

PHANTASM REAVER

Medium undead (spirit), neutral evil

Armor Class 14

Hit Points 65 (10d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	16 (+3)	15 (+2)	12 (+1)	19 (+4)

Proficiency +2

Skills Deception +6, Stealth +5

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons (when in dim light or shadow)

Condition Immunities exhausted, frightened

Senses blindsight 30 ft. (see Shadow Sense), darkvision 120 ft., passive Perception 11

Languages Languages it knew in life

Challenge 3 (700 XP)

Nethermancy. The Phantasm Reaper's spellcasting is powered by darkness and shadows. Whenever it casts a spell, its range is limited to areas in dim light or darkness. If the reaver starts its turn and one of its spells is illuminated by bright light from a minor light source, such as a lantern, a torch, or the light cantrip, the Phantasm Reaper must make a Charisma spellcasting check to maintain the spell. The DC is equal to 10 plus the spell's level. On a failed save the spell is dispelled. If a greater source of bright light such as natural sunlight, or the daylight spell illuminates the area of one of the Phantasm Reaper's spells, it is dispelled immediately.

Shadow Sense. The Phantasm Reaper's blindsight is limited to the area of dim light or darkness it currently occupies.

Shadow Spellcasting. The Phantasm Reaper's spellcasting ability is Charisma (spell save DC 16). The Spawn Emissary can innately cast the following spells as long as it is in dim light or darkness, requiring no material or vocal components:

At Will: *Disguise Self*, *Fear*, *Greater Image*, *Message*, *Minor Illusion*, *Phantasmal Force*

1/Short Rest: *Phantasmal Killer*

ACTIONS

Multiattack. The Phantasm Reaper makes two Shadow Blade attacks.

Shadow Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) psychic damage plus 4 (1d8) additional psychic damage if the Phantasm Reaper is in dim light or darkness.

Shadow Jaunt. The reaver teleports up to 30 feet to an unoccupied space of dim light or darkness and becomes invisible for as long as it remains in dim light or darkness until the beginning of its next turn.

WARP DRAGON

Huge aberration, chaotic evil

Armor Class 18 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	15 (+2)	9 (-1)	19 (+4)

Proficiency +5

Saving Throws Dex +7, Con +10, Wis +4, Cha +9

Skills Perception +9

Damage Resistance acid, cold, fire, lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19

Languages Draconic

Challenge 14 (11,500 XP)

Draconic. The Warped Dragon is also a dragon in addition to its undead creature type.

Deadly Demise. When the Warfire Dragon is reduced to 0 hit points and not outright killed, it uses its reaction to make a Multiattack or uses its Warp Breath if available before dying.

Lashing Flames. The first time in a turn when a creature hits the Warfire Dragon with a weapon attack, each creature within 5 ft. of the Warfire Dragon must succeed a DC 18 Dexterity saving throw or take 7 fire damage.

Magical Weapons. The Warfire Dragon's weapons are magical.

ACTIONS

Multiattack. The dragon makes four attacks: one with its bite and two with its claws and one with its tail. Its tail attack must target another target than its bite.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Warfire Breath (Recharge 5-6). The dragon exhales scintillating flames in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw. On a failed save a creature takes 66 (12d10) force damage and half as much on a successful save. Before resolving the damage, roll a 1d6 for each creature in the area that rolled a saving throw. On a 1, the creature takes no damage, regardless of its save. On a 2-5, a creature takes damage as normal. On a 6 roll the damage again and the creature takes damage equal to the higher result. Creatures that die from this damage are reduced to twitching heaps of twisted flesh and bones. [Constitution Based]

RANGER (BASE)*Medium Humanoid (any)***Armor Class** 17 (studded leather armor)**Hit Points** 65 (10d8 + 20)**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	15 (+2)	12 (+1)	16 (+3)	10 (0)

Proficiency +3**Saving Throws** Str +6, Dex +7**Skills** Perception +6, Stealth +8, Survival +6**Senses** passive Perception 16**Languages** Common, and two additional languages.**Challenge** 7 (2,900 XP)

Slayer. When the ranger hits a target that they hit with a weapon attack since the beginning of their last turn, they deal an extra 9 (2d8) damage.

