hit. To use this reaction Atropos must see the attacking creature and its target.

LEGENDARY ACTIONS

Atropos 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. Atropos regains spent legendary actions at the start of her turn.

Move. Atropos moves up to half of her speed without provoking opportunity attacks.

Bolt. Atropos makes a ranged attack with her Claws of Destruction.

Grab. Atropos attempts to grapple a creature.

Flourish (2 Actions). Atropos makes two melee weapon attacks with her Claws of Destruction.

EXEMPLAR

Huge Aberration, neutral evil

Armor Class 18 (natural armor)

Hit Points 220 (20d12 + 80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	19 (+4)	12 (+1)	16 (+3)	14 (+2)

Proficiency +5

Saves Str +12, Con +9, Wis +8

Skills Perception +8

Damage Resistance necrotic, poison

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 18

Languages Common, Abyssal, Celestial, Undercommon

Challenge 13 (10,000 XP)

Devil Sight. Natural and magical darkness does not impede the Exemplar's sight.

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

Prelude to Terror. A creature that is hit by two of the Exemplar's Preluding Strikes before the beginning of its turn is afflicted with a mark of doom. The next time the creature takes damage from the Exemplar, the damage is rolled twice and the higher result is chosen. After the attack the mark is consumed.

ACTIONS

Multiattack. The Exemplar makes two prelude strikes.

Preluding Strike. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

The Fall (Recharge 5-6). *Ranged Spell Attack:* +12 to hit, range 60 ft., one creature afflicted with the mark of doom. *Hit:* 55 (10d10) psychic damage.

Exultation (1/Day). The Exemplar creates a 10-foot-radius dimensional rift centered on an unoccupied space within 60 ft. of itself. Each creature in the area must make a DC 16 Dexterity saving throw, taking 27 (6d8) force damage on a failed save and half as much on a successful one. An Altar, Cherub, Evangelist, or Herald (determined at random with a 1d4 roll) is summoned in the unoccupied space. The summoned creature is an ally to the Exemplar and rolls initiative as soon as it is summoned.

Pillar of Sacrifice. The Exemplar kills an allied aberration within 30 ft. of itself. The Exemplar regains hit points equal to the aberrations remaining hit points and then gains two additional legendary actions until the beginning of its next turn. The target aberration must have a lower CR than itself.

LEGENDARY ACTIONS

The Exemplar can take 2 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 Exemplar regains spent legendary actions at the start of its turn.

Move. The Exemplar moves up half of its speed.

The Prelude (2 Actions). The Exemplar makes a prelude strike.

Rapturous Beauty (2 Actions). Each creature in a 10 ft. radius centered on a point within 60 ft. of the Exemplar that can see the Exemplar must succeed a DC 16 Wisdom saving throw. On a failed save a creature takes 14 (4d6) psychic damage and is frightened until the end of the Exemplar's next turn. The Exemplar's next attack against the frightened creature before the end of its next turn is rolled with advantage.

THE PREACHER

Large Aberration, neutral evil

Armor Class 17 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 30 ft.

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

Proficiency +4

Skills Perception +8

Saving Throws Con+7, Wis+8, Cha +7

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities charmed, frightened

Senses truesight 60 ft. passive Perception 18

Languages Common, Deep Speech, telepathy 120 ft.

Challenge 10 (5,900 XP)

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

Magical Attacks. The Preacher's attacks are magical.

ACTIONS

Multiattack. The Preacher makes two attacks, only one of which can be a Rancorous Lash.

Tongue. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) piercing damage. Attack rolls of this attack ignore disadvantage.

Rancorous Lash. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 26 (4d10 + 4) bludgeoning damage.

Baneful Chant. Each non-aberration creature hostile to the Preacher that can hear it within 20 ft. of itself must make a DC 16 Wisdom saving throw. On a failed save the creature is frightened until the end of the Preacher's next turn. Each allied aberration in the area that can hear the Preacher adds 1d4 to all of its attack rolls until the end of the Preacher's next turn.

Prophane Ritual. The Preacher summons a Rapturous Cultist^{HotD} at an unoccupied space within 10 ft. of itself that it can see. The Preacher can have 2 living Rapturous cultists summoned at a time.

Becan the Beast (0/Day, See The Sacrifice). Each creature in a 10 ft. radius centered on a point within 120 ft. of the Preacher must make a DC 16 Constitution saving throw. On a failed save a creature takes 54 (12d8) force damage and half as much on a successful one.

