

# Magic the Gathering: Monster Manual

# Ball Lightning

Large elemental, neutral

**Armor Class** 13 (natural armor)

**Hit Points** 102 (12d10 + 36)

**Speed** 0 ft., fly 90ft. (hover)

**STR** 10 (+0) **DEX** 17 (+3) **CON** 16 (+3) **INT** 6 (-2) **WIS** 10 (+0) **CHA** 7 (-2)

**Damage Resistances** lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, poisoned, restrained, prone, unconscious

**Skills** Perception + 6

**Senses** blindsight 60ft., passive Perception 10

**Languages** -

**Challenge** 6 (2,300 XP)

**Lightning Form.** A creature that touches the Ball Lightning or hits it with a melee attack while within 5 feet of it takes 5 (1d10) lightning damage. In addition, the Ball Lightning 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) lightning damage and becomes paralyzed a creature can repeat this saving throw at the end of its turn to end the effect

## ACTIONS

**Multiattack.** The elemental makes two touch attacks or one Lightning Shock attack.

**Touch. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target.

**Hit:** 10 (2d6 + 3) lightning damage. If the target is a creature it must succeed on a DC 13 Constitution saving throw or become paralyzed a creature can repeat this saving throw at the end of its turn to end the effect.

**Lightning Shock. Ranged Weapon Attack:** range 30/120 ft., one target. A jolt of electricity cracks out towards a creature and must make a DC 15 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.



# *Bird of Paradise*

Tiny beast, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 5 (2d4)

**Speed** 30 ft., fly 60 ft.

**STR** 4 (-3) **DEX** 18 (+4) **CON** 11 (+0) **INT** 2 (-4) **WIS** 12 (+1) **CHA** 5 (-3)

**Skills** Perception +4

**Senses** passive Perception 11

**Languages** -

**Challenge** 0 (10 XP)

*Flyby.* The Bird of Paradise doesn't provoke opportunity attacks when it flies out of an enemy's reach.

## ACTIONS

*Beak.* Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: 1 piercing damage.



# *Swarm of Birds of Paradise*

Medium swarm of tiny beasts, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 70 (17d8 + 7)

**Speed** 30 ft., fly 60 ft.

**STR** 6 (- 2) **DEX** 18 (+4) **CON** 11 (+0) **INT** 2 (- 4) **WIS** 12 (+1) **CHA** 6 (- 2)

Skills Perception +5

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, paralyzed, petrified, prone, restrained, stunned

**Senses** passive Perception 11

**Languages** -

**Challenge** 3 (700 XP)

## ACTIONS

**Beaks.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

**Prismatic Feather Curve.** The Swarm of Birds of Paradise create a rainbow mist from the hues in their feathers eight multicolored rays of light emit from the swarm. Each ray is a different color and has a different power and purpose. Each creature in a 60-foot cone must make a DC 13 Dexterity saving throw. For each target, roll a d8 to determine which color ray affects it.

1. **Red.** The target takes 1d6 fire damage

2. **Orange.** The target takes 1d6 acid damage

3. **Yellow.** The target takes 1d6 lightning damage

4. **Green.** The target takes 1d6 poison damage

5. **Blue.** The target takes 1d6 cold damage

6. **Indigo.** On a failed save, the target is restrained.

It must then make a DC 12 Constitution saving throw at the end of each of its turns. If it successfully saves the effect ends.

7. **Violet.** On a failed save, the target is blinded. It must then make a DC 13 Wisdom saving throw at the start of the Birds of Paradise Swarm's next turn. A successful save ends the blindness.

8. **Special.** The target is struck by two rays. Roll twice more, rerolling any 8.

**If a creature succeeds the dexterity saving throw it is unaffected by the ray.**

# Bloodfire Colossus

Huge giant, lawful evil

**Armor Class** 15 (patchwork armor)

**Hit Points** 210 (16d12 + 96)

**Speed** 30 ft.

**STR** 25 (+7) **DEX** 9 (-1) **CON** 23 (+6) **INT** 10 (+0) **WIS** 14 (+2) **CHA** 13 (+1)

**Saving Throws** Dex +3, Con +10, Cha +5

**Skills** Athletics +11, Perception +6

**Damage Immunities** fire

**Senses** passive Perception 16

**Languages** Giant

**Challenge** 12 (8,400 XP)



**Bloodied Rage.** The Bloodfire Colossus gains a +2 bonus to attack rolls and deals an extra 5 damage per attack while below half its total hit points.

## ACTIONS

**Multiattack.** The Bloodfire Colossus makes two Searing Greatsword attacks.

**Searing Greatsword. Melee Weapon Attack:** +11 to hit, reach 10ft., one target.

**Hit:** 34 (6d6 + 7) slashing damage plus 2d8 fire damage.

**Rock. Ranged Weapon Attack:** +11 to hit, range 60/240 ft., one target. **Hit:** 29

(4d10 + 7) bludgeoning damage.

# Cathodion

Large construct, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 133 (14d10 + 56)

**Speed** 25 ft.

**STR** 20 (+5) **DEX** 9 (-1) **CON** 18 (+4) **INT** 3 (-4) **WIS** 8 (-1) **CHA** 1 (-5)

**Damage Immunities** fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60ft., passive Perception 9

**Languages** understands the languages of its creator but can't speak

**Challenge** 10 (5,900 XP)



**Fire Absorption.** Whenever the Cathodion is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

**Immutable Form.** The Cathodion is immune to any spell or effect that would alter its form.

**Magic Resistance.** The Cathodion has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The Cathodion's weapon attacks are magical.

## ACTIONS

**Multiattack.** The Cathodion makes two slam attacks.

**Slam. Melee Weapon Attack:** +8 to hit, reach 5 ft., one target.

**Hit:** 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the *greater restoration* spell or other magic.

**Haste (Recharge 5-6).** Until the end of its next turn, the Cathodion magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action.

**Self-repair.** The Cathodion regains 20 hit points and gains a +4 bonus to AC until the start of its next turn when it taken below half of its total hit points.

# Caustic Caterpillar

Small beast, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 4 (1d6 + 1)

**Speed** 20ft.

**STR** 5 (-3) **DEX** 14 (+2) **CON** 12 (+1) **INT** 1 (-5) **WIS** 7 (-2) **CHA** 3 (-4)

**Senses** blindsight 30ft., passive Perception 8

**Languages** -

**Challenge** 1/2 (100 XP)



**Caustic Burst.** The Caustic Caterpillar's body explode when it's subjected to 0 hit points. Creatures within 10 feet of the Caustic Caterpillar when it takes damage must make a DC 13 Dexterity saving throw of take 4 (2d4) acid damage on a failed save, or half as much damage on a successful one.

## ACTIONS

**Bite. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target.

**Hit:** 2 (1d4) acid damage.

# Caustic Caterpillar Alpha

Medium beast, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 36 (6d6 + 1)

**Speed** 30ft.

**STR** 10 (+0) **DEX** 14 (+2) **CON** 12 (+1) **INT** 1 (-5) **WIS** 7 (-2) **CHA** 3 (-4)

**Senses** blindsight 30ft., passive Perception 8

**Languages** -

**Challenge** 1 (200 XP)

**Caustic Burst.** The Caustic Caterpillar's body explode when it's subjected to 0 hit points. Creatures within 10 feet of the Caustic Caterpillar when it takes damage must make a DC 15 Dexterity saving throw of take 6 (3d4) acid damage on a failed save, or half as much damage on a successful one.

## ACTIONS

**Multiattack.** The Caustic Caterpillar Alpha makes two attacks: one with its bite and one with its pincer.

**Bite. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target.

**Hit:** 4 (2d4) acid damage.

**Pincer. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target.

**Hit:** 3 (1d6) piercing damage.

# Craw Wurm

Large monstrosity, neutral evil

**Armor Class** 15 (natural armor)

**Hit Points** 161 (15d10 + 45)

**Speed** 40 ft.

**STR** 21 (+5) **DEX** 9 (-1) **CON** 15 (+2) **INT** 18 (+4) **WIS** 15 (+2) **CHA** 18 (+4)

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60ft., passive Perception 15

**Languages** -

**Challenge** 6 (2,300 XP)



## ACTIONS

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature.

*Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the Craw Wurm can't bite another target.

**Swallow.** The Craw Wurm makes one bite attack against a Medium or smaller target 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 Craw Wurm, and it takes 10 (3d6) acid damage at the start of each of the Craw Wurm's turns. The Craw Wurm can have only one target swallowed at a time. If the Craw Wurm dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

**Trample.** The Craw Wurm can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the Craw Wurm must end its move in an unoccupied space. When it enters an enemy's space, the Craw Wurm makes a trample attack: creatures within a 10-foot radius must make DC 15 Dexterity saving throw, taking 24 (4d12) bludgeoning damage on a failed save and knocked prone, or half as much damage on a successful one and not knocked prone.

**Sonic Bellow.** The Craw Wurm emits an earsplitting screech creature within range a 100 feet must make a DC 15 Constitution saving throw. If a creature fails, the target is deafened. At the end of each of its turns, the target can repeat the Constitution saving throw. On a success, the condition ends.



# Denizen of the Deep

Huge monstrosity, chaotic evil

**Armor Class** 16 (natural armor)

**Hit Points** 255 (16d12 + 96)

**Speed** 30ft., swim 40ft.

**STR** 19 (+4) **DEX** 16 (+3) **CON** 17 (+3) **INT** 17 (+3) **WIS** 8 (-1) **CHA** 1 (-5)

**Saving Throws** Str +10, Con +6, Int +8, Wis +6

**Skills** Perception +10

**Damage Immunities** acid, cold, lightning, poison

**Condition Immunities** frightened, paralyzed, poisoned

**Damage Resistances** bludgeoning, piercing, slashing from nonmagical weapons

**Senses** darkvision 120ft., passive Perception 25

**Languages** -

**Challenge** 14 (11,500 XP)



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

**Amphibious.** The Denizen can breathe air and water.

**Mucus Membrane.** Any nonmagical weapon made of metal or wood that hits the Denizen corrodes. After dealing damage, the weapon takes a permanent cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Non magical ammunition made of metal or wood that hits the Denizen is destroyed after dealing damage.

## ACTIONS

**Multiattack.** The Denizen makes three tentacle attacks.

**Tentacle. Melee Weapon Attack:** +9 to hit, reach 10ft., one target. **Hit:** 12 (2d6 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw taking 6 (1d12) acid damage on a failure and half as much on a success.

**Acid Spray (Recharge 5-6).** An expulsion of green acid sprays out in a 60 foot cone. Each creature in that area must make a DC 17 Dexterity saving throw. On a failed save, a creature takes 20 (10d4) acid damage and 5d4 acid damage at the end of its next turn. On a successful save, a creature takes half the initial.

## LEGENDARY ACTIONS

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

***Tentacle.*** The Denizen makes one tentacle attack.

***Neutralizing ooze (Costs 2 actions).*** A yellow phlegm like liquid spurts out 25 ft. exploding in a 10 foot radius at the point of impact. Creatures must make a DC 15 Constitution saving throw or become restrained a creature can repeat this saving throw at the end of its turn to end the effect.

***Deep Freeze (Cost 3 actions).*** The surrounding area in a 60 feet radius of the Denizen begins to unnaturally chill creatures must make a DC 16 Constitution saving throw. A creature takes 16 (4d8) cold damage on a failed save, or half as much damage on a successful one.

# *Hunted Wumpus*

Large monstrosity, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 60 (7d10 + 21)

**Speed** 40ft.

**STR** 20 (+5) **DEX** 12 (+1) **CON** 17 (+3) **INT** 3 (-4) **WIS** 12 (+1) **CHA** 7 (-2)

**Skills** Perception +3

**Senses** darkvision 60ft., passive Perception 13

**Languages** -

**Challenge** 3 (700 XP)



**Charge.** If the Haunted Wumpus moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

## ACTIONS

**Multiattack.** The Haunted Wumpus makes two attacks: one with its bite and one gore attack.

**Gore.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

*Hit:* 14 (2d8 + 5) bludgeoning damage.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature.

*Hit:* 10 (1d10 + 5) piercing damage.