Skirmisher. Opportunity attacks against the ranger are made with disadvantage.

Strider. Natural difficult terrain doesn't cost the ranger extra movement.

Spellcasting. The ranger is a 10th level spellcaster. Their spellcasting ability is Wisdom (spell save DC 14, +6 to hit). The ranger can cast the following ranger spells:

1st Level (4/day): *Alarm, Ensnaring Strike, Hunter's Mark, Longstrider*

2nd Level (3/day): *Animal Messenger, Magic Weapon, Spike Growth*

3rd Level (2/day): *Conjure Barrage, Elemental Weapon, Nondetection*

ACTIONS

Multiattack. The ranger makes two weapon attacks. If they have two shortswords drawn, they can also make a shortsword attack.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

LORD GIANT*Huge Giant, neutral evil***Armor Class** 18 (plate)**Hit Points** 253 (22d12 + 110)**Speed** 50 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
29 (+9)	13 (+1)	20 (+5)	16 (+3)	18 (+4)	21 (+5)

Proficiency +5**Saving Throws** Str +14, Con +10, Wis +9, Cha +10**Skills** Athletics +14, History +8, Perception +9, Persuasion +10**Damage Resistances** cold, fire, lightning**Senses** darkvision 60 ft., passive Perception 19**Languages** Giant, Aquan, Auran, Common, Ignan, Terran**Challenge** 16 (13,000 XP)

Lordly Presence. The lord giant can use a bonus action to cast bright light within 40-foot radius and dim light for an additional 40-feet. As another bonus action, the lord titan can reduce the light in 20-foot increments or stop casting light entirely.

Innate Spellcasting: The giant's innate Spellcasting Ability is Charisma (spell save DC 18). It can innately cast the following Spells, requiring no material components:

At will: Detect Evil and Good, Heat Metal, Thaumaturgy

Magic Weapons. The lord giant's weapons are magical.

ACTIONS

Multiattack. The lord titan makes 3 melee weapon attacks. The lord giant can make one Golden Touch attack in place of one melee weapon attack.

Greatsword. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 30 (6d6 + 9) slashing damage.

Golden Touch (Recharge 5-6). *Melee Spell Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* The creature must succeed a DC 18 Constitution saving throw or be restrained until the end of its next turn. A restrained creature repeats the saving throw at the end of its next turn. On a failed save the creature is turned to gold and is petrified. On a successful save the effect ends. The lord giant can use an action to touch a creature petrified by its own golden touch to undo the petrification, otherwise only greater restoration or a wish spell can undo the petrification. [Charisma Based]

Rock. *Ranged Weapon Attack:* +14 to hit, range 120/240 ft., one target. *Hit:* 35 (4d12 + 9) bludgeoning damage.

for Jacob

ASTRAL SAILOR

Medium humanoid (any), chaotic neutral

Armor Class 16 (breastplate)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+1)	11 (0)	7 (-2)	20 (+5)

Proficiency +3

Saving Throws Wis +1, Cha +8

Condition Immunities charmed, frightened

Senses passive Perception 8

Languages Common

Challenge 8 (3,900 XP)

Altered Mind. The astral sailor has advantage on wisdom saving throws.

Astral Taint. The astral sailor lost a part of itself in the astral sea and made part of it their own. At the beginning of their turn they have a 50% and teleport up to 10 ft. to an unoccupied space. After teleporting the sailor is incorporeal and is resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks until the beginning of its next turn.

Astral Weapons. The astral sailor's weapons are magical and deals an additional 10 (3d6) force damage (included in the attack).

ACTIONS

Multiattack. The astral sailor makes two weapon attacks and uses haunting vision.

Sabre. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage plus 10 (3d6) force damage.

Haunting Vision. A creature that the astral sailor sees must succeed a DC 16 Wisdom saving throw or take 18 (4d8) psychic damage and can't use reactions until the beginning of its next turn.

Revelation (Recharge 5-6). The astral sailor projects its memories upon each creature within 20 ft. of itself. Each creature in the area that the astral sailor can see must make a DC 16 Wisdom saving throw. On a failed save a creature takes 36 (8d8) psychic damage and is frightened for one minute. On a successful save a creature takes half as much damage and is not frightened. A frightened creature is incapacitated until another creature uses an action to snap it out of its horrific visions. A creature repeats the saving throw at the end of its turns, ending the effect on a success.

for Reddest Mage

TEMPEST ELEMENTAL

Huge elemental, true neutral

Armor Class 16

Hit Points 189 (18d12 + 72)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	22 (+6)	18 (+4)	6 (-2)	12 (+1)	6 (-2)

Proficiency +4

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Immunities lightning, poison, thunder

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

Senses darkvision 60 ft., passive Perception 11

Languages Auran

Challenge 12 (8,400 XP)

Air Form. The tempest elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Raging Storm. A creature that starts its turn in the tempest elemental's space takes 11 (2d10) bludgeoning damage.

Innate Spellcasting. The tempest elemental's spellcasting ability is Constitution (spell save DC 16). The tempest elemental can innately cast the following spells, requiring no material components:

At will: *Gust, Gust of Wind*

1/day each: *Wind Wall, Whirlwind*

ACTIONS

Multiattacks. The tempest elemental makes 2 slam attacks, the tempest elemental can use its fling in place of one slam attack.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage. If the target is a medium or smaller creature that weighs less than 300 pounds, it must succeed on a DC 17 Strength saving throw or be sucked into its space and trapped inside of the elemental. A creature trapped in the elemental cannot move by its own force and moves along with the elemental. A creature or another creature not trapped inside the elemental within reach can use its action to make a DC 16 Strength check to escape the tempest elemental and land prone within 5 ft. of the elemental. If the elemental dies the creature is released automatically and falls. [Strength Based]

Fling. The tempest elemental hurls a creature or object trapped inside of it up to 60 feet horizontally in a direction of the elemental's choice and land prone, taking 5 (1d10) bludgeoning damage for every 10 feet it was thrown. If the flung creature or object impacts a creature, the impacted creature must make a DC 17 Dexterity saving throw or take 27 (5d10) bludgeoning damage. [Strength Based]

Tornado (Recharge 5-6). The tempest elemental moves up to its speed in a straight line. Each medium or smaller creature it moves through must make a DC 16 Dexterity saving throw. On a failed save a creature takes 42 (12d6) bludgeoning damage and be trapped inside the elemental. On a successful save a creature takes half as much damage and isn't trapped inside the elemental. Non held objects lighter than 300 pounds are also sucked into the elemental and trapped inside it. [Constitution Based]



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REVUSHKA

Huge Fiend, chaotic evil

Armor Class 18 (natural armor)

Hit Points 297 (22d12 + 154)

Speed 40 ft., fly 800 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	11 (0)	24 (+7)	16 (+3)	19 (+4)	22 (+6)

Proficiency +6

Saving Throws Str +14, Con+13, Wis +10, Cha +12

Skills Perception +10

Damage Resistance cold, fire, lightning

Damage Immunities poison, bludgeoning, piercing and slashing from nonmagical attacks

Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, poisoned, stunned

Senses blindsight 120 ft. (blind beyond), passive Perception 20

Languages all, telepathy 120 ft.

Challenge 20 (25,000 XP)

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

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

Magic Weapons. Revuska's weapon attacks are magical.

ACTIONS

Multiattack. Revuska uses its Maddening Presence and makes two attacks: one bite and two stomp attacks. If both stomp attacks hit the same creature in one turn, it must succeed on a DC 22 Strength saving throw or be knocked prone.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 26 (4d8 + 8) piercing damage plus 10 (4d4) acid damage.

