

ABHORRENT ENTITY

Large Aberration, chaotic evil

Armor Class 18 **Hit Points** 119 (14d10+42)
Speed 0 feet, fly 50 feet
STR **DEX** **CON** **INT** **WIS** **CHA**
13 (+1) 16 (+3) 16 (+3) 10 (+0) 10 (+0) 12 (+1)

Skills Stealth +8

Damage Resistances acid, cold, fire, thunder, lightning

Damage Immunities necrotic, poison; bludgeoning, piercing and slashing from weapons that aren't magical

Condition Immunities exhausted, poisoned

Senses truesight 120 feet, passive perception 10

Languages Whisper of the Echoes, understands Common

Magic Resistance. The Abhorrent Entity has advantage on saving throws against spells or other magical effects.

Shadow Stealth. While in dim light or darkness, the Abhorrent Entity can take the Hide action as a bonus action.

Vile Foe. DC 17, 15 Soul Points

ACTIONS

Soul Drain. *Melee Spell Attack:* +8 to hit, reach 5 feet, one target. *Hit:* 28 (5d10+3) necrotic damage. The target must succeed on a DC 17 Wisdom saving throw or lose 9 (2d8) Soul Points.

Soul and Mind Possession (Recharges 6). One creature with half or less of its maximum Soul Points that the Abhorrent Entity can see within 5 feet must succeed on a DC 17 Charisma saving throw or be possessed by the Abhorrent Entity. The Abhorrent Entity then disappears, and the target loses control of its body. The Abhorrent Entity now controls the body, depriving the target of awareness. The Abhorrent Entity maintains its alignment, Intelligence, Wisdom, and Charisma, but uses the possessed target's statistics and gain access to the target's knowledge, class features and proficiencies. At the start of each of its next turn, the target loses 9 (2d8) Soul Points. The target becomes an *Undead* if this effect reduces its Soul Points to 0. At the end of each of its next turns, the target can make another Charisma saving throw, ending the possession on a success. The possession lasts until the target becomes an *Undead*, dies, or makes a successful Charisma saving throw or the Abhorrent Entity is the target of a successful Lunar Divination. When the possession ends, the Abhorrent Entity reappears in an unoccupied space within 5 feet of the body. The target is immune to such possession for 24 hours after succeeding on the saving throw or after the possession ends.

Challenge 15 (13,000 XP), Bestiary: page 80

ARCHDRUID OF RAHIDRA

Medium humanoid (Eire), lawful good

Armor Class 16 **Hit Points** 91 (14d8+28)
Speed 20 feet
STR **DEX** **CON** **INT** **WIS** **CHA**
10 (+0) 14 (+2) 14 (+2) 12 (+1) 16 (+3) 11 (+0)

Saving Throws Int +4, Wis +7

Skills Arcana +4, Medicine +4, Nature +4, Perception +6, Survival +6

Damage Resistances necrotic, poison; bludgeoning, piercing, and slashing from weapons that aren't magical

Senses passive perception 16

Languages Common, Wild Jargon, Primordial Runic

Spellcasting. The Archdruid of Rahidra is a 8th level spellcaster. Their spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). They have the following druid spells prepared:

Cantrips (at will): druidcraft, guidance, shillelagh

1st level (4 slots): cure wounds, entangle, faerie fire, speak with animals

2nd level (3 slots): flaming sphere, lesser restoration, pass without trace

3rd level (3 slots): conjure animals, speak with plants, wind wall

4th level (2 slots): blight

ACTIONS

Club. *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. *Hit:* 7 (1d8+3) bludgeoning damage. The club is enchanted through the shillelagh cantrip.

Beast Shape (2/day). As a bonus action the Archdruid of Rahidra magically polymorphs into a beast with a challenge rating of 4 or less and can stay in this form for up to 7 hours, they spend a bonus action, or until they die or fall unconscious. While in a new form, the Archdruid of Rahidra retains their game statistics and ability to speak, but their AC, movement, Strength, and Dexterity are replaced by those of the new form, and they gain any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but that they lack. They can cast spells with verbal or somatic components in the new form.

Additionally, the beast has the following changes:

- Its type is *Undead* instead of beast
 - It is vulnerable to radiant damage
 - It has darkvision 60 feet
 - When it hits with a weapon attack, the target takes 6 (1d12) cold or necrotic damage (chosen by the blackdruid when it assumes the form)
 - While in darkness or dim light, on each of its turn, it can take the Hide action as a bonus action
- The new form's attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks.

Challenge 6 (2,300 XP), Bestiary: page 40

AMMUNTADORE

Medium Undead, chaotic evil

Armor Class 14 **Hit Points** 77 (14d8+14)
Speed 0 feet, fly 40 feet (hover)
STR **DEX** **CON** **INT** **WIS** **CHA**
8 (-1) 16 (+3) 12 (+1) 10 (+0) 12 (+1) 18 (+4)

Saving Throws Wis +4, Cha +7

Skills Intimidation +4

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing and slashing from weapons that aren't grim weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 feet, passive perception 11

Languages -

Vile Foe. DC 12, 6 Soul Points

Favored Terrain. Graveyard.

Innate Spellcasting. The Ammuntadore's spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material or verbal components:

3/day: sleep

1/day each: dream, phantasmal killer

Misty Form. The ammuntadore can occupy another creature's space and vice versa. In addition, if air can pass through a space, the Ammuntadore can pass through it without squeezing. The Ammuntadore can manipulate objects in any way that requires fingers or manual dexterity

Wilting Aura. Any creature that moves within 30 feet of the

Ammuntadore Str the first time on a turn or starts its turn there, is dried by negative energy that emanates from the Ammuntadore and must make a DC 16 Constitution saving throw. It takes 11 (2d10) necrotic damage on a failed save or half as much damage on a successful one. Plant creatures has disadvantage on the saving throw and are vulnerable to such damage.

ACTIONS

Multiattack. The Ammuntadore makes 2 painful touch attacks.

Painful Touch. *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. *Hit:* 21 (4d8+3) psychic damage plus 3 (1d6)

Challenge 6 (2,300 XP), Bestiary: page 15

ANGUANA

Medium monstrosity (shapechanger), neutral evil

Armor Class 14 **Hit Points** 78 (12d8+24)
Speed 20 feet, swim 50 feet
STR **DEX** **CON** **INT** **WIS** **CHA**
12 (+1) 16 (+3) 15 (+2) 13 (+1) 14 (+2) 16 (+3)

Saving Throws Dex +6, Cha +5

Skills Deception +5, Performance +7, Perception +4

Senses passive perception 14

Languages Common, First Tongue

Amphibious. The Anguana can breathe air and water.

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

3/day each: charm person, suggestion

2/day each: detect thoughts, sleep

Favored Terrain. Lake/river.

Shapechanger. As an action, the Anguana can shapechange into a medium female humanoid, or back into its true form. If the siren dies, it reverts to its true form.

ACTIONS

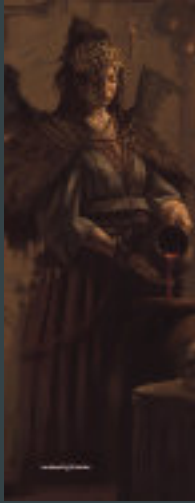
Multiattack. The Anguana makes three attacks: two with its claw and one with its bite.

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

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 feet, one target. *Hit:* 5 (1d8+1) piercing damage

Challenge 4 (1,100 XP), Bestiary: page 107

NIGHTFELL



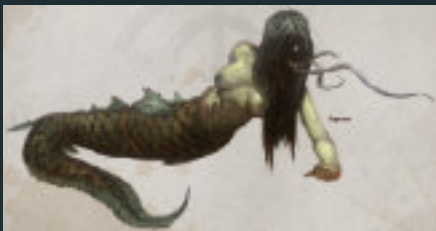
ARCHDRUID OF RAHIDRA

NIGHTFELL



ABHORRENT ENTITY

NIGHTFELL



ANGUANA

NIGHTFELL



AMMUNTADORE

ANIRETH RENEGADE

Medium Fiend, neutral evil

Armor Class 15 **Hit Points** 105 (14d8+42)
Speed 20 feet
STR **DEX** **CON** **INT** **WIS** **CHA**
16 (+3) 18 (+4) 16 (+3) 16 (+3) 12 (+1) 13 (+1)

Saving Throws Con +6
Skills Arcana +6, Stealth +7, Deception +4, Perception +4
Damage Resistances cold, fire, poison; bludgeoning, piercing, and slashing from weapons that aren't grim weapons
Senses darkvision 60 feet, passive perception 14
Languages Common, First Tongue, Whisper of the Echoes
Innate Spellcasting. The Anireth Renegade's spellcasting ability is Intelligence (spell save DC 14, +6 to spell attack). They can innately cast the following spells, requiring only verbal components:
1/day: detect magic
Spectral Translation (recharges after a short or long rest). The Anireth Renegade enters in the ethereal plane until the start of its next turn. They can use their movement to pass through solid surfaces but cannot end their turn there. They ignore difficult terrain and opportunity attacks against them have disadvantage.
Vile Foe. DC 13, 7 Soul Points

ACTIONS

Multiattack. The Anireth Renegade makes three attacks two with its claw and one with its bite.
Claw. *Melee Weapon Attack:* +7 to hit, reach 5 feet, one target. *Hit:* 11 (2d6+4) slashing damage.
Bite. *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. *Hit:* 13 (2d8+4) piercing damage plus 2 (1d4) Soul Points.

Challenge 7 (2.900 XP), Bestiary: page 108

ARACHNID SPAWN

Large monstrosity, chaotic evil

Armor Class 16, 18 (new moon)**Speed** 20 feet, climb 20 feet
Hit Points 114 (12d10+48)
STR **DEX** **CON** **INT** **WIS** **CHA**
16 (+3) 19 (+4) 18 (+4) 10 (+0) 11 (+0) 12 (+1)

Saving Throws Wis +3
Skills Acrobatics +7, Stealth +7, Perception +3
Damage Resistances acid (doesn't work during full moon) bludgeoning, piercing, and slashing from weapons that aren't magical
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 feet, passive perception 13
Languages -
Curse of the Full Moon. During the full moon, the Arachnid Spawn loses its damage resistance to bludgeoning, piercing, and slashing damage from weapons that aren't magical.
Favored Terrain. Dungeon/cave.
Shadow Advantage (doesn't work during full moon). While in darkness, the Arachnid Spawn has advantage on Dexterity (Stealth) checks.
Spider Climb. The Arachnid Spawn can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
Web Walker. The Arachnid Spawn ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The Arachnid Spawn makes three attacks: one with its bite and two with its spiky legs.
Bite. *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. *Hit:* 7 (1d8+3) piercing damage plus 9 (2d8) acid damage. On a hit the target must make a DC 14 Constitution saving throw. On a failed save, the target is poisoned for 1 hour.
Spikey Legs. *Melee Weapon Attack:* +7 to hit, reach 5 feet, one target. *Hit:* 11 (2d6+4) piercing damage.
Web (Recharge 5-6, works only during new moon). Ranged Weapon Attack: +7 to hit, range 30/60 feet, one creature. *Hit:* the target is restrained by webbing. As an action, the restrained character can make a DC 14 Strength check, bursting the web on a success. The webbing can also be attacked and destroyed (AC 11; hp 10; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage)

Challenge 6 (2.300 XP), Bestiary: page 143

AZURE WOMAN

Medium Undead, neutral evil

Armor Class 15 **Hit Points** 75 (10d8+30)
Speed 0 feet, fly 50 feet
STR **DEX** **CON** **INT** **WIS** **CHA**
8 (-1) 16 (+3) 17 (+3) 12 (+1) 15 (+2) 18 (+4)

Saving Throws Wis +5, Cha +7
Skills Deception +7 Performance +7
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from weapons that aren't magic weapons (see Resistance of the New Moon)
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 feet, passive perception 12
Languages understands all languages it knew in life, but can't speak
Incorporeal Movement. The Azure Woman can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.
Resistance of the New Moon. During the new moon, the azure woman has resistance to bludgeoning, piercing, and slashing damage from weapons that aren't grim.
Vile Foe. DC 15, 5 Soul Points

ACTIONS

Life Drain. *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 25 (5d8+3) necrotic damage plus 3 (1d6) Soul Points. On a hit, the target must make a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.
Gloomy Weep (1/day, only during new moon). The Azure Woman begins to weep grimly. Each creature that isn't an Undead or a construct that can hear the weep within 60 feet of it must make a DC 15 Wisdom saving throw, taking 21 (6d6) psychic damage and being stunned Str 1 minute on a failed save, or half as much damage and no other ill effects on a successful one. An affected creature must make another Wisdom saving throw at the end on each of its net turns, ending the effect on itself on a success.

Challenge 5 (1.800 XP), Bestiary: page 18

BADALISCUS

Large monstrosity, neutral evil

Armor Class 16 **Hit Points** 123 (13d10+52)
Speed 40 feet, climb 20 feet
STR **DEX** **CON** **INT** **WIS** **CHA**
20 (+5) 16 (+3) 18 (+4) 5 (-3) 14 (+2) 10 (+0)

Saving Throws Str +9
Skills Athletics +9, Stealth +7, Perception +6
Damage Immunities poison
Condition Immunities poisoned
Senses passive perception 16
Languages Common, Stone Tongue
Favored Terrain. Cave.

ACTIONS

Multiattack. The Badaliscus makes two attacks: one with its bite and one with its tail.
Bite. *Melee Weapon Attack:* +9 to hit, reach 10 feet, one target. *Hit:* 16 (2d10+5) piercing plus 10 (3d6) poison damage. On a hit, target creature must make a DC 16 Constitution saving throw. On a failed save, that creature is poisoned for 1 minute.
Tail. *Melee Weapon Attack:* +9 to hit, reach 10 feet, one target. *Hit:* 18 (3d18+5) bludgeoning damage. On a hit, target creature must succeed on a DC 16 Strength saving throw or be knocked prone.
Poison Breath (Recharge 5-6). The Badaliscus exhales a poisonous gas from its mouth. Each creature in a 20-foot cone must make a DC 16 Constitution saving throw, taking 44 (8d10) poison damage on a failed save, or half as much damage on a successful one.

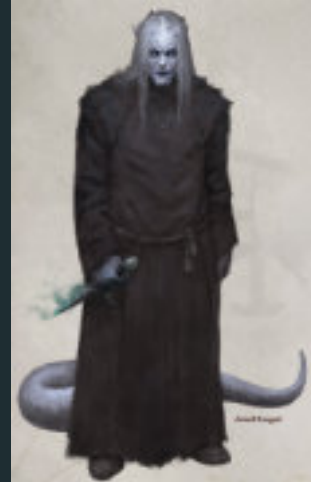
Challenge 9 (5.000 XP), Bestiary: page 110

NIGHTFELL



ARACHNID SPAWN

NIGHTFELL



ANIRETH RENEGADE

NIGHTFELL



BADALISCUS

NIGHTFELL



AZURE WOMAN

VAMPIRE, CULTIST OF THE CHILD

Medium undead (any race), any good alignment

Armor Class 12	Hit Points 36 (8d8)
Speed 30 feet	
STR 14 (+2)	DEX 12 (+1)
CON 10 (+0)	INT 10 (+0)
WIS 14 (+2)	CHA 16 (+3)

Skills Deception +5, Religion +2, Stealth +3
Damage Resistances bludgeoning, piercing, and slashing if dealt by non-Grim weapons
Senses passive perception 12, Darkvision 60 feet
Languages any language known in life
Vile Foe, DC 11, 2 Soul Points
Regeneration. The acolyte regains 6 hit points at the beginning of their turn if they have at least 1 hit point and are not exposed to direct moonlight or running water. If the acolyte takes radiant or from holy water, this feature does not work at the beginning of the acolyte's next turn.
Spider climb. The acolyte can climb difficult surfaces, including ceilings, along which they walk upside down without making an Ability check.
Moon tormented progeny. (only during full moon) Vampires cannot enter a dwelling unless they are expressly invited by an occupant. Vampires have Disadvantage in Attack Rolls and sight-based Wisdom (Perception) checks when they, or else the target or the subject of their action, are directly hit by the moonlight.
Spellcasting. The Vampire Cultist of the Child is a 4th level spellcaster: their spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks); they have the following Vampire – Night Mystic spells prepared:
1st level (2 slots): charm person, command, false life, expeditious retreat, fog cloud, sleep

ACTIONS:

Multiattack. the Cultist makes two melee attacks; only one can be a bite attack.

Claw. Melee Weapon Attack: +3 to hit, reach 5 feet, one target. Hit: 6 (2d4+1) slashing damage. Instead of dealing damage, the acolyte can grapple a target (DC 12 to escape).

Bite. Melee Weapon Attack: +4 to hit, reach 5 feet; one consenting, incapacitated, grappled or restrained target; Hit: 5 (1d6+2) piercing damage and 7 (2d6) necrotic damage. The target's maximum hit points is reduced by an amount equal to the inflicted necrotic damage (lasts until the target takes a long rest; if this effect reduces the target to 0 hit points, the target dies); the acolyte regains an amount of hit points equal to the necrotic damage inflicted.

Challenge 2 (450 XP), Adventures Book: page 163

VAMPIRE, MURIAN'S ACOLYTE

Medium undead (any race), lawful evil

Armor Class 15	Hit Points 55 (10d8+10)
Speed 30 feet	
STR 16 (+3)	DEX 14 (+2)
CON 12 (+1)	INT 10 (+0)
WIS 10 (+0)	CHA 12 (+1)

Saving throws Str +5, Dex +4
Skills Athletics +5, Deception +3, Perception +2, Stealth +4
Damage Resistances bludgeoning, piercing, and slashing if dealt by non-Grim weapons
Senses Darkvision 60 feet, passive perception 12
Languages any know in life
Vile Foe, DC 11, 3 Soul Points
Regeneration. The acolyte regains 6 hit points at the beginning of their turn if they have at least 1 hit point and are not exposed to direct moonlight or running water. If the acolyte takes radiant or from holy water, this feature does not work at the beginning of the acolyte's next turn.
Spider climb. The acolyte can climb difficult surfaces, including ceilings, along which they walk upside down without making an Ability check.
Moon tormented progeny. (only during full moon) Vampires cannot enter a dwelling unless they are expressly invited by an occupant. Vampires have Disadvantage in Attack Rolls and sight-based Wisdom (Perception) checks when they, or else the target or the subject of their action, are directly hit by the moonlight.
Dark devotion. The acolyte has Advantage on Saving Throws against charmed and frightened conditions.

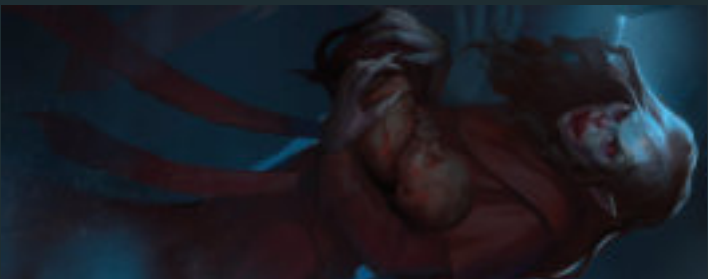
ACTIONS:

Multiattack. the acolyte makes two melee attacks; only one can be a bite attack.