# Glassdust Hulk

Large construct, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 133 (14d10 + 56)

**Speed** 25 ft.

**STR** 20 (+5) **DEX** 9 (-1) **CON** 18 (+4) **INT** 3 (-4) **WIS** 8 (-1) **CHA** 1 (-5)

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** cold, poison, psychic; piercing, and slashing from nonmagical weapons that aren't adamantine

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60ft., passive Perception 9

**Languages** understands the languages of its creator but can't speak

**Challenge** 9 (5,000 XP)



**Immutable Form.** The Glassdust Hulk is immune to any spell or effect that would alter its form.

**Magic Resistance.** The Glassdust Hulk has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The Glassdust Hulk's weapon attacks are magical.

## ACTIONS

**Multiattack.** The Glassdust Hulk makes two slice attacks or one glass knife attack

**Slice. Melee Weapon Attack:** +8 to hit, reach 5 ft., one target.

**Hit:** 16 (2d10 + 5) slashing damage.

**Glass Knife. Ranged Weapon Attack:** +7 to hit, range 60 ft., one target. The Glassdust Hulk creates a shard of glass and flings it at one creature. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of the point where the glass exploded must succeed on a DC 16 Dexterity saving throw or take 12 (4d6) cold damage on a fail and half as much on a success.

**Reflect Bounder (Recharge 5-6).** If the Glassdust Hulk makes a successful saving throw against a spell, or a spell attack misses it, the Glassdust Hulk can choose another creature (including the spellcaster) it can see within 60 feet of it. The spell targets the chosen creature instead of the Glassdust Hulk. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

# Goblins

## *Goblin Artillery*

**Armor Class:** 15

**Hit Points:** 50

**Damage Immunities:** poison, psychic

A catapult is a massive mechanism that fires all sorts of ammunition. Before it can be fired, it must be loaded and aimed. It takes one action to load the weapon, one action to aim it, and one action to fire it.

**Rock. Ranged Weapon Attack:** +6 to hit, range 120/480 ft., one target. **Hit:** 14 (3d8) bludgeoning damage.

The catapult is manned by either 3 goblins or hobgoblins.

**Challenge 2** (450 XP)

### VARIANT

Instead of firing a rock the Goblin Artillery is loaded with a Goblin Kaboombist or Goblin Sky Raider.



## *Goblin Bangchuckers*

**Armor Class:** 15

**Hit Points:** 50

**Damage Immunities:** poison, psychic

The Bangchucker is a massive crossbow that fires grenades. Before it can be fired, it must be loaded and aimed. It takes one action to load the weapon, one action to aim it, and one action to fire it.

**Grenade. Ranged Weapon Attack:** +6 to hit, range 120/480 ft., one target. **Hit:** 16 (3d10) fire and piercing damage.

The Bangchucker is manned by either 3 goblins or hobgoblins.

**Challenge 2** (450 XP)



# Goblin Kaboomist

*Small humanoid (goblinoid), neutral evil*

**Armor Class** 15 (leather armor)

**Hit Points** 21 (6d6)

**Speed** 30ft.

**STR** 10 (+0) **DEX** 14 (+2) **CON** 10 (+0) **INT** 10 (+0) **WIS** 8 (-1) **CHA** 8 (-1)

**Skills** Stealth +6

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, Goblin

**Challenge** 1 (200 XP)



**KABOOM!** When the Goblin Kaboomist's is subjected to 0 hit points a maniacal rage takes over wanting to take down as many creatures as it can. Creatures within 10 ft. radius sphere must make a DC 15 Dexterity saving throw of take 9 (3d6) fire and piercing damage on a failed save, or half as much damage on a successful one

## ACTIONS

**Grenade.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft. Hit 5 (1d6 + 3) fire and piercing damage exploding in a 10 ft. radius sphere.

**Plant Explody.** The Goblin Kaboomist plants an explosive that detonates after 1d4 +1 rounds, exploding in a 10 ft. radius sphere. Dealing 5 (1d6 +3) fire and piercing damage. A successful DC 14 Sleight of Hand disarms the explosive.

