

LICKER

Medium Monstrosity

Armor Class 15 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	3 (-4)	12 (+1)	5 (-3)

Proficiency +2

Skills Perception +3, Stealth +5

Damage Resistances poison

Senses blindsight 10 ft. (blind beyond), passive Perception 13

Challenge 2 (450 XP)

Ambush Pounce. When the lickler attacks a creature it has surprised, it must succeed a DC 12 Strength saving throw or be knocked prone.

Keen Hearing. The lickler has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Spiderclimb. The lickler can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The lickler attacks with its claws and with its bite.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage. If this attack is made with advantage, it deals an additional 7 (2d6) damage.

WALTER BERNHARD

Medium undead, neutral evil

Armor Class 17 (natural armor)

Hit Points 255 (30d8 + 120)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	19 (+4)	16 (+3)	17 (+3)	20 (+5)

Proficiency +6

Skills Arcana +9, Perception +9, Religion +9, Stealth +11

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Languages Common, Celestial, Draconic, Infernal

Senses darkvision 120 ft., passive Perception 19

Challenge 19 (22,000 XP)

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

Regeneration. Walter regains 20 hit points at the start of his turn and isn't in sunlight. If Walter takes radiant damage or damage from holy water, this trait doesn't function at the start of his next turn.

Magic Weapons. Walter's attacks are magical.

Vampiric Traits. Walter has the **Shapechanger** and **Vampire Weakness** traits (see Vampire).

ACTIONS

Multiattack. Walter makes two melee weapon attacks, only one of which can be a bite attack.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) bludgeoning damage plus 7 (2d6) necrotic damage and the target must succeed a DC 19 Strength saving throw or be pushed 10 ft. away from Walter and fall prone. Instead of dealing damage and forcing the creature to make a Strength saving throw, Walter can grapple the target, escape DC 15.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one willing creature or a creature grappled by Walter. *Hit:* 7 (1d6+5) piercing damage plus 35 (10d6) necrotic damage. Walter regains an amount of hit points equal to the necrotic damage dealt.

Dark Magic. Walter casts one of the following spells:

- **Tetra Spirit.** Walter conjures a volley of arcane projectiles at a creature within 120 ft. of himself. The creature must succeed a DC 19 Dexterity saving throw or take 42 (12d6) force damage.
- **Dark Inferno.** Walter summons three meteors and sends them towards three different points within 60 ft. of himself. Upon impact, a meteor detonates in a 5 ft. explosion. Each creature in the explosion must succeed a DC 19 Dexterity saving throw or take 21 (6d6) fire damage.
- **Lightning Stakes.** Walter conjures six lightning pillars within 60 ft. of himself, each pillar must be adjacent to the next. Each lightning pillar affects a 10-by-10 square that is 20 ft. high. Each creature in the area must succeed a DC 19 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save and half as much on a successful one.
- **Demonic Megiddo (Recharge 5-6).** Walter releases destructive energy in a 20 ft. radius centered on himself. Each living creature in the area must succeed a DC 19 Constitution saving throw. On a failed save a creature takes 35 (10d6) fire and 35 (10d6) necrotic damage and half as much on a successful one.

LEGENDARY ACTIONS

Walter Bernhard 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. Walter Bernhard regains spent legendary actions at the start of his turn.

Slam. Walter makes a slam attack.

Teleport (2 Actions). Walter teleports to an unoccupied place within 60 ft. of himself.

Overflowing Dark Magic (3 Actions). Walter casts Tetra Spirit, Dark Inferno, or Lightning Stakes. Once he uses this Legendary Action he must use another Legendary Action before he can use it again.

DEACON

Large aberration

Armor Class 16 (natural armor)

Hit Points 127 (17d10 + 34)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (0)	15 (+2)	14 (+2)	16 (+3)	13 (+1)

Proficiency +3

Saving Throws Wis +6, Cha +4

Skills Deception +5, Perception +6, Religion +6

Damage Resistances psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 16

Languages Common, Abyssal, Celestial, Undercommon

Challenge 9 (5,000 XP)

Devil Sight. Natural and magical darkness does not impede the deacon's sight.

