

Gaping Maw, Young

Large aberration, unaligned

Armor Class 13 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	19 (+4)	2 (-4)	10 (+0)	5 (-3)

Senses blindsight 60 ft., tremorsense 120 ft., passive Perception 10

Languages -

Challenge 5 (1,800 XP)

Grappler. The gaping maw has advantage on attack rolls against a creature grappled by it.

Regeneration. At the start of each of its turns, the gaping maw regains 5 hit points. If the gaping maw takes damage from a creature it has swallowed, this trait doesn't function on the gaping maw's next turn. This trait ceases to function while the gaping maw has 0 hit points.

Tentacle Pull. The gaping maw can use its move to pull any number of creatures it is grappling adjacent to it.

Actions

Multiattack. A gaping maw may make two tentacle attacks or one tentacle attack and one bite attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5ft., one creature. *Hit:* 20 (3d10 + 5) piercing damage.

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 15ft., one creature. *Hit:* 14 (2d8 + 5) bludgeoning damage and the target is grappled (escape DC 16). Until the grapple ends the target is restrained. The gaping maw has four tentacles and so it can only grapple four creatures in this way.

Crush. All creatures swallowed by the gaping maw must make a DC 15 Strength saving throw, taking 16 (3d10) bludgeoning damage on a failed saving throw and half as much on a successful one.

Swallow. The gaping maw 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 gaping maw.

Swallowed creatures must succeed on a DC 15 Constitution saving throw or become paralyzed for 24 hours. At the end of this period if the creature is still swallowed by the gaping maw they save again or remained paralyzed for another 24 hours. If the creature does save but remains swallowed it is subject to another saving throw 24 hours after the successful one. A swallowed creature's maximum hit points are reduced by 1 for every day it is swallowed. When it's hit point maximum is reduced to 0 the creature is completely digested by the gaping maw and dies. The creature's hit point maximum returns to normal when it is outside the gaping maw's stomach for 24 hours.

Gaping Maw, Adult

Huge aberration, unaligned

Armor Class 14 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	2 (-4)	11 (+0)	5 (-3)

Senses blindsight 60 ft., tremorsense 120 ft., passive Perception 10

Languages -

Challenge 10 (5,900 XP)

Grappler. The gaping maw has advantage on attack rolls against a creature grappled by it.

Regeneration. At the start of each of its turns, the gaping maw regains 10 hit points. If the gaping maw takes damage from a creature it has swallowed, this trait doesn't function on the gaping maw's next turn. This trait ceases to function while the gaping maw has 0 hit points.

Tentacle Pull. The gaping maw can use its move to pull any number of creatures it is grappling adjacent to it

Actions

Multiattack. A gaping maw may make three tentacle attacks or two tentacle attacks and one bite attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10ft., one creature. *Hit:* 25 (3d12 + 6) piercing damage.

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 20ft., one creature. *Hit:* 19 (3d8 + 6) bludgeoning damage and the target is grappled (escape DC 18). Until the grapple ends the target is restrained. The gaping maw has four tentacles and so it can only grapple four creatures in this way.

Crush. All creatures swallowed by the gaping maw must make a DC 17 Strength saving throw, taking 22 (4d10) bludgeoning damage on a failed saving throw and half as much on a successful one.

Swallow. The gaping maw makes one bite attack against a Large 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 gaping maw.

Swallowed creatures must succeed on a DC 17 Constitution saving throw or become paralyzed for 24 hours. At the end of this period if the creature is still swallowed by the gaping maw they save again or remained paralyzed for another 24 hours. If the creature does save but remains swallowed it is subject to another saving throw 24 hours after the successful one. A swallowed creature's maximum hit points are reduced by 1 for every day it is swallowed. When it's hit point maximum is reduced to 0 the creature is completely digested by the gaping maw and dies. The creature's hit point maximum returns to normal when it is outside the gaping maw's stomach for 24 hours.

Gaping Maw, Ancient

Gargantuan aberration, unaligned

Armor Class 16 (natural armor)

Hit Points 402 (23d20 + 161)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	11 (+0)	24 (+7)	2 (-4)	12 (+1)	5 (-3)

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Senses blindsight 60 ft., tremorsense 120 ft., passive Perception 11

Languages -

Challenge 20 (25,000 XP)

Grappler. The gaping maw has advantage on attack rolls against a creature grappled by it.