# Goblin Sky Raider

*Small humanoid (goblinoid), neutral evil*

**Armor Class** 15 (leather armor)

**Hit Points** 21 (6d6)

**Speed** 30 ft., fly 60 ft.

**STR** 10 (+0) **DEX** 14 (+2) **CON** 10 (+0) **INT** 10 (+0) **WIS** 8 (-1) **CHA** 8 (-1)

**Skills** Stealth +6

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, Goblin

**Challenge** 1 (200 XP)



**Skydiver.** Goblin Sky Raiders strike first and strike hard. When you roll initiative, the Goblin Sky Raider gains a special turn that takes place before other creatures can act. This can only be used to attack or hide.

**Nimble Escape.** The Goblin Sky Raider can take the Disengage or Hide action as a bonus action on each of its turns.

## ACTIONS

**Scimitar.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80f320 ft., one target *Hit:* 5 (1d6 + 2) piercing damage.

# Krenko, Mob Boss

*Small humanoid (goblinoid), neutral evil*

**Armor Class** 16 (leather armor)

**Hit Points** 130 (14d8 + 39)

**Speed** 40 ft.

**STR** 10 (+0) **DEX** 16 (+3) **CON** 15 (+2) **INT** 17 (+3) **WIS** 15 (+2) **CHA** 15 (+2)

**Skills** Stealth +6

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, Goblin

**Challenge** 8 (3,900 XP)



**Sinister Strike.** Once per turn, the Krenko can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally that isn't incapacitated.

**Cunning Action.** Krenko's quick thinking and agility allow him to move and act quickly. Krenko can take a bonus action on each of his turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

## ACTIONS

**Multiattack.** Krenko makes three melee attacks. Alternatively, Krenko can make two ranged attacks with his daggers.

**Scimitar. Melee Weapon Attack:** +9 to hit, reach 5 ft., one target. **Hit:** 5 (1d6 + 3) slashing damage.

**Dagger. Melee or Ranged Weapon Attack:** +9 to hit, reach 5 ft. or range 30/120 ft., one target. **Hit:** 4 (1 d4 + 3) piercing damage.

**Krenko's Command.** Krenko calls out 1d4 +1 Krenko's Enforcers (minimum of 1).

**Leadership (Recharges after a Short or Long Rest).** For 1 minute, Krenko can utter a special command or warning whenever a nonhostile creature that he can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand him. A creature can benefit from only one Leadership die at a time. This effect ends if Krenko is incapacitated.



## LEGENDARY ACTIONS

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

***Shiv.*** Krenko makes one melee weapon attack.

***Vanish.*** Krenko can take the Disengage or Hide Action.

***Shadow Step (Cost 2 actions).*** When an attacker that Krenko can see hits him with an attack, Krenko can use his reaction to halve the attack's damage.

# *Krenko's Enforcer*

*Small humanoid (goblinoid), neutral evil*

**Armor Class** 17 (patchwork armor)

**Hit Points** 39 (6d8 + 12)

**Speed** 30 ft.

**STR** 15 (+2) **DEX** 14 (+2) **CON** 14 (+2) **INT** 7 (-2) **WIS** 10 (+0) **CHA** 13 (+1)

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, Goblin

**Challenge** 2 (450 XP)



**Intimidate.** Creatures must succeed on a DC 14 Charisma saving throw, or suffer the Frightened condition. A creature can make a new saving throw at the end of each of its turns. A creature that successfully saves cannot be affected again by the same Krenko's Enforcer for 24 hours.

## ACTIONS

**Multiattack.** Krenko's Enforcer makes 2 melee attacks.

**Pipe.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 2) bludgeoning damage.

# Necroskitter

Large aberration, neutral

**Armor Class** 15 (natural armor)

**Hit Points** 123 (13d10 + 52)

**Speed** 30 ft., burrow 30ft.

**STR** 20 (+5) **DEX** 15 (+2) **CON** 18 (+4) **INT** 7 (-2) **WIS** 7 (-2) **CHA** 9 (-1)

**Senses** darkvision 60ft., tremorsense 30ft., passive Perception 11

**Languages** -

**Challenge** 7 (5,000 XP)



**Aberrant Ground.** The ground in a 10-foot radius around the Necroskitter is doughlike difficult terrain sapping the energy of those who stand in it. Each creature that starts its turn in that area must succeed on a DC 15 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

## ACTIONS

**Multiattack.** The Necroskitter makes three attacks: one with its bite and two with its pincers.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

**Hit:** 12 (2d6 + 5) piercing damage and the target must succeed on a DC 14 Constitution saving throw or take 14 (4d6) necrotic damage.