Legendary Resistance (2/Day). If the deacon fails a saving throw, it can choose to succeed instead.

Magic Weapons. The deacon's attacks are magical.

ACTIONS

Multiattack. The deacon makes two melee weapon attacks. The deacon can use warping flesh in place of one attack.

CARDINAL

Large aberration

Armor Class 17 (natural armor)

Hit Points 170 (20d10 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	15 (+2)	18 (+4)	17 (+3)

Proficiency +4

Saving Throws Con +7, Wis +8, Cha +7

Skills Perception +8, Religion +8

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 18

Languages Common, Abyssal, Celestial, Undercommon

Challenge 13 (10,000 XP)

Devil Sight. Natural and magical darkness does not impede the cardinal's sight.

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

ACTIONS

Multiattack. The cardinal uses hollow against two different targets.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (2d12+4) slashing damage and the creature's AC is lowered by 1 until the beginning of the deacon's next turn.

Warping Flesh. The deacon has resistance to bludgeoning, piercing, and slashing damage until the beginning of its next turn.

Weight of Worlds (Recharge 5-6). Each creature in a 20 ft. cone originating from the deacon must make a DC 14 Wisdom saving throw. On a failed save a creature takes 27 (6d8) psychic damage and is either blinded or restrained until the end of the deacon's next turn (determined randomly). On a successful save a creature takes half as much damage and suffers no other effects.

LEGENDARY ACTIONS

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

Exultation. If the deacon hit with two greataxe attacks since the beginning of its last turn, the next attack roll targeting the deacon before the beginning of its next turn has disadvantage.

Move. The deacon moves up half of its speed.

Greataxe (2 Actions). The deacon attacks with its greataxe.

Warping Flesh (2 Actions). The deacon uses its warping flesh.

Touch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (4d6) necrotic damage.

Hollow. A creature within 60 ft. of the cardinal must succeed a DC 17 Constitution saving throw or take 14 (4d6) necrotic damage and an additional 14 (4d6) necrotic damage at the end of its next turn.

Entropic Star (Recharge 5-6). Each creature within a 20 ft. radius centered at a point within 60 ft. of the cardinal. Each creature in the area must make a DC 17 Constitution saving throw. On a failed save a creature takes 36 (8d8) necrotic damage and any damage against the creature is rolled twice and the higher result is taken until the end of the cardinal's next turn. On a successful save a creature takes half as much damage and suffers no other effects.

LEGENDARY ACTIONS

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

Void. A creature within 30 ft. of the cardinal must succeed a DC 16 Strength saving throw or take 7 (2d6) necrotic damage and be pushed 10 ft. into a direction of the cardinal's choice.

Move. The cardinal moves up half of its speed.

Hollow (2 Actions). The cardinal uses hollow.

Yawning Dark (3 Actions). The cardinal conjures a 10 ft. radius cloud of magical darkness centered on itself. The darkness remains until the end of its next turn.

PRIMAL HAUNTING

Huge Undead

Armor Class 17 (natural armor)

Hit Points 147 (14d12 + 56)

Speed 30 ft., flying (hover) 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	19 (+4)	2 (-5)	14 (+2)	6 (-2)

Proficiency +4

Saving Throws Str + 10, Con +8

Skills Perception +6

Damage Resistances cold, psychic; bludgeoning, piercing and slashing damage from nonmagical attacks

Damage Immunities necrotic

Condition Immunities charmed, exhaustion, frightened, stunned, unconscious

Senses blindsight 60 ft. (see sense living), darkvision 60 ft., passive Perception 16

Challenge 10 (5,900 XP)

Sense Living. The primal haunting's blindsight is limited to perceiving living creatures.

Many Appendages. The primal haunting can have a maximum of six creatures grappled at once.

ACTIONS

Multiattack. The primal hauntings makes four melee weