

STALKING REAVER

Medium Undead, chaotic evil

Armor Class 17 (natural armor)**Hit Points** 165 (22d8 + 66)**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	16 (+3)	14 (+2)	18 (+4)	11 (0)

Proficiency +4**Saving Throws** Str +8, Dex +9, Wis +8**Skills** Perception +8, Stealth +8, Survival +8**Damage Immunities** poison**Condition Immunities** exhausted, poisoned**Senses** darkvision 60 ft., passive Perception 18**Languages** Languages It Knew In Life**Challenge** 10 (5,900 XP)

Crippling Strike (Recharge 5-6). When the stalking reaver hits a creature with a corrupting bow attack, the creature takes an additional 14 (4d6) necrotic damage and must succeed a DC 16 Constitution saving throw or be knocked prone and becomes crippled for 1 minute. A crippled creature cannot stand up. After the successful attack, up to 2 allies within 120 ft. of the stalking reaver, that can see the creature, can use a reaction to move up to half of its speed and make a melee weapon attack against the target creature. The crippled creature repeats the saving throw at the end of its turns, ending the effect on a success.

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

Taste of Essence. When the Stalking Reaper deals damage to a creature with a melee weapon attack, it has advantage on Wisdom (Perception) checks and Wisdom (Survival) checks to find the creature for one hour.

ACTIONS

Multiattack. The stalking reaver makes three attacks with her claws or two ranged weapon attacks.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 7 (2d6) necrotic damage.

Corrupting Bow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage and 14 (4d6) necrotic damage. If a creature is hit twice by this attack in one turn, it cannot regain hit points until the end of the stalking reaver's next turn.

REACTIONS

Ghostly Escape. When a hostile creature ends its turn within 5 ft. of the stalking reaver, it can teleport up to 20 ft. to an unoccupied space it can see.

HEADLESS RIDER

Medium Undead, neutral evil

Armor Class 18 (breatplate, 16 if unmounted)**Hit Points** 136 (16d8 + 64)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (0)	18 (+4)	13 (+1)	15 (+2)	11 (0)

Proficiency +4**Saving Throws** Str +8, Con +8, Wis +6**Skills** Athletics +8**Damage Immunities** poison**Condition Immunities** charmed, exhaustion, frightened, poisoned**Senses** blindsight 60 ft. (blind beyond), passive Perception 12**Languages** Any languages it knew in life.**Challenge** 9 (2,900 XP)

Confident Rider. The headless rider can't be knocked prone, dismounted, or moved against its will while mounted. Additionally the headless rider adds +2 to its AC while mounted.

Head-High. When the headless rider is mounted, any attacks made with its battleaxe against medium size humanoids are made with advantage.

Ride-by Attack. If the headless rider moves at least 20 feet straight toward a creature while mounted and then attacks it with a weapon attack on the same turn, it doesn't not provoke opportunity attacks from it until the beginning of the rider's next turn.

Unholy Rider. The headless rider can bond with a large quadrupedal creature to make it its designated mount in a 1 hour ritual. The creature's type becomes undead and as long as the headless rider mounts it, its AC is 16 unless its base AC is higher. The headless rider can summon its ride as an action to an unoccupied space within 20 ft. of itself.

Legendary Resistance (2/day). If the headless rider or its bonded mount fails a saving throw, it can choose to succeed.

ACTIONS

Multiattack. The headless rider makes two battleaxe attacks. Before or after the two attacks, if the headless rider is mounted, it makes one trample attack.

Battleaxe (One-Handed). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 9 (2d8) necrotic damage.

Battleaxe (Two-Handed). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage plus 9 (2d8) necrotic damage.

Trample. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

DRUID (BASE)

Medium Humanoid (any)

Armor Class 16 (bark skin, 11 if incapacitated)

Hit Points 65 (10d8 + 20)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	16 (+3)	20 (+5)	10 (0)

Proficiency +3

Saving Throws Int +6, Wis+8

Skills Animal Handling +7, Nature +6

Senses passive Perception 14

Languages Common, Druidic, and one additional language.

Challenge 7 (2,900 XP)

Barkskin. The druid has an AC of 16, as long as they are not incapacitated.

Nature Tongue. The druid can speak with animals and plants.

Summoning Focus. The druid can concentrate on 2 spells, as long one of the two spells is *Conjure Animals*, or *Conjure Woodland Beings*. The druid cannot concentrate on both, *Conjure Animals* and *Conjure Woodland Beings*, nor can they concentrate on two of the same spell.

Spellcasting. The druid is a 10th level spellcaster. Their spellcasting ability is Wisdom (spell save DC 16, +8 to hit). The ranger can cast the following ranger spells:

1st Level (4/day): *Animal Friendship*, *Cure Wounds*, *Faerie Fire*, *Thunderwave*

2nd Level (3/day): *Animal Messenger*, *Flaming Sphere*, *Lesser Restoration*, *Moon Beam*

3rd Level (3/day): *Call Lightning*, *Conjure Animals*, *Meld Into Stone*, *Sleet Storm*

4th Level (3/day): *Conjure Woodland Beings*, *Dominate Beast*, *Stone Shape*

5th Level (2/day): *Commune with Nature*, *Insect Plague*, *Tree Stride*

ACTIONS

Shillelagh. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Wild Shape (1/Short Rest). The druid magically transforms into a beast with a challenge rating of 2 or less as if under the effect of the spell *Polymorph* and can remain in this form for up to 8 hours. The druid reverts to their true form if their beast form is reduced to 0 hit points, dies or falls unconscious. The beast form's attacks are magical and deal an additional 1d6 acid damage on hit. The beast form's AC is 16 unless it's base AC is higher.