The Sacrifice (Recharge 5-6). The Preacher kills an allied aberration within 30 ft. of itself. The Preacher regains hit points equal to the aberrations remaining hit points and gains one bonus use of its Becan the Beast action until the end of its next turn.

LEGENDARY ACTIONS

The Preacher can take 2 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 Preacher regains spent legendary actions at the start of its turn.

Move. The Preacher moves up half of its speed.

Tongue of Truth. The Preacher attacks with its tongue.

Baneful Chant (2 Actions). The Preacher uses its Baneful Chant.

^{HotD}Horrors of the Dark

THE BRAIN OF DARKNESS

Gargantuan aberration, chaotic evil

Armor Class 17 (natural armor)

Hit Points 740 (4 x 185 (10d20+80))

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	10 (0)	26 (+8)	28 (+9)	26 (+8)	20 (+5)

Proficiencies +6

Saving Throws Con +14, Int +15, Wis +14, Cha +11

Skills Insight +14, Perception +14

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities charmed, exhausted, frightened, unconscious

Senses truesight 240 ft., passive Perception 24

Languages Any (Telepathy 120 ft.)

Challenge 20 (25,000 XP)

Aberrant Mind. The Brain of Darkness has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Eldritch Ward. The Brain of Darkness uses its Charisma modifier in place of its Dexterity to determine its armor class (AC).

Dimension Locked. The Brain of Darkness cannot be teleported, or transported to another plane of existence by any means.

Immutable Form. The Brain of Darkness is immune to any spell or effect that would alter its form.

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

Magic Weapons. The Brain of Darkness' attacks are magical.

Four Locks. The Brain of Darkness is separated into 4 different entities: The Bolt of Lamentation, The Latch of Regret, The Padlock of Wasting, and the Shackle of Despair. Each has its saving throws, AC and one part of its hit points and each part has access to unique actions. When spell or effect would target two or more entities of the Brain, only up to two entities are effected, chosen by the originator of the effect (or determined randomly if not applicable). Once an entity is destroyed the Brain loses access to the action. Each entity has an effect that is active as long as it is not destroyed:

Bolt of Lamentation. As long as the Bolt of Lamentation has 1 or more hit points, the Brain of Darkness has a +2 Bonus to AC against ranged attacks.

Latch of Regret. As long as the Latch of Regret has 1 or more hit points, the Brain of Darkness has a +2 Bonus to AC against melee attacks.

Padlock of Wasting. As long as the Padlock of Wasting has 1 or more hit points, each of the Brain's entities regain 20 hit points at the start of each turn if they have 1 or more hit points.

Shackle of Despair. As long as the Shackle of Despair has 1 or more hit points, each hostile creature within 60 ft. of the Brain of Darkness subtracts 1d4 from each saving throw it makes.

ACTIONS

Crippling Doubt (Any). A creature within 60 ft. of the brain must succeed a DC 19 Wisdom saving throw. On a failed save the creature takes 35 (10d6) psychic damage.

Mental Lashes (Bolt of Lamentation). *Spell Ranged Attack:* +11 to hit, range 120 ft., one target. *Hit:* 38 (6d10 +5) psychic damage and the target must succeed a DC 19 Wisdom saving throw or be blinded until the end of the Brain's next turn.

Overwhelming Anguish (Shackle of Despair). A creature within 60 ft. of the brain must make a DC 19 Constitution saving throw. On a failed save a creature takes 44 (8d10) necrotic damage, falls prone and its movement becomes 0 until the end of the Brain's next turn. On a successful save a creature takes half as much damage and suffers no other effects.

Paralyzing Fear (Latch of Regret, Shackle of Despair). A creature within 60 ft. of the brain must succeed a DC 19 Wisdom saving throw or be frightened until the end of the Brain's next turn. A frightened creature is also paralyzed.

LEGENDARY ACTIONS

The Brain of Darkness 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 Brain of Darkness regains spent legendary actions at the start of its turn.

Crippling Doubts. The Brain of Darkness uses Crippling Doubt.

Mental Lashes (2 Actions). The Brain of Darkness uses Mental Lashes.

Overwhelming Anguish (2 Actions). The Brain of Darkness uses Overwhelming Anguish.

Paralyzing Fear (2 Actions). The Brain of Darkness uses Paralyzing Fear.

DRACO REX

Huge Dragon

Armor Class 19 (natural armor)

Hit Points 256 (19d12 + 133)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (0)	25 (+7)	5 (-3)	12 (+1)	16 (+3)

Proficiency +6

Saving Throws Str +15, Con +13, Wis +7

Skills Perception +7

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 17

Challenge 17 (18,000 XP)

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

Powerful Jaws. Creatures grappled by the Draco Rex's jaws have disadvantage on checks to escape the grapple.

ACTIONS

Multiattack. The draco rex can use its Frightful Presence. It then makes two attacks; one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 35 (4d12 + 9) bludgeoning damage. If the target is a Large or smaller creature, it is grappled, escape DC 19. Until this grapple ends, the target is restrained, and the Draco Rex can't bite another target.

Tail. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 22 (3d8 + 9) bludgeoning damage.

Stomp. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target that is a smaller Size than the Draco Rex. *Hit:* 20 (2d10 + 9) bludgeoning damage.

Frightful Presence. The draco rex can use its Frightful Presence. It then makes two attacks; one with its bite and one with its tail.

Fire Breath (Recharge 5-6). The draco rex exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The Draco Rex 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 Draco Rex regains spent legendary actions at the start of its turn.

Detect. The Draco Rex makes a Wisdom (Perception) check.

Stomp. The Draco Rex makes a stomp attack.

Raging Path (2 Actions). The Draco Rex rampages. Each creature within 10 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 20 (2d10 + 9) bludgeoning damage and be knocked prone. The Draco Rex then moves up to its speed.

BROODMOTHER RAT

Huge Beast

Armor Class 16 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	19 (+4)	2 (-5)	14 (+2)	7 (-2)

Proficiency +3

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Challenge 8 (3,900 XP)

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

ACTIONS

Multiattack. The broodmother rat makes two attacks; one with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 5) piercing damage and the target must make a DC 15 Constitution saving throw. On a failed save the target takes 14 (4d6) poison damage and is poisoned until the end of the broodmother's next turn. On a successful save the target takes half as much damage and is not poisoned.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 5) slashing damage.

Call Brood (1/Day). The broodmother rat calls upon her brood. At the beginning of the next round 5 (2d4) swarms of rats arrive and roll initiative. The swarms are allies of the broodmother.

ANCIENT WYRM

Gargantuan dragon

Armor Class 18 (natural armor)

Hit Points 310 (20d20 + 100)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	20 (+5)	10 (0)	14 (+2)	12 (+1)

Proficiency +6

Saving Throws Str +13, Dex +10, Wis +8

Skills Athletics +13, Perception +8, Stealth +10

Damage Resistances acid, poison

Senses darkvision 60 ft., passive Perception 18

Challenge 19 (22,000 XP)

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

ACTIONS

Multiattack. The Ancient Wyrms makes two attacks: one with its bite, and one constrict or tail attack.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage plus 11 (2d10) poison damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 21 (4d6 + 7) bludgeoning damage.

Constrict. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage. The target is grappled, escape DC 21. Until the grapple ends, the target is restrained and the Ancient Wyrms can't constrict another target.

Caustic Breath (Recharge 5-6). The Ancient Wyrms breathes acid and poison in a 60 ft. cone. Each creature in the area of effect must make a DC 19 Constitution saving throw, taking 36 (8d8) acid damage and 36 (8d8) poison damage on a failed save or half as much damage on a successful one.

Swallow. The Ancient Wyrms makes one bite attack against a large 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, has total cover against attacks and other effects outside the Ancient Wyrms, and takes 21 (6d6) acid damage at the start of each of the Ancient Wyrms's turns. The Ancient Wyrms can have only one creature swallowed at a time.

If the Ancient Wyrms takes 30 damage or more in a single turn from the swallowed creature, the Ancient Wyrms must succeed on a Constitution saving throw or regurgitate the creature. The DC of the saving throw is 15, or half the damage taken at the end of the turn. The regurgitated creature is placed within 10 ft. of the Ancient Wyrms and falls prone. If the Ancient Wyrms dies, a swallowed creature is no longer restrained and can escape the corpse by using 15 ft. of movement, exiting prone.

LEGENDARY ACTIONS

The Ancient Wyrms 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 Ancient Wyrms regains spent legendary actions at the start of its turn.

Detect. The Draco Rex makes a Wisdom (Perception) check.

Slither. The Ancient Wyrms moves up to half of its speed without provoking opportunity attacks.

Tail (2 Actions). The Ancient Wyrms makes a tail attack.

SLITHERING SEDUCTRESS

Medium Fiend (Shapechanger)

Armor Class 17 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	17 (+3)	16 (+3)	14 (+2)	20 (+5)

Proficiency +4

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

Skills Deception +9, Insight +6, Perception +6, Persuasion +9

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 60 ft., passive Perception 13

Languages Common, Abyssal, Infernal, Telepathy 120 ft.

Challenge 8 (3,900 XP)

Magic Resistance. The slithering seductress has advantage on saving throws against spells and other magical effects.

Magic Weapons. The slithering seductress' weapon attacks are magical.

Shapechanger. The slithering seductress can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Multiattack. The slithering seductress makes four weapon attacks, only one of which can be a tail attack

Battle Fan. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) bludgeoning damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 15).

Charm. One humanoid the slithering seductress can see within 30 feet of it must succeed on a DC 17 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the slithering seductress' verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this slithering seductress's Charm for the next 24 hours.

Coiling Embrace. The slithering seductress kisses a creature charmed or grappled by it or a willing creature. The target must make a DC 17 Constitution saving throw against this magic, taking 49 (8d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Teleport. The slithering seductress magically teleports herself and one creature charmed by her within 5 ft. of herself up to 60 ft. to an unoccupied space it can see.

WARLOCK OF THE MAW

Medium Humanoid

Armor Class 16 (mage armor)

Hit Points 170 (20d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	16 (+3)	18 (+4)	12 (+1)	16 (+3)	20 (+5)

Proficiency +4

Skills Arcana +5, Deception +9, Perception +7

Resistances poison

Condition Immunities poisoned

Senses passive Perception 14

Languages Common and two other languages

Challenge 10 (5,900 XP)

Eldritch Gut. The Warlock's Eldritch Gut has an AC of 16 and 100 hit points and is regains any missing hit points at the dawn of each day. When the Warlock's Eldritch Gut is reduced to 0 hit points, the Warlock can't use it's Eldritch Maw until the dawn of the next day.

ACTIONS

Multiattack. The Warlock fires three Eldritch Blasts.

Carving Knife. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d6+3) slashing.

Eldritch Blast. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 16 (2d10+5) force damage.

Eldritch Maw. *Melee Spell Attack:* +9 to hit, reach 5 ft., one target not 2 Sizes larger than the Warlock. *Hit:* The target is swallowed and trapped inside the Warlock's Eldritch Gut. The swallowed target has total cover against attacks and other effects outside the Warlock. The target takes 26 (6d6+5) force damage at the start of each of the Warlock's turns and the Warlock gains hit points equal to the force damage dealt. Inside of the Eldritch Gut the target can attack the gut (AC 16; 100 HP), when the Eldritch Gut is reduced to 0 hit points the creature is released from the Gut and lands in an unoccupied space within 5 ft. of the Warlock. The Warlock can have only one target swallowed at a time. If the Warlock dies, a swallowed creature is released and materializes within 5 ft. of the Warlock.

As an action the Warlock can spew out the target to an unoccupied space within 5 ft. of the Warlock.

Spellcasting. The Warlock casts one of the following spells, using Charisma as the spellcasting ability (Spell save DC 17) without material components:

At will: *create bonfire, eldritch blast, mage hand, prestidigitation*

Hunger of the Maw (Recharge 5-6). The Warlock Conjures the powers of the Maw in a 20 ft. radius centered on a point within 60 ft. of themselves. Each creature in the area must succeed a DC 17 Dexterity saving throw. On a failed save a creature takes 45 (10d8) magical piercing damage and is restrained until the end of the Warlock's next turn. On a successful save a creature takes half as much damage.

FEY FEN LEAPER

Medium Fey

Armor Class 13

Hit Points 75 (10d10 + 20)

Speed 40 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	2 (-4)	12 (+1)	5 (-3)

Proficiency +2

Skills Perception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages Understands Sylvan but doesn't speak

Challenge 2 (450 XP)

Amphibious. The leaper can breathe air and water.

Standing Leap. The leaper's long jump is up to 30 feet and its high jump is up to 20 feet, with or without a running start.

ACTIONS

Multiattack. The fey fen leaper makes two attacks; one with its tongue and one with its bite.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 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 leaper can't bite another target.

Tongue. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage and the creature must succeed a DC 13 Strength saving throw or be pulled up to 10 ft. towards the leaper.

Swallow. The leaper makes one bite attack against a target smaller than itself that it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the leaper, and it takes 10 (4d4) acid damage at the start of each of the leaper's turns. The leaper can have only one target swallowed at a time. If the leaper dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Wondrous Leap. The leaper can use this action only if it hasn't moved during this turn, and after using the bonus action, its speed becomes 0 until the end of the current turn. The leaper dashes and jumps a total of 60 ft. and lands on an unoccupied space. During this jump it can't leap higher than 40 feet.

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