**Pincer.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

**Hit:** 12 (2d6 + 5) slashing damage. If the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be afflicted with Wither, the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. While infected, the target can't regain hit points both effects last until the target finishes a short or long rest.

# *Relentless Rat*

Small beast, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 33 (6d8 + 6)

**Speed** 30 ft.

**STR** 7 (-2) **DEX** 15 (+2) **CON** 11 (+0) **INT** 2 (-4) **WIS** 10 (+0) **CHA** 9 (-1)

**Senses** darkvision 60ft., passive Perception 10

**Languages** -

**Challenge** 1/2 (100 XP)



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

**Pack Tactics.** The rat has advantage on an attack roll against a creature if at least one of the rat's 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 plus an additional 1d6 necrotic damage

# *Swarm of Relentless Rats*

Medium swarm of tiny beasts, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 65 (17d8 + 7)

**Speed** 30 ft.

**STR** 6 (- 2) **DEX** 16 (+3) **CON** 11 (+0) **INT** 2 (- 4) **WIS** 12 (+1) **CHA** 6 (- 2)

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, paralyzed, petrified, prone, restrained, stunned

**Senses** passive Perception 11

**Languages** -

**Challenge** 3 (700 XP)

**Keen Smell.** The swarm has advantage on Wisdom (Perception) checks that rely on smell.

**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 rat. The swarm can't regain hit points or gain temporary hit points.

**Relentless.** When the swarm reduces a creature to 0 hit points with a melee attack on its turn, the swarm can take a bonus action to move up to half its speed and make a bite attack.

## ACTIONS

**Bites.** *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage plus an additional 1d6 necrotic damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

# Shambleshark

Large humanoid, lawful evil

**Armor Class** 17 (breastplate)

**Hit Points** 95 (9d10 + 27)

**Speed** 30 ft., swim 50 ft.

**STR** 19 (+4) **DEX** 15 (+2) **CON** 16 (+3) **INT** 14 (+2) **WIS** 10 (+0) **CHA** 12 (+1)

**Saving Throws** Dex +5, Con +6, Int +5, Wis +4

**Skills** Perception +7

**Senses** darkvision 120ft., passive Perception 17

**Languages** Sahuagin

**Challenge** 6 (2,300 XP)



**Blood Frenzy.** The Shambleshark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**Limited Amphibiousness.** The Shambleshark can breathe air and water, but he needs to be submerged at least once every 4 hours to avoid suffocating.

**Shark Telepathy.** The Shambleshark can magically command any shark within 120 feet of him, using a limited telepathy.

## ACTIONS

**Multiattack.** The Shambleshark makes three attacks: one with his bite and two with his scimitar or trident.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.  
Hit: 9 (2d4 + 4) piercing damage.

**Scimitar.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.  
Hit: 11 (2d6 + 4) slashing damage.

**Trident.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

**Evolve1 (Recharge 5-6)** The Shambleshark undergoes a swift evolution making a DC 15 Constitution saving throw on a success the Shambleshark undergoes the effect of the Enlarge spell.

**Evolve2 (Recharge 5-6)** The Shambleshark continues to evolve making a DC 17 Constitution saving throw on a success the Shamblesharks's bite evolves.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.  
Hit: 22 (3d10 + 6) piercing damage.

# Sorin Markov (*planeswalker*)

Medium undead (planeswalker), chaotic neutral

**Armor Class** 20 (natural armor)

**Hit Points** 378 (36d10 + 180)

**Speed** 40 ft.

**STR** 22 (+6) **DEX** 15 (+2) **CON** 21 (+5) **INT** 23 (+6) **WIS** 21 (+5) **CHA** 26 (+8)

**Saving Throws** Dex +9, Con +12, Wis +12

**Skills** Bluff +15, Insight +12, Perception +12, Persuasion +15

**Damage Resistances** cold, fire, lightning

**Damage Immunities** necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons

**Condition Immunities** charmed, exhaustion, frightened, poisoned

**Senses** truesight 120ft., passive Perception 22

**Languages** all, telepathy 120 ft.

**Challenge** 25 (75,000 XP)

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

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

**Magic Weapons.** Sorin's weapon attacks are magical.

**Regeneration.** Sorin regains 20 hit points at the start of its turn if he has at least 1 hit point and isn't in sun light or running water. If Sorin takes radiant damage or damage from holy water, this trait doesn't function at the start of the Sorin's next turn.