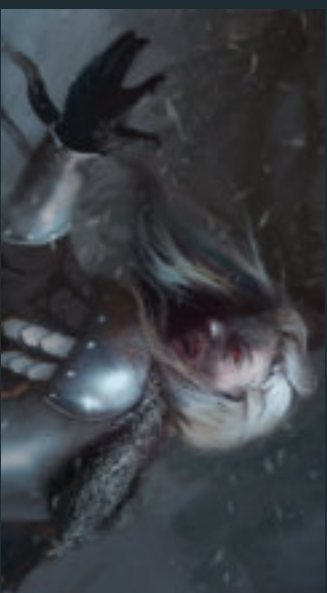
Claw. Melee Weapon Attack: +4 to hit, reach 5 feet, one target. Hit: 7 (2d4+2) slashing damage. Instead of dealing damage, the acolyte can grapple a target (dc 13 to escape).

Bite. Melee Weapon Attack: +5 to hit, reach 5 feet; one consenting, incapacitated, grappled or restrained target; Hit: 6 (1d6+3) piercing damage and 7 (2d6) necrotic damage.

Challenge 3 (700 XP), Adventures Book: page 164



VAMPIRE,
CULTIST OF THE CHILD



VAMPIRE, MURIAN'S ACOLYTE

SILENT NECROMANCER

Medium humanoid (any), chaotic evil

Armor Class 12 (15 with mage armor)
Hit Points 58 (9d8+18) **Speed** 20 feet
STR DEX **CON** **INT** **WIS** **CHA**
 8 (-1) 14 (+2) 14 (+2) 18 (+4) 12 (+1) 13 (+1)

Saving Throws Int +7, Wis +4
Abilities Arcana +7, Perception +4, Religion +7, History +7
Damage Resistances cold, necrotic, poison
Senses passive perception 14
Languages can't speak, understands Common, and other three languages
Deathpact (1/day). The Silent Necromancer has mastered the ways of death. When it dies, it instantly instead drops to 1 hp, then it can use its reaction to cast a spell.
Grave Stench. Any creature that starts its turn within 10 feet of the Silent Necromancer must succeed on a DC 15 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to this effect for 24 hours.
Silent Spellcasting. The Silent Necromancer has made a vow of silence. Through its knowledge of death, it cast its spells without using verbal components.

Spellcasting. The Silent Necromancer is a 9th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following wizard spells prepared:
Cantrips (at will): chill touch, light, mage hand, ray of frost
1st level (4 slots): mage armor, shield, ray of sickness
2nd level (3 slots): blindness/darkness, ray of enfeeblement, scorching ray
3rd level (3 slots): bestow curse, counterspell, vampiric touch
4th level (3 slots): banishment, blight
5th level (1 slot): cone of cold

ACTIONS:

Conjure the Legion (Recharges after a Long Rest). The Silent Necromancer evokes the powers of death, giving unlife to the dead. Up to 6 corpses within 90 feet of the Silent Necromancer rise up as its *Undead* servants. They can be either skeleton or zombies and act in the Silent Necromancer's turn. The Silent Necromancer can mentally issue orders to them as a bonus action. They return to be corpses when they reach 0 hp or after 1 hour.

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

Challenge 6 (2.300 XP), Bestiary: page 51

TWITCHER

Medium monstrosity, chaotic evil

Armor Class 15, 17 during new moon
Hit Points 65 (10d8+20) **Speed** 20 feet, climb 20 feet
STR DEX **CON** **INT** **WIS** **CHA**
 18 (+4) 14 (+2) 15 (+2) 14 (+2) 12 (+1) 10 (+0)

Saving Throws Con +4, Wis +3
Skills Athletics +6, Acrobatics +4, Perception +3
Damage Resistances (doesn't work during full moon) bludgeoning, piercing, and slashing from weapons that aren't magical
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 feet, passive perception 13
Languages Common, Whisper of the Echoes
Curse of the Full Moon. During the full moon, the Twitcher loses its damage resistance to bludgeoning, piercing, and slashing from weapons that aren't magical.
Favored Terrain. Dungeon/cave.
Innate Spellcasting (Psionics). The Twitcher's innate spellcasting ability is Intelligence (spell save DC 12, +4 to spell attacks). It can innately cast the following spells, requiring no material components:
At will: eldritch blast, mage hand, message
1/day each: hold person, magic missile, ray of enfeeblement

Magic Resistance. The Twitcher has advantage on saving throws against spells and other magical effects.
Spider Climb. The Twitcher can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

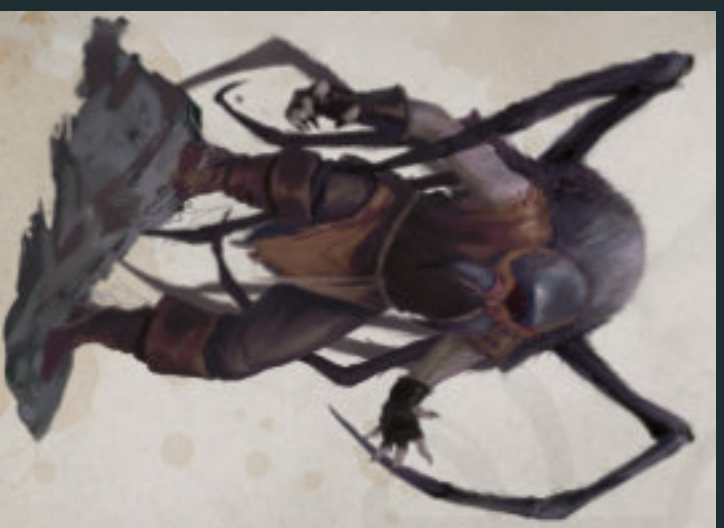
ACTIONS:

Multiattack. The Twitcher makes two attacks: one with its bite and one with its arachnid legs.
Bite. *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. *Hit:* 7 (1d6+4) piercing damage. On a hit the target must make a DC 12 Constitution saving throw, taking 7 (2d6) additional poison damage on a failed save, or half as much damage on a successful one.
Arachnid Legs. *Melee Weapon Attack:* +7 to hit, reach 5 feet, one target. *Hit:* 7 (1d6+4) piercing damage.
Poison Breath (Recharge 6, works only during new moon). The Twitcher exhales a poisonous breath in a 15-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 27 (6d6) poison damage and being poisoned for 1 minute on a failed save, or half as much damage and no other ill effects on a successful one. At the end of each of its next turns, an affected creature can make another Constitution saving throw, ending the effect on itself on a success.

Challenge 4 (1.100 XP), Bestiary: page 145



SILENT NECROMANCER



TWITCHER

JANARA

Medium fey, neutral evil

Armor Class 14, 17 at full moon, 12 at new moon
Hit Points 75 (10d8+30) **Speed** 20 feet, fly 50 feet (*Broom*)
STR DEX CON INT WIS CHA
16 (+3) 14 (+2) 17 (+3) 10 (+0) 14 (+2) 16 (+3)

Skills Arcana +2, Stealth +4, Deception +5, Perception +4, Survival +4
Damage Resistances piercing, and slashing from weapons that aren't magical
Senses darkvision 90 feet, passive perception 14
Languages Common, Wild Jargon
Favored Terrain. Cultivated fields.
Innate Spellcasting. The Janara's spellcasting ability is Charisma (spell save DC 13, +5 to spell attacks). It can innately cast the following spells, requiring no material components:
At will: detect magic, minor illusion, ray of frost
2/day each: hideous laughter, magic missile, misty step, sleep
Magic Weapons. The Janara's attack are magical.
Special Equipment. The Janara carries a *Broom of the Witch*.

ACTIONS

Multiattack. The Janara makes two claw or two Broom of the Witch attacks.
Claw. *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 8 (2d4+3) slashing damage.
Broom of the Witch. *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 6 (1d6+3) bludgeoning damage.
Veil of the Night. The Janara becomes incorporeal. While it's incorporeal, the following conditions apply to the Janara:

- It's immune to the exhaustion, grappled, prone, petrified, and restrained conditions
- it's immune to bludgeoning, piercing and slashing damage from weapons that aren't magical
- it gains resistance to all other types of damage
- it can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object
- It cannot make weapon attacks
- It can revert to its normal form as a bonus action.

Challenge 3 (700 XP), Bestiary: page 158

LESSER STRIX

Medium fey, chaotic evil

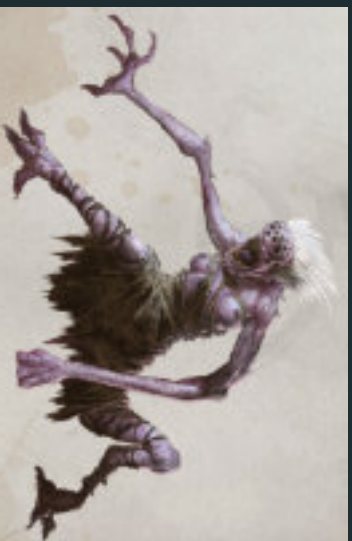
Armor Class 18, 21 at full moon, 16 at new moon
Hit Points 90 (12d8+36) **Speed** 30 feet
STR DEX CON INT WIS CHA
16 (+3) 10 (+0) 16 (+3) 12 (+1) 16 (+3) 18 (+4)

Saving Throws Con +6, Wis +6
Skills Arcana +4, Intimidation +7, Perception +6, Survival +6
Damage Resistances necrotic; bludgeoning, piercing, and slashing from weapons that aren't magical
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 feet, passive perception 16
Languages Common, Wild Jargon, Primordial Runic
Amphibious. The Strix can breathe air and water.
Favored Terrain. Swamp.
Innate Spellcasting. The strix's spellcasting ability is Charisma (spell save DC 15, +7 to spell attacks). She can innately cast the following spells, requiring no material components:
At will: detect magic, poison spray, speak with animals
3/day each: animal messenger, hex, shield, stinking cloud, web
1/day each: black tentacles, cloudkill
Magic Resistance. The Strix has advantage on saving throws against spells or other magical effects.
Magic Weapons. The Strix's attacks are magical.

ACTIONS

Multiattack. The Strix makes two claw and one beak attacks.
Beak. *Melee Weapon Attack:* +7 to hit, reach 5 feet, one target. *Hit:* 14 (2d10+3) piercing damage.
Claw. *Melee Weapon Attack:* +7 to hit, reach 5 feet, one target. *Hit:* 12 (2d8+3) slashing damage plus 5 (2d4) poison damage. On a hit, target creature must make a DC 15 Constitution saving throw. On a failed save, that creature is poisoned for 1 minute. At the end of each of its next turns, that creature can make another saving throw, ending the effect on itself on a success. On a successful saving throw, that creature is immune to this effect for the next 24 hours.
Flight of the Crow. As a bonus action, the Strix becomes a swarm of crows until the end of her turn, she gains a flying speed of 50 feet and her movement doesn't provoke attacks of opportunity. While in this form she retains all her stats and hit points but cannot cast spells nor take the Attack action.
Shadow Crows (Recharges 5-6). The Strix chooses a creature that she can see within 60 feet. A swarm of shadowy crows appears around that creature, that must make a DC 15 Wisdom saving throw, taking 22 (5d8) cold damage and 22 (5d8) psychic damage on a failed save or half as much damage on a successful one.

Challenge 7 (2.900 XP), Bestiary: page 163



JANARA



LESSER STRIX

WILD APOSTATE

Medium humanoid (Ejre), any good

Armor Class 14 **Hit Points** 58 (9d8+18)
Speed 40 feet
STR **DEX** **CON** **INT** **WIS** **CHA**
15 (+2) 14 (+2) 14 (+2) 10 (+0) 15 (+2) 13 (+1)

Skills Animal Handling +2, Stealth +4, Nature +2, Perception +4, Religion +4, Survival +4

Senses passive perception 14

Languages Common, Wild Jargon, Primordial Runic

Favored Terrain. Forest.

Innate Spellcasting. The Wild Apostate's spellcasting ability is Wisdom (spell save DC 12, + 4 to spell attack). The Wild Apostate can innately cast the following spells, requiring only verbal components:

At will: *guidance*, *shillelagh*

Life Bond. The Wild Apostate has a peculiar affinity with the Primes. They have advantage on saving throws against being poisoned or petrified, or against effects that can immediately kill them.

Primeval Fury (recharges after a short or long rest). The Wild Apostate can deal an extra 7 (2d6) damage to a creature they hit with a weapon attack.

Wild Weapons Expert. When the Wild Apostate hits with an axe or short bow, they deal 1 additional damage (already included in the attack).

ACTIONS

Multiattack. The Wild Apostate makes two melee or ranged weapon attacks.

Axe. *Melee Weapon Attack:* +4 to hit, reach 5 feet, one target.

Hit: 6 (1d8+3) slashing damage.

Short Bow. *Ranged Weapon Attack:* +4 to hit, range 80/320., one target **Hit:** 6 (1d6+3) piercing damage.

Challenge 3 (700 XP), Bestiary: page 41

GUL, FOUL

Medium Fiend, chaotic evil

Armor Class 14 **Hit Points** 78 (12d8-24)
Speed 30 feet
STR **DEX** **CON** **INT** **WIS** **CHA**
14 (+2) 16 (+3) 14 (+2) 10 (0) 12 (+1) 8 (-1)

Skills Perception +3, Stealth +5

Damage Resistances necrotic; bludgeoning, piercing, and slashing if dealt by by non-Grim weapons

Damage Immunities poison

Condition Immunities charmed, poisoned, blinded, exhausted

Senses passive perception 13, Blindsight 60 feet

Languages whispers of the echoes

Vile Foe. DC 12, 4 Soul Points

Spider climb. Can climb difficult surfaces, including ceilings, can walk upside down without check.

Stench. Any creature that starts its turn within 5 ft of the Gul must make a DC 13 Con saving throw or be poisoned until the start of its next turn. If the saving throw passes, it is immune to stench for 24 hours.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 feet, one target. **Hit:** 12 (2d8+3) piercing damage and 5 (2d4) poison damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 feet, one target. **Hit:** 9 (2d6+2) slashing damage. If the target is not an undead, it must make a DC 15 Con saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of any of its turns; if it succeeds, the condition ends.

Challenge 4 (1100 XP), Adventurers Book: page 157

BADELISK

Huge construct, unaligned

Armor class 16 **Hit Points** 147 (14d12+56)
Speed 20 ft
STR **DEX** **CON** **INT** **WIS** **CHA**
20 (+5) 10 (0) 19 (+4) 5 (-3) 10 (0) 1 (-5)

Saving Throws Str +8, Con +7

Skills Athletics +8

Damage Resistances bludgeoning, piercing and slashing from weapons that aren't magical

Damage Immunities poison; bludgeoning, piercing and slashing from weapons that aren't magical (see Blessing of the Dark Moon)

Condition Immunities poisoned

Senses passive perception 10

Languages -

Blessing of the Dark Moon. During the new moon, the Badelisk is immune to bludgeoning, piercing, and slashing damage from weapons that aren't magical.

Construct Nature. Doesn't require air, food, drink, or sleep.

Favored Terrain. Forest.

Immutable Form. Immune to any spell or effect that would alter its form.

Magic Resistance. The Badelisk has advantage on saving throws against spells or other magical effects.

Magic Weapons. The Badelisk weapon attacks are magical.

ACTIONS

Multiattack. The Badelisk makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 feet, one target. **Hit:** 27 (4d10+5) bludgeoning damage.

Circle of Bones and Wood (1/day, works only during new moon).

The Badelisk creates a 15-foot sphere made of bones and wood pieces centered on it that lasts for 1 minute. The sphere's space is difficult terrain. When a creature moves into the sphere for the first time or starts its turn there, must make a DC 16 Strength, taking 14 (4d6) bludgeoning damage and being knocked prone on a failed save, or half as much damage and no other ill effects on a successful save.

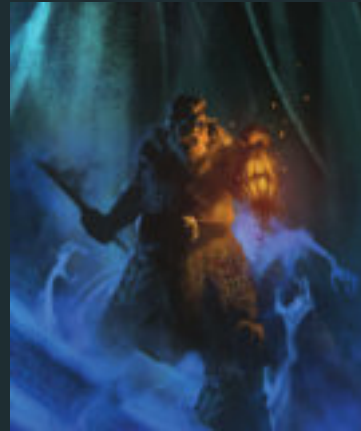
Challenge 8 (3900 XP), Bestiary: page 111

NIGHTFELL



GUL, FOUL

NIGHTFELL



WILD APOSTATE

NIGHTFELL

NIGHTFELL



BADELISK

AMPHIBAENA

Huge dragon, chaotic evil

Armor Class 16, 19 at ascending, 14 at descending
Hit Points 200 (16d12+96) **Speed** 20, fly 20 (hover)
STR 22 (+6) **DEX** 14 (+2) **CON** 22 (+6) **INT** 6 (-2) **WIS** 13 (+1) **CHA** 11 (0)

Saving Throws Str +11, Con +11
Skills Athletics +11, Perception +6
Damage Resistances bludgeoning, piercing, and slashing from weapons that aren't magical
Damage Immunities acid, poison
Condition Immunities poisoned
Senses darkvision 120 feet, passive perception 16
Languages -
Favored Terrain. Swamp.
Mooneyes (only during ascending moon). The Amphisbaena's eyes shine with silver light, and it gains truesight 120 feet.
Reactive Heads. When the Amphisbaena uses its reaction to make an opportunity attack, it makes an attack for each of its heads.
Two Heads. The Amphisbaena has advantage on Wisdom (Perception) check and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.
Wakeful. When one of the Amphisbaena's head is asleep, its other head is awake.

ACTIONS

Multiattack. The Amphisbaena makes four attacks: two with its claw, one with its front bite, and one with its rear bite.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 feet, one target. *Hit:* 13 (2d6+6) slashing damage.

Front Bite. *Melee Weapon Attack:* +11 to hit, reach 10 feet, one target. *Hit:* 17 (2d10+6) piercing damage plus 9 (2d8) poison damage.

Rear Bite. *Melee Weapon Attack:* +11 to hit, reach 10 feet, one target. *Hit:* 17 (2d10+6) piercing damage plus 9 (2d8) acid damage.

Acid Breath (Recharges 6, 4-6 under ascending moon). From its rear head the Amphisbaena exhales acid in a 60 foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 45 (10d8) acid damage on a failed save, or half as much damage on a successful one.

Poison Breath (Recharges 6, 4-6 under ascending moon). From its front head the Amphisbaena exhales poisonous gas in a 60 foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

Challenge 13 (1000 XP), Bestiary: page 60



AMPHISBAENA