On their turn, the druid can use a bonus action to turn back into their humanoid form.

VAMPIRE DOMINUS

Large Monstrosity, neutral evil

Armor Class 17 (natural armor)

Hit Points 275 (22d10 + 154)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+2)	24 (+7)	17 (+3)	16 (+3)	20 (+5)

Proficiency +6

Saving Throws Str +14, Con +13, Wis +9, Cha +11

Skills Perception +9, Stealth +8

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 19

Languages Common, and up to 3 additional languages

Challenge 20 (25,000 XP)

Deadly Grasp. Vampire dominus has advantage on attack rolls against creatures it has grappled.

Regeneration. The dominus regains 20 hit points at the start of its turn, if it has at least 1 hit point. When the vampire dominus takes radiant damage, this trait doesn't function until the start of its next turn.

Legendary Resistance (3/day). If the dominus fails a saving throw, it succeeds it instead.

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

Surge (1/day). The dominus uses a bonus action to push its capabilities beyond its limits. It's movement speed is doubled and it has advantage on all attack rolls until the end of its next turn.

Twisted Strength. The dominus counts as one size larger when grappling.

ACTIONS

Multiattack. The vampire dominus makes 3 attacks with its claws, the vampire dominus can make an impale attack in place of 2 attacks with its claws.

Claws. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage. Instead of dealing damage, the dominus can grapple the target, escape DC 18

Impale. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the dominus, or incapacitated. *Hit:* 74 (12d10 + 8) piercing damage. If the damage of this attack reduces a creature to 0 hit points, it dies.

LEGENDARY ACTIONS

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

Move. The vampire dominus moves up to half of its speed without provoking opportunity attacks.

Detect. The vampire dominus makes a Wisdom (Perception) check.

Claws (2 Actions). The vampire dominus attacks with its claws. If this attack hits a creature that failed to free itself from the dominus' grapple since the end of the dominus' last turn, the attack scores a critical hit.

Execute (3 Actions, 1/short rest). The vampire dominus makes an impale attack against a grappled creature.

UMATH EMPEROR

Medium Monstrosity, lawful evil

Armor Class 18 (plate)

Hit Points 315 (30d8 + 180)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	22 (+6)	16 (+3)	18 (+4)	24 (+7)

Proficiency +7

Saving Throws Str+13, Wis +11, Cha +14

Skills History +9, Intimidation +12, Perception +10, Persuasion +12

Senses darkvision 120 ft., passive Perception 20

Challenge 21 (33,000 XP)

Gloom Eyes. The umath emperor can see in magical darkness.

Gloomforged Weapons. The umath's weapons are magical and deal an additional 10 (3d6) necrotic damage on a hit (included in the attack).

Shadow Smite (1/turn). When the umath emperor hits a creature with an attack it deals an additional 35 (10d6) necrotic damage. If the target is in dim light or darkness, it must succeed a DC 20 Strength saving throw or is restrained until the end of the umath emperor's next turn.

Legendary Resistance (3/day). When the umath emperor fails a saving throw, it succeeds instead.

Innate Spellcasting. The umath tyrant's innate spellcasting ability is Charisma (spell save DC 22): It can innately cast the following spells requiring no material components:

At will: *Misty Step* (only when in dim light or darkness), *Darkness*

1/day: *Maddening Darkness*

Spellcasting. The umath tyrant is a 12th level spellcaster. Its spellcasting ability is Charisma (spell save DC 22, +14 to hit). The umath tyrant can cast the following spells:

Cantrips: *Chill Touch*, *Message*, *Thaumaturgy*, *Toll the Dead*

1st level (4 slots): *Detect Magic*, *Magic Missile*, *Protection from Evil and Good*, *Shield*

2nd level (3 slots): *Detect Thoughts*, *Hold Person*, *See Invisibility*, *Shatter*

3rd level (3 slots): *Fly*, *Nondetection*, *Slow*, *Vampiric Touch*

4th level (3 slots): *Black Tentacles*, *Confusion*, *Phantasmal Killer*

5th level (2 slots): *Dispel Evil and Good*, *Hallow*

6th level (1 slot): *Blade Barrier*, *Circle of Death*

7th level (1 slot): *Finger of Death*, *Plane Shift*

8th level (1 slot): *Antimagic Field*

ACTIONS

Multiattack. The umath emperor uses shadow tendrils and makes two melee weapon attacks.

Halberd. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) slashing damage plus 10 (3d6) necrotic damage.

Shadow Tendril. The umath emperor releases a shadow tendril at a creature or object it can see within 40 ft. of itself. The creature must succeed a DC 21 Strength saving throw or is pushed up to 10 ft. into a direction of the umath emperor's choice. If the creature is in dim light or darkness, it has disadvantage on the saving throw.

LEGENDARY ACTIONS

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

Attack. The umath emperor makes a weapon attack without using its shadow smite.

Move. The umath emperor moves up to half of his speed without provoking opportunity attacks.

Shadow Tendril. The umath emperor uses its shadow tendril. Once the umath emperor used this action against a target, it can't use this action against the same target again until the beginning of its next turn.

Darkness (2 Actions). The umath emperor casts darkness without having to concentrate on it and the darkness lasts until the end of the emperor's next turn.

Smite (3 Actions). The umath emperor makes a weapon attack and uses its shadow smite on a hit. If the target is in dim light or darkness, the attack is made with advantage.