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

Regeneration. At the start of each of its turns, the gaping maw regains 20 hit points. If the gaping maw takes damage from a creature it has swallowed, this trait doesn't function on the gaping maw's next turn. This trait ceases to function while the gaping maw has 0 hit points.

Tentacle Pull. The gaping maw can use its move to pull any number of creatures it is grappling adjacent to it.

Actions

Multiattack. A gaping maw may make four tentacle attacks or three tentacle attacks and one bite attack.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10ft., one creature. *Hit:* 30 (4d10 + 8) piercing damage.

Tentacle. *Melee Weapon Attack:* +14 to hit, reach 30ft., one creature. *Hit:* 26 (4d8 + 8) bludgeoning damage and the target is grappled (escape DC 22). Until the grapple ends the target is restrained. The gaping maw has four tentacles and so it can only grapple four creatures in this way.

Crush. All creatures swallowed by the gaping maw must make a DC 21 Strength saving throw, taking 33 (6d10) bludgeoning damage on a failed saving throw and half as much on a successful one.

Swallow. The gaping maw makes one bite attack against a Huge 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 gaping maw.

Swallowed creatures must succeed on a DC 21 Constitution saving throw or become paralyzed for 24 hours. At the end of this period if the creature is still swallowed by the gaping maw they save again or remained paralyzed for another 24 hours. If the creature does save but remains swallowed it is subject to another saving throw 24 hours after the successful one. A swallowed creature's maximum hit points are reduced by 1 for every day it is swallowed. When it's hit point maximum is reduced to 0 the creature is completely digested by the gaping maw and dies. The creature's hit point maximum returns to normal when it is outside the gaping maw's stomach for 24 hours.

Icebreaker Shark

Huge beast, unaligned

Armor Class 14 (natural armor)

Hit Points 162 (13d12 + 78)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	23 (+6)	2 (-4)	10 (+0)	9 (-1)

Skills Perception +3

Damage Resistances cold

Senses blindsight 60 ft., passive Perception 13

Languages -

Challenge 8 (3,900 XP)

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

Superior Tremorsense. The icebreaker shark can detect and pinpoint the origin of vibrations within a 60-foot radius, provided the source of that vibration is either in the water or on a surface which touches the water.

Water Breathing. The icebreaker shark can only breathe underwater.

Multiattack. The icebreaker shark can make a bite and a tail attack, make a bite attack and use Ice Smash.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5ft., one creature. *Hit:* 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature it is grappled (escaped DC 17). Until this grapple ends, the target is restrained, and the icebreaker shark cannot bite another target.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10ft., one creature. *Hit:* 25 (4d8 + 7) bludgeoning damage.

Ice Smash. The icebreaker shark can destroy a 15-foot cube of ice (or similar material like wood) within 10 feet, possibly creating a hole through which the shark can attack. Any creatures standing on the affected ice must succeed on a DC 17 Dexterity saving throw or fall through the ice. Any creature who succeeds on the save ends up in an unoccupied space adjacent to the smashed ice.

Kraken, Sand

Gargantuan monstrosity (titan), lawful evil

Armor Class 18 (natural armor)

Hit Points 472 (27d20 + 189)

Speed 20 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	25 (+7)	22 (+6)	18 (+4)	20 (+5)

Saving Throws Str +18, Dex +8, Con +15, Int +14, Wis +12

Damage Immunities fire; bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities frightened, paralyzed

Senses truesight 120 ft., blindsight 120 ft., tremorsense 120 ft. passive perception 14

Languages understands Abyssal, Celestial, Infernal, and Primordial but can't speak, telepathy 120 ft.

Challenge 23 (50,000 XP)

Freedom of Movement. The sand kraken ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

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

Siege Monster. The sand kraken deals double damage to objects and structures.

Actions

Multiattack. The sand kraken makes three tentacle attacks, each of which it can replace with one use of Fling.

Bite. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 23 (3d8 + 10) piercing damage. If the target is a Large or smaller creature grappled by the sand kraken, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the sand kraken, and it takes 42 (12d6) acid damage at the start of each of the sand kraken's turns.

If the sand kraken takes 50 damage or more on a single turn from a creature inside it, the sand kraken must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all the swallowed creatures, which fall prone in a space within 10 feet of the sand kraken. If the sand kraken dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Tentacle. *Melee Weapon Attack:* +18 to hit, reach 30 ft., one target. *Hit:* 20 (3d6 + 10) bludgeoning damage, and the target is grappled (escape DC 18). Until the grapple ends, the target is restrained. The sand kraken has ten tentacles, each of which can grapple on target.

Fling. One Large or smaller object held or creature grappled by the sand kraken is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

Fire Storm. Fire erupts from the sand kraken. Every creature within 60 feet of the sand kraken must make a DC 23 Dexterity saving throw,

taking 19 (3d12) fire damage on a failed saving throw, or half as much damage on a successful one.

Legendary Actions

The sand kraken 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 sand kraken regains all spent legendary actions at the start of its turn.

Tentacle Attack or Fling. The sand kraken makes one tentacle attack or it uses Fling.

Fire Storm (Costs 2 Actions). The sand kraken uses Fire Storm.

Dominate Person (Costs 2 Actions). The sand kraken casts *dominate person* (DC 21).

A Sand Kraken's Lair

A sand kraken lives in deep desert caves filled with deep sand. Buried within these sandy caves is the sand kraken's vast hoard of magic items and the bones of its former meals.

Lair Actions

On initiative count 20 (losing initiative ties), the sand kraken takes a lair action to cause one of the following magical effects.

- A 60-foot radius sand storm appears centered on the kraken and lasts until initiative count 20 on the next round. That area is lightly obscured and difficult terrain to creatures other than the sand kraken.
- Hands made of solid sand grasp enemies of the sand kraken. Creatures must succeed at a DC 23 Strength saving throw or become grappled and restrained. The hands last until initiative count 20 on the next round.
- Shards of bone erupt from the sand. All creatures within 120 feet of the sand kraken must succeed on a DC 23 Dexterity saving throw, taking 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one.

Regional Effects

The region containing a sand kraken's lair is warped by the creature's evil presence, creating the following magical effects:

- The sand kraken can create massive sand storms within a 6-mile radius of its lair. These storms lightly obscure the area, cause disadvantage on Wisdom (Survival) checks, and create difficult terrain. This sand storm does not affect the sand kraken.
- Earth elementals coalesce within a 6 miles of the lair. These elementals have Intelligence and Charisma scores of 1 (-5).
- Insect, arachnid, and reptilian creatures within 6 miles of the lair that have an Intelligence score of 2 or lower are charmed by the sand kraken and aggressive toward intruders in the area.

When the sand kraken dies, all of these regional effects fade immediately.

Lingering Havoc

Gargantuan undead, chaotic evil

Armor Class 25 (natural armor)

Hit Points 676 (33d20 + 330)

Speed 40 ft., burrow 40ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	30 (+10)	11 (+0)	11 (+0)	20 (+5)

Saving Throws Int +9, Wisdom +9

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

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Skills Athletics +19, Perception +9

Senses blindsight 120 ft., passive perception 19

Languages The Lingering Havoc does not speak, but understands all which is spoken to it.

Challenge 30 (155,000 XP)

Absorb the Dead. Whenever a creature dies within 120 feet, the dead creature's remains join The Lingering Havoc's form and The Lingering Havoc regains 50 hit points.

Cold Winds. A blizzard is constantly swirling around the The Lingering Havoc. All space in a 120-foot cube centered on The Lingering Havoc is considered difficult terrain.

Ice Walk. The Lingering Havoc can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

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

Limited Magic Immunity. The Lingering Havoc is immune to spells of 7th level or lower which do not deal fire or radiant damage, unless it wishes to be affected. It has advantage on saving throws against all other spells and magical effects, including spells which deal fire and radiant damage.

Magic Weapons. The Lingering Havoc's weapon attacks are magical.

Regeneration. The Lingering Havoc regains 30 hit points at the start of its turn. If The Lingering Havoc takes radiant or fire damage, this trait doesn't function at the start of The Lingering Havoc's next turn. The Lingering Havoc dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The Lingering Havoc can use its Frightful Presence or Hurl Corpse and then makes four attacks, which can be any combination of slam and frozen bone shard attacks.

Slam. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 32 (4d10 + 10) bludgeoning damage.

Frozen Bone Shard. *Ranged Weapon Attack:* +19 to hit, range 120/360 ft., one target. *Hit:* The target takes 20 (3d6 + 10) piercing damage, 9 (2d8) cold damage, and has its speed reduced by 10 feet until the start of The Lingering Havoc's next turn.

Hurl Corpse. The Lingering Havoc targets one creature within 120 feet and throws a Medium humanoid corpse at it. The target must succeed on a DC 27 Reflex saving throw, or become prone and grappled by the corpse, which becomes a wight under The Lingering Havoc's control. The wight attacks immediately. If the target succeeds on the saving throw, it is not grappled, but they are adjacent to the corpse, which immediately rises and attacks as a wight under The Lingering Havoc's control. All wights created this way are reabsorbed into The Lingering Havoc at the end of battle and The Lingering Havoc cannot regain hit points from these absorptions.

Frightful Presence. Each creature of The Lingering Havoc's choice within 120 feet of it and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if The Lingering Havoc is within line of sight, ending the effect of itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to The Lingering Havoc's Frightful Presence for the next 24 hours.

Ultimate Death Ray (Recharge 4 - 6). The Lingering Havoc chooses 1 creature to which it has a line of effect within 120 feet. That creature must make a DC 22 Dexterity saving throw. On a success, the target takes 55 (10d10) necrotic damage. On a failed save the target is reduced to 0 hit points.

Corpse Drop (Recharge 5 - 6). The Lingering Havoc shakes its massive form and 3d4 Medium humanoid corpses fall off The Lingering Havoc in a space adjacent to it and rise as wights under The Lingering Havoc's control. All wights created this way are reabsorbed into The Lingering Havoc at the end of battle and The Lingering Havoc cannot regain hit points from these absorptions.

Poison Breath (Recharge 5 - 6). The Lingering Havoc exhales poisonous gas in a 90-foot cone. Each creature in the area must make a DC 27 Constitution saving throw, taking 91 (26d6) poison damage on a failed save, or half as much damage on a successful one. A creature who fails this save is also poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

The Lingering Havoc 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 Lingering Havoc regains all spent legendary actions at the start of its turn.

Attack. The Lingering Havoc makes one slam or frozen bone shard attack.

Move. The Lingering Havoc moves up to half its speed.

Command Wights. The Lingering Havoc can cause up to four wights under its control to attack.

Ultimate Death Ray (Costs 2 Actions). The Lingering Havoc uses its Ultimate Death Ray.

Morchia

Large monstrosity, neutral evil

Armor Class 16 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	16 (+3)	12 (+1)	18 (+4)

Saving Throws Dex +3, Wisdom +4

Damage Resistances cold, fire; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Damage Immunities poison

Condition Immunities poisoned

Skills Deception +7, Insight +6

Senses darkvision 60 ft., passive Perception 11

Languages Deep Speech, Infernal, telepathy 60 ft.

Challenge 8 (3,900 XP)

Aberrant Trait. All morchia have at least one feature trait which can be determined by rolling on the Aberrant Feature Table below.

Devil's Sight. Magical darkness doesn't impede the morchia's darkvision.

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

Actions

Multiattack. The morchia can make two attacks, or one attack and use Psychic Glare.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage.

Hold Monster (3/day). The morchia casts *hold monster*. The spell save DC for this spell is 15.