**Innate Spellcasting.** Sorin's spellcasting ability is Charisma (spell save DC 23). He can innately cast the following spells requiring no material components.

At will: *charm person, crown of madness, detect magic, detect thoughts, dispel magic, dissonant whispers*

3/ day each: *blight, counterspell, darkness, dominate person, hypnotic pattern, phantasmal killer, telekinesis, teleport*

1/day each: *contagion, dominate monster, eye bite, feeblemind, finger of death*



## ACTIONS

**Multiattack.** Sorin attacks twice with the Life Drinker.

**Life Drinker (Greatsword).** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. Hit: 20 (4d6 + 6) slashing damage plus 14 (4d6) necrotic damage.

The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Sorin regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Teleport.** Sorin magically teleports, along with any equipment he is wearing or carrying, up to 120 feet to unoccupied space he can see

**Dreadful Aspect.** As an action, Sorin channels the darkest emotions and focuses them into a burst of magical menace. Each creature of Sorin's choice within 30 feet must make a Wisdom saving throw if it can see him. On a failed save, the target is frightened of Sorin for 1 minute. If a creature frightened by this effect ends its turn more than 30 feet away from Sorin, it can attempt another Wisdom saving throw to end the effect on it.

**Dread Lord.** Sorin can, as an action, surround himself with an aura of gloom that lasts for 1 minute. The aura reduces any bright light in a 30-foot radius around him to dim light. Whenever an enemy that is frightened by Sorin starts its turn in the aura, it takes 4d10 psychic damage. While the aura lasts, Sorin can use a bonus action on his turn to cause the shadows in the aura to attack one creature. Sorin makes a melee spell attack against the target. If the attack hits, the target takes necrotic damage equal to 3d10 + the Sorin's Charisma modifier. After activating the aura, Sorin can't do so again until he or she finishes a long rest.

## LEGENDARY ACTIONS

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

**Sorin's Thirst.** Sorin attacks once with the Life Drinker.

**Sorin's Torment.** Sorin casts *crown of madness* or *dissonant whispers*.

**Teleport.** Sorin uses his Teleport action.

**Sorin's Tango.** One creature charmed by Sorin that he can see must use its reaction to move up to its speed as Sorin directs.



# Wolfbriar Elemental

Large plant, unaligned

**Armor Class** 15 (natural armor)

**Hit Points** 176 (16d10 + 48)

**Speed** 30 ft.

**STR** 23 (+6) **DEX** 8 (-1) **CON** 21 (+5) **INT** 12 (+1) **WIS** 10 (+0) **CHA** 12 (+1)

**Damage Resistances** cold, fire

**Damage Immunities** lightning

**Condition Immunities** blinded, deafened, exhaustion

**Senses** blindsight 60ft. (blind beyond this radius),

passive Perception 10

**Languages** Wolf

**Challenge** 8 (3,900 XP)



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

## ACTIONS

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

**Bite. Melee Weapon Attack:** +9 to hit, reach 10ft., one target.

Hit: 22 (3d10 + 6) piercing damage.

**Claws. Melee Weapon Attack:** +9 to hit, reach 5 ft., one target.

Hit: 13 (2d8 + 4) slashing damage.

**Howl.** The Wolfbriar emits a howl. Each wolf within 30 feet of the Wolfbriar that can hear the howl must succeed on a DC 13 Constitution throw on a success they are affected with the Stoneskin spell.

**Wolfcaller's Howl.** The Wolfbriar's physical form is a bastion for wolves. The Wolfbriar calls out and the wolves answer from within.

Choose one of the following options for what appears:

- Two Dire Wolves
- Eight Wolves

The howl can only be invoked once and only one set of the above can exist at one time. If the Wolfbriar is defeated all wolves immediately flee.