

for Arch

HEXER

Medium humanoid (Shape Changer)

Armor Class 16 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	18 (+4)	11 (+1)	14 (+2)	18 (+4)

Proficiency +3

Saving Throws Con +7, Wis +5, Cha +7

Skills Arcana +4, Medicine +4, Nature +4, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Undercommon

Challenge 8 (3,900 XP)

Flesh Sculptor. The Hexer can spend one minute of uninterrupted work to change its own body, as if he cast the *Alter Self* spell. The nature of this change is not magical and the Hexer must not use concentration to maintain the effect.

Legendary Resistance (2/day). When the Hexer fails a saving throw, he succeeds it instead.

ACTIONS

Melting Touch. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) necrotic damage and the creature subtracts 1d4 to its next saving throw it makes until the end of the Hexer's next turn.

Excruciating Spikes. *Ranged Spell Attack:* +7 to hit, range 60 ft., one creature. *Hit:* 18 (4d8) necrotic damage and the target has disadvantage on saving throws against the Hexer's **Malform** until the end of the Hexer's next turn.

Malform. A creature within 30 ft. of the Hexer must succeed a DC 15 Constitution saving throw or take 36 (8d8) necrotic damage. A creature not made out of flesh and blood is unaffected.

LEGENDARY ACTIONS

The Hexer 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 Hexer regains spent legendary actions at the start of his turn.

Move. The Hexer moves up to half of his speed.

Putrify Flesh. A creature within 30 ft. of the Hexer must succeed a DC 15 Constitution saving throw. On a failed save the creature's next melee weapon attack it makes before the end of its next turn deals only half as much damage. Additionally a creature that succeeds against the Hexer's Malform attack still takes half as much damage until the end of the Hexer's next turn.

Melting Touch. The Hexer attacks using his Melting Touch.

Excruciating Spikes (2 Actions). The Hexer attacks using Excruciating Spikes.

Malicious Muse (costs 2 Actions). The Hexer can only use this action if he rolled initiative. The next time the Hexer uses Malform before the end of the next minute it deals an additional 27 (6d8) damage and a creature that fails its saving throw against it is stunned until the end of the Hexer's next turn.

for Dansome

TAURNADO

Gargantuan Elemental

Armor Class 13

Hit Points 203 (14d20 + 56)

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

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	18 (+4)	8 (-1)	13 (+1)	7 (-2)

Proficiency +4

Saving Throws Str +10, Wis +5

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Senses blindsight anything in its space, passive Perception 11

Languages Any language that a creature knows that has its soul trapped in the taurnado's body

Challenge 10 (2,900 XP)

Storm Body. The taurnado can occupy other creature's spaces and move through them. The heavy wind causes the space of the taurnado to be difficult terrain for large or smaller size creatures. A creature that starts its turn within the taurnado's space must make a DC 20 Strength saving throw. On a failed save a creature takes 18 (4d8) bludgeoning damage and half as much on a successful one. A creature that is not restrained

and fails its saving throw by 5 or more becomes trapped in the taurnado's body (see **Vortex Trap**).

Soul Vortex. A creature that dies within the space of the taurnado has its soul trapped within its vortex. The dead creature cannot be revived except by the means of a *Wish* spell for as long as the taurnado is not destroyed.

Vortex Trap. A creature that is trapped in the taurnado's body is restrained, is unable to breath, and cannot talk or use vocal spell components. A trapped creature is helplessly whirling around inside the taurnado's body and must succeed a DC 20 Strength saving throw to free itself from the taurnado. A creature that frees itself from the taurnado lands prone in a randomly determined space within 5 ft. of the taurnado.

Magical Attacks. The taurnado's attacks are magical.

ACTIONS

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 28 (4d10+6) bludgeoning damage.

Pulling Vortex. The taurnado reaches out to create a vortex that pulls creatures in a 60 ft. line that is 10 ft. wide towards itself. Each large or smaller creature in the area must succeed a DC 20 Strength saving throw or be pulled 40 ft. towards the taurnado. If the creature is pulled into the taurnado's space this way, it becomes trapped (see **Vortex Trap**).

for Dallas

ANGELIC SIMULACRUM

Large construct

Armor Class 18 (natural armor)

Hit Points 34 (4d10 + 12)

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

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	10 (0)	12 (+1)	3 (-4)

Proficiency +2

Skills Perception +3

Damage Resistances necrotic, radiant, bludgeoning, piercing, and slashing from nonmagical attacks not made with magical attacks

Senses darkvision 60 ft., passive Perception 13

Languages Understands Common and Celestial, but doesn't speak

Challenge 2 (450 XP)

Radiant Arms. The Angelic Simulacrum's weapons are magical and when drawn shed bright light in a 20 foot radius and dim light an additional 20 feet.

ACTIONS

Multiattack. The angelic simulacrum makes two of the same weapon attacks.

Radiant Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) radiant damage.

Radiant Spear. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 3) radiant damage.