Aberrant Traits

d20	Time	Physical Feature	Effect
1	Bonus Action	Tentacles	Tentacle. Melee Weapon Attack: +8 to hit, reach 15 ft., one target. <i>Hit:</i> 9 (1d8 + 5) bludgeoning damage.
2	-	Ooze Feet	Aberrant Ground. The ground in a 10-foot radius around the morchia is doughlike difficult terrain. 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.
3	-	Mouths All Over	Gibbering. The morchia has mouths all over its body which babble incoherently while it can see any enemy that isn't incapacitated. Each creature that starts its turn within 20 feet of the morchia and can hear the babbling must succeed on a DC 15 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.
4	-	Third Eye	Antimagic Cone. A third eye on stalk atop the morchia's head emits a 60-foot anti-magic cone, as in the <i>anti-magic field</i> spell. At the start of each of its turns the morchia decides which way the cone faces and whether the cone is active. The area works against any of the morchia's own abilities.
5	-	Covered In Mucus	Mucus Covered. The morchia is covered in a transformative mucus. A creature that touches the morchia or hits it with a melee attack within 5 feet of it must make a DC 15 Constitution saving throw. On a failure, the creature is diseased for 1d4 hours. The diseased creature can breathe only underwater.
6	Action	Purple Eyes	Enslave (3/day). The morchia targets one creature it can see within 30 feet of it. The target must succeed on a DC 15 Wisdom saving throw or be magically charmed by the morchia until the morchia dies or until it is on a different plane of existence from the target. The charmed target is under the morchia's control and can't take reactions, and the morchia and the target can communicate telepathically with each other over any distance. Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the morchia.
7	Action	Forked Tongue	Moan. Each enemy within 60 feet of the morchia that can hear the morchia must succeed on a DC 15 Wisdom saving throw or become frightened until the end of the morchia's next turn. If a creature's saving throw is successful, the creature is immune to the morchia's moan for the next 24 hours.
8	Action	Black Scales	Phantasms. The morchia magically creates three illusory duplicates of itself. The duplicates move with it and mimic its actions, shifting position so as to make it impossible to track which morchia is the real one. Whenever any creature targets the morchia with an attack or a harmful spell while a duplicate remains, that creature rolls randomly to determine whether it targets the morchia or one of the duplicates. A duplicate has the morchia's AC and uses its saving throws. If an attack hits a duplicate, or if a duplicate fails a saving throw against an effect that deals damage, the duplicate disappears.
9	Action	Exposed Brain	Devour Intellect. The morchia targets one creature it can see within 20 feet of it that has a brain. The target must succeed on a DC 15 Intelligence saving throw against this magic or take 22 (4d10) psychic damage. Also on a failure, roll 3d6: If the total equals or exceeds the target's Intelligence score, the score is reduced to 0. The target is stunned until it regains at least one point of Intelligence.
10	Action	Protruding Forehead	Mind Blast (Recharge 5 - 6). The morchia magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
11	Action	One Large Eye	Rotting Gaze. The morchia targets one creature it can see within 30 feet of it. The target must succeed on a DC 15 Constitution saving throw against this magic or take 21 (6d6) necrotic damage.
12	-	Webbed Feet	Regeneration. The morchia regains 10 hit points at the start of its turn if it has at least 1 hit point.
13	Action	None	Shapechanger. The morchia can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.
14	-	None	The morchia gains a fly speed of 40 ft.
15	Action	Third Eye	Petrification Ray. The morchia targets a creature within 90 feet. The targeted creature must make a DC 15 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.
16	Action	Third Eye	Sleep Ray. The morchia targets a creature within 90 feet. The targeted creature must succeed on a DC 15 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.
17	Action	Third Eye	Paralyzing Ray. The morchia targets a creature within 90 feet. The targeted creature must succeed on a DC 15 Wisdom saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
18	-	Black Eyes	Telepathic Probe. If a creature communicates telepathically with the morchia, the morchia learns the creature's greatest desires and one fact or secret about the creature.
19	Action	None	Invisibility. The morchia can cast <i>invisibility</i> on itself at-will.
20	-	-	Roll twice on this table. If you get this result again roll three times and so on.

Mystauk

Tiny beast, unaligned

Armor Class 13

Hit Points 1 (1d4 - 1)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	8 (-1)	1 (-5)	8 (-1)	2 (-4)

Skills Stealth +5

Senses darkvision 30 ft., passive Perception 9

Languages -

Challenge 0 (10 XP)

Natural Camouflage. The mystauk has advantage on Dexterity (Stealth) checks when hiding in an area obscured by foliage.

Actions

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

Mystauk Domination. The mystauk chooses a humanoid creature within five feet and attempts to fly into its ear. That creature must make a DC 13 Dexterity saving throw or become dominated by the mystauk. While dominated the now intelligent mystauk controls all of the humanoid's actions. The mystauk can communicate with the humanoid and can read its mind and see all of its memories. The humanoid acquires the mystauk-inhabited template while the mystauk dominates it.

The mystauk can choose to end the domination at anytime. If the humanoid dies or a *feeblemind* spell is successfully cast against the mystauk-inhabited humanoid, the effects of Mystauk Domination end and the mystauk appears adjacent to the host at the start of its next turn.

Mystauk-Inhabited Template

A mystauk-inhabited host uses the host creature's base statistics and makes the following adjustments.

- All of the host creature's ability scores are raised to 19. If the host creature has ability scores higher than 19, those ability scores stays the same.
- The mystauk-inhabited creature gains and is proficient with a slam weapon attack. The slam which is a light, finesse weapon which deals 1d6 bludgeoning damage.
- The creature's alignment changes to neutral evil
- The mystauk-inhabited creature learns one cantrip from the wizard spell list it can cast at-will without expending any material components. The mystauk-inhabited creature uses its Intelligence modifier as its magic ability modifier for these spells and adds its proficiency modifier to any attack rolls and spell save DCs associated with the cantrip.
- The mystauk-inhabited creature gains proficiency in the Deception skill.
- The host gains the Mystauk Communication and Mystauk Deception abilities.

Mystauk-Inhabited Abilities

- **Mystauk Communication.** A mystauk-inhabited creature can sense and communicate telepathically with any other mystauk-inhabited creature within 30 feet.
- **Mystauk Deception.** With access to the host creature's memories a mystauk-inhabited creature has advantage on Charisma (Deception) checks made to convince others the host is not mystauk-inhabited.

Mystauk-Inhabited Acolyte

Medium humanoid (any race), neutral evil

Armor Class 14

Hit Points 17 (2d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	19 (+4)	19 (+4)	19 (+4)	19 (+4)

Skills Deception +6, Medicine +6, Religion +6

Senses passive Perception 14

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Mystauk Communication. The mystauk-inhabited acolyte can sense and communicate telepathically with any other mystauk-inhabited creature within 30 feet.

Mystauk Deception. The mystauk-inhabited acolyte has advantage on Charisma (Deception) checks made to convince others the acolyte is not mystauk-inhabited.

Mystauk Spell. The mytauk-inhabited acolyte can cast *minor illusion* at-will. It's spell casting ability is Intelligence for this spell (spell save DC 14).

Spellcastingng. The mytauk-inhabited acolyte is a 1st-level spellcaster. Its spell casting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The mystauk-inhabited acolyte has the following cleric spells prepared:

Cantrips (at-will): *light, sacred flame, thaumaturgy*

1st level (3 slots): *bless, cure wounds, sanctuary*

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Mystauk-Inhabited Bandit

Medium humanoid (any race), neutral evil

Armor Class 15 (leather armor)

Hit Points 17 (2d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	19 (+4)	19 (+4)	19 (+4)	19 (+4)

Skills Deception +6

Senses passive Perception 14

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Mystauk Communication. The mystauk-inhabited bandit can sense and communicate telepathically with any other mystauk-inhabited creature within 30 feet.

Mystauk Deception. The mystauk-inhabited bandit has advantage on Charisma (Deception) checks made to convince others the bandit is not mystauk-inhabited.

Mystauk Spell. The mytauk-inhabited bandit can cast *ray of frost* at-will. Its spell casting ability is Intelligence for this spell (+6 to hit).

Actions

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

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80 ft./ 320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Mystauk-Inhabited Berserker

Medium humanoid (any race), neutral evil

Armor Class 15 (leather armor)

Hit Points 76 (9d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	19 (+4)	19 (+4)	19 (+4)	19 (+4)

Skills Deception +6

Senses passive Perception 14

Languages any one language (usually Common)

Challenge 3 (700 XP)

Mystauk Communication. The mystauk-inhabited berserker can sense and communicate telepathically with any other mystauk-inhabited creature within 30 feet.

Mystauk Deception. The mystauk-inhabited berserker has advantage on Charisma (Deception) checks made to convince others the berserker is not mystauk-inhabited.

Mystauk Spell. The mytauk-inhabited berserker can cast *blade ward* at-will. Its spell casting ability is Intelligence for this spell.

Reckless. At the start of its turn, the mystauk-inhabited berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Mystauk-Inhabited Commoner

Medium humanoid (any race), neutral evil

Armor Class 14

Hit Points 8 (1d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	19 (+4)	19 (+4)	19 (+4)	19 (+4)

Skills Deception +6

Senses passive Perception 14

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Mystauk Communication. The mystauk-inhabited commoner can sense and communicate telepathically with any other mystauk-inhabited creature within 30 feet.

Mystauk Deception. The mystauk-inhabited commoner has advantage on Charisma (Deception) checks made to convince others the commoner is not mystauk-inhabited.

Mystauk Spell. The mytauk-inhabited commoner can cast *acid splash* at-will. Its spell casting ability is Intelligence for this spell (spell save DC 14).

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Mystauk-Inhabited Cultist

Medium humanoid (any race), neutral evil

Armor Class 15 (leather armor)

Hit Points 17 (2d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	19 (+4)	19 (+4)	19 (+4)	19 (+4)

Skills Deception +6

Senses passive Perception 14

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Mystauk Communication. The mystauk-inhabited cultist can sense and communicate telepathically with any other mystauk-inhabited creature within 30 feet.

Mystauk Deception. The mystauk-inhabited cultist has advantage on Charisma (Deception) checks made to convince others the cultist is not mystauk-inhabited.

Mystauk Spell. The mytauk-inhabited cultist can cast *poison spray* at-will. Its spell casting ability is Intelligence for this spell (spell save DC 14).