Stomp. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 8) bludgeoning damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Maddening Presence. Each creature of Revuska's choice that is within 120 feet of Revuska and is aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success, and taking 7 (2d6) psychic damage on a failed saving throw. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Revuska's Maddening Presence for the next 24 hours.

Acid Breath (Recharge 5-6). Revuska exhales magical 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 63 (14d8) acid damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Move. Revuska moves up to half of its speed.

Tail Attack. Revuska attacks with its tail.

Salivate (1/round). Revuska's next bite attack will deal an additional 20 (8d4) acid damage.

Otherworldly Screech (3 Actions). Revuska screams in a reality breaking pitch. Each creature within 60 ft. that can hear Revuska must succeed a DC 20 Wisdom saving throw or take 21 (6d8) psychic damage and will only hear unintelligible gibberish in place of spoken language until the end of its next turn. A creature that fails the saving throw by 5 or more is no longer immune to Revuska's Maddening Presence.

UMATH TYRANT

Medium monstrosity, lawful evil

Armor Class 17 (megalomaniac defense)

Hit Points 213 (25d8 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	18 (+4)	16 (+3)	18 (+4)	21 (+5)

Proficiency +5

Saving Throws Int +8, Wis +9, Cha +10

Skills Arcana +8, History +8, Intimidation +10, Perception +9

Senses darkvision 120 ft., passive Perception 19

Challenge 13 (10,000 XP)

Gloomforged Weapons. The umath's weapons are magical and deal an additional 7 (2d6) necrotic damage on a hit (included in the attack).

Cowl of Shades. Attacks against the umath tyrant can't be made with advantage, if the umath tyrant is in dim light or darkness.

Megalomaniac Defense. While the umath tyrant is wearing no armor and his scepter (or other symbol of authority), its AC includes its Charisma modifier.

Innate Spellcasting. The umath tyrant's innate spellcasting ability is Charisma (spell save DC 18): It can innately cast the following spells requiring no material components:

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

1/day: *Maddening Darkness*

Spellcasting. The umath tyrant is a 12th level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit). The umath tyrant can cast the following spells:

Cantrips: *Chill Touch*, *Minor Illusion*, *Prestidigitation*, *Ray of Frost*

1st level (4 slots): *Bane*, *Magic Missile*, *Silent Image*, *Sleep*

2nd level (3 slots): *Blindness/Deafness*, *Magic Mouth*, *Mirror Image*, *Ray of Enfeeblement*, *Silence*

3rd level (3 slots): *Bestow Curse*, *Enemies Abound*, *Fear Hypnotic Pattern*

4th level (3 slots): *Compulsion*, *Greater Invisibility*, *Phantasmal Killer*

5th level (2 slots): *Dominate Person*, *Geas*

6th level (1 slot): *Mass Suggestion*

Tyranny of Shades (1/Short Rest). When the umath tyrant casts an enchantment or illusion spell that forces a creature that is in dim light or darkness to make a saving throw, it imposes disadvantage on that creature's saving throw.

ACTIONS

Multiattack. The umath tyrant makes two melee weapon attacks.

Blade Fist. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage plus 7 (2d6) necrotic damage.

Chill Touch. *Ranged Spell Attack:* +10 to hit, range 120 ft., one creature. *Hit:* 13 (3d8) necrotic damage and the creature can't regain hit points until the start of the umath tyrant's next turn. If the creature is an undead it has disadvantage on attack rolls against the tyrant until the end of the tyrant's next turn.

Ray of Frost. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 13 (3d8) cold damage and the target's speed is reduced by 10 feet until the start of the umath tyrant's next turn.

REACTIONS

Sacrificial Minion. When an attack hits the umath tyrant, the tyrant can force an ally or a creature it has charmed within 5 ft. of the tyrant to become the new target of the attack. To do so the umath tyrant must see the source of the attack and the ally or charmed creature.