Radiant Bolt. *Ranged Weapon Attack:* +4 to hit, range 120/240 ft., one target. *Hit:* 5 (1d6 + 2) radiant damage.

for Highway

ABHORRENT BAT

Large Monstrosity

Armor Class 14 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	16 (+3)	3 (-4)	15 (+2)	6 (-3)

Proficiency +2

Skills Perception +4

Senses blindsight 60 ft. (as long as it is not deafened, blind beyond), passive Perception 14

Challenge 5 (1,100 XP)

Keen Hearing. The abhorrent bat has advantage on Wisdom (Perception) checks that rely on hearing.

Pounce Attack. The abhorrent bat jumps at least 20 ft. toward a creature and then hits it with its claws, the target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the abhorrent bat can make one attack with its claws against the target as a bonus action.

Standing Leap. The abhorrent bat can jump 30 feet horizontally and 20 feet off the ground without a running start.

ACTIONS

Multiattack. The abhorrent bat makes 2 attacks; one with its claws and one with its bite.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage.

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

False Appearance. While the berry goat keeps its head and limbs tucked in and remains motionless, it is indistinguishable from a common berry.

Innate Spellcasting. The berry goat's innate spellcasting ability is Charisma (spell save DC 13). The berry goat can innately cast the following Spells, requiring no material components:

- At will: *Prestidigitation* (only to change a flavour to berry)
- 3/day: *Goodberry*

Magic Resistance. The berry goat has advantage on saving throws against spells and other magical effects.

Speak with Beasts and Plants. The berry goat can communicate with beasts and plants as if they shared a language.

ACTIONS

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

for Micah

BERRY GOAT

Tiny Fey

Armor Class 13

Hit Points 14 (4d4 + 4)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	12 (+1)	8 (-1)	13 (+1)	16 (+3)

Proficiency +2

Skills Nature +3, Survival +3

Damage Resistance bludgeoning, piercing, and slashing damage from nonmagical attacks

Senses darkvision 60 ft. passive Perception 11

Languages Common, Sylvan

Challenge 1/4 (50 XP)

for TheRat

DOOM JUGGLER

Medium monstrosity

Armor Class 17 (natural armor)

Hit Points 165 (22d8 + 66)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	17 (+3)	12 (+1)	13 (+1)	18 (+4)

Proficiency +4

Saves Str +6, Dex +8, Wis +5

Skills Acrobatics +8, Perception +5, Performance +8

Condition Immunities while performing; charmed, frightened

Senses passive Perception 15

Languages Common and one additional language

Challenge 11 (7,200 XP)

Battlecry: Begin the Performance. When the Doom Juggler rolls initiative, it begins its juggling performance.

Juggling Performance. When the Doom Juggler performs it begins to juggle dangerous items, such as weapons or alchemical flasks. While the Doom Juggler performs, it gains access to new actions. When the Doom Juggler begins a turn incapacitated or prone while it juggles, its performance stops and it is hit by 1d4 randomly determined items that it was juggling.

Legendary Resistance (2/day). When the Doom Juggler fails a saving throw, he succeeds instead.

ACTIONS

Begin Performance. The Doom Juggler begins its juggling performance.

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

Multiattack (Juggling Only). The Doom Juggler throws two Doom Projectiles.

Doom Projectile (Juggling Only). The Doom Juggler throws one of the following items.

- **Pie.** A creature within 60 ft. of the Doom Juggler within direct line of sight must succeed a DC 16 Dexterity saving throw or is blinded until the end of the Doom Juggler's next turn, or until it uses an action to remove the pie out of its face.
- **Knife.** *Ranged Weapon Attack:* +8 to hit, range 60 ft., one target. *Hit:* 7 (1d6+4) piercing damage. If the attack was made with advantage, the attack deals an additional 28 (8d6) damage.
- **Acid Vial.** The creature must succeed a DC 16 Dexterity saving throw or take 20 (8d4) acid damage. At the end of the creature's next turn it takes 10 (4d4) acid damage.
- **Bomb.** Each creature in a 10 ft. radius centered at a point within 60 ft. of the Doom Juggler must make a DC 16 Dexterity saving throw, taking 17 (5d6) fire damage on a failed and half as much on a successful one.

Big Finale (Juggling Only, 1/Short Rest). The Doom Juggler throws 5 Doom Projectiles determined at random. The Doom Juggler then ends his juggling performance.

REACTIONS

"Oops!" When the Doom Juggler is hit with a melee weapon attack while it performs its juggling act, it can make a Doom Projectile attack targeting the triggering creature, but chooses the item at random.

LEGENDARY ACTIONS

The Doom Juggler 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 Doom Juggler regains spent legendary actions at the start of his turn.

Move. The Doom Juggler moves up to half of its speed without provoking opportunity attacks.

Playing it off. If the Doom Juggler was knocked prone during the current turn, it stands up.

Fake Out. The Doom Juggler throws a Knife at a creature that succeeded a Dexterity saving throw against one of the Doom Juggler's Doom Projectiles.

Throw (2 Actions). The Doom Juggler uses Doom Projectile, but chooses the item at random.

The Show Must Go On (2 Actions). The Doom Juggler begins its juggling performance and takes 20 psychic damage.