Actions

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

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Mystauk-Inhabited Guard

Medium humanoid (any race), neutral evil

Armor Class 17 (chain shirt, shield)

Hit Points 17 (2d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	19 (+4)	19 (+4)	19 (+4)	19 (+4)

Skills Deception +6, Perception +6

Senses passive Perception 16

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Mystauk Communication. The mystauk-inhabited guard can sense and communicate telepathically with any other mystauk-inhabited creature within 30 feet.

Mystauk Deception. The mystauk-inhabited guard has advantage on Charisma (Deception) checks made to convince others the guard is not mystauk-inhabited.

Mystauk Spell. The mytauk-inhabited guard can cast *friends* at-will. Its spell casting ability is Intelligence for this spell.

Actions

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Mystauk-Inhabited Knight

Medium humanoid (any race), neutral evil

Armor Class 18 (plate)

Hit Points 68 (8d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	19 (+4)	19 (+4)	19 (+4)	19 (+4)

Saving Throws Con +6, Wis +6

Skills Deception +6

Senses passive Perception 14

Languages any one language (usually Common)

Challenge 4 (1, 100 XP)

Brave. The knight has advantage on saving throws against being frightened.

Mystauk Communication. The mystauk-inhabited knight can sense and communicate telepathically with any other mystauk-inhabited creature within 30 feet.

Mystauk Deception. The mystauk-inhabited knight has advantage on Charisma (Deception) checks made to convince others the knight is not mystauk-inhabited.

Mystauk Spell. The mytauk-inhabited knight can cast *fire bolt* at-will. Its spell casting ability is Intelligence for this spell (+6 to hit).

Actions

Multiattack. The mystauk-inhabited knight makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the mystauk-inhabited knight can utter a special command or warning whenever a nonhostile creature that it 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 the knight. A creature can benefit from only one Leadership die at a time. The effect ends if the mystauk-inhabited knight is incapacitated.

Reactions

Parry. The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

Mystauk-Inhabited Mage

Medium humanoid (any race), neutral evil

Armor Class 14 (17 with *mage armor*)

Hit Points 76 (9d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	19 (+4)	19 (+4)	19 (+4)	19 (+4)

Saving Throws Int +7, Wis +7

Skills Arcana +7, Deception +7, History +7

Senses passive Perception 14

Languages any four languages

Challenge 7 (2,900 XP)

Mystauk Communication. The mystauk-inhabited mage can sense and communicate telepathically with any other mystauk-inhabited creature within 30 feet.

Mystauk Deception. The mystauk-inhabited mage has advantage on Charisma (Deception) checks made to convince others the mage is not mystauk-inhabited.

Mystauk Spell. The mystauk-inhabited mage can cast *poison spray* at-will. Its spell casting ability is Intelligence for this spell (spell save DC 15).

Spellcasting. The mystauk-inhabited mage is a 9th-level spellcaster. Its spell casting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The mystauk-inhabited mage has the following wizard spells prepared:

Cantrips (at-will): *fire bolt, light, mage hand, prestidigitation*

1st level (4 slots): *detect magic, mage armor, magic missile, shield*

2nd level (3 slots): *misty step, suggestion*

3rd level (3 slots): *counterspell, fireball, fly*

4th level (3 slots): *greater invisibility, ice storm*

5th level (1 slot): *cone of cold*

Actions

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Mystauk-Inhabited Priest

Medium humanoid (any race), neutral evil

Armor Class 15 (leather armor)

Hit Points 42 (5d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	19 (+4)	19 (+4)	19 (+4)	19 (+4)

Skills Deception +6, Medicine +6, Persuasion +6, Religion +6

Senses passive Perception 14

Languages any two languages

Challenge 3 (700 XP)

Divine Eminence. As a bonus action, the mystauk-inhabited priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) damage to a target on a hit. This benefit lasts until the end of the turn. If the mystauk-inhabited priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Mystauk Communication. The mystauk-inhabited priest can sense and communicate telepathically with any other mystauk-inhabited creature within 30 feet.

Mystauk Deception. The mystauk-inhabited priest has advantage on Charisma (Deception) checks made to convince others the priest is not mystauk-inhabited.

Mystauk Spell. The mystauk-inhabited priest can cast *acid splash* at-will. Its spell casting ability is Intelligence for this spell (spell save DC 14).

Spellcasting. The mystauk-inhabited priest is a 5th-level spellcaster. Its spell casting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The mystauk-inhabited priest has the following cleric spells prepared:

Cantrips (at-will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *cure wounds, guiding bolt, sanctuary*

2nd level (3 slots): *lesser restoration, spiritual weapon*

3rd level (2 slots): *dispel magic, spirit guardians*

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Mystauk-Inhabited Thug

Medium humanoid (any race), neutral evil

Armor Class 15 (leather armor)

Hit Points 42 (5d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	19 (+4)	19 (+4)	19 (+4)	19 (+4)

Skills Deception +6, Intimidation +6

Senses passive Perception 14

Languages any one language (usually Common)

Challenge 1 (200 XP)

Mystauk Communication. The mystauk-inhabited thug can sense and communicate telepathically with any other mystauk-inhabited creature within 30 feet.

Mystauk Deception. The mystauk-inhabited thug has advantage on Charisma (Deception) checks made to convince others the thug is not mystauk-inhabited.

Mystauk Spell. The mystauk-inhabited thug can cast *fire bolt* at-will. Its spell casting ability is Intelligence for this spell (+6 to hit).

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

Actions

Multiattack. The mystauk-inhabited knight makes two melee attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Wraith, Blazing

Medium undead, chaotic evil

Armor Class 14

Hit Points 90 (12d8 + 36)

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

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances acid, cold, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 6 (2,300 XP)

Fiery Incorporeal Movement. The blazing wraith can move through other creatures and objects as if they were difficult terrain. It deals 5 (1d10) fire damage to any creature or object occupying a space it moves through. It takes 5 (1d10) force damage if it ends its turn inside an object.

Illumination. The blazing wraith sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Actions

Fiery Life Drain. *Melee Weapon Attack:* +7 to hit, reach 5ft., one creature. *Hit:* 22 (4d8 + 4) necrotic damage, 5 (1d10) fire damage, and the target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Fire Ray. *Ranged Spell Attack:* +7 to hit, range 50ft., one creature. *Hit:* 14 (4d6) fire damage.

Create Specter. The blazing wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the blazing wraith's control. The blazing wraith can have no more than eight specters under its control at one time.

Wraith, Blazing Dread

Medium undead, chaotic evil

Armor Class 16

Hit Points 209 (22d8 + 110)

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

STR	DEX	CON	INT	WIS	CHA
8 (-1)	23 (+6)	20 (+5)	12 (+1)	16 (+3)	17 (+3)

Damage Resistances acid, cold, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 14 (11,500 XP)

Fiery Incorporeal Movement. The blazing dread wraith can move through other creatures and objects as if they were difficult terrain. It deals 10 (2d10) fire damage to any creature or object occupying a space it moves through. It takes 5 (1d10) force damage if it ends its turn inside an object.

Illumination. The blazing wraith sheds bright light in a 60-foot radius and dim light in an additional 60 feet.

Actions

Multiattack: The blazing dread wraith can make two attacks.

Fiery Life Drain. *Melee Weapon Attack:* +11 to hit, reach 5ft., one creature. *Hit:* 28 (5d8 + 6) necrotic damage, 10 (2d10) fire damage, and the target must succeed on a DC 18 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Fire Ray. *Ranged Spell Attack:* +11 to hit, range 50ft., one creature. *Hit:* 24 (7d6) fire damage.

Delayed Blast Fireball (2/day). The blazing dread wraith casts *delayed blast fireball*.

Create Wraith. The dread blazing wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a blazing wraith in the space of its corpse or in the nearest unoccupied space. The blazing wraith is under the blazing dread wraith's control. The blazing dread wraith can have no more than eight blazing wraith's under its control at one time. The target's corpse is burned and reduced to a pile of ash.

Wraith, Dread

Medium undead, chaotic evil

Armor Class 16

Hit Points 170 (20d8 + 80)

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

STR	DEX	CON	INT	WIS	CHA
8 (-1)	22 (+6)	19 (+4)	12 (+1)	16 (+3)	17 (+3)

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 13 (10,000 XP)

Incorporeal Movement. The dread wraith 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.

Sunlight Sensitivity. While in sunlight, the dread wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The dread wraith can make two attacks.

Life Drain. *Melee Weapon Attack:* +11 to hit, reach 5ft., one creature. *Hit:* 28 (5d8 + 6) necrotic damage and the target must succeed on a DC 17 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Wraith. The dread wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a wraith in the space of its corpse or in the nearest unoccupied space. The wraith is under the dread wraith's control. The dread wraith can have no more than eight wraiths under its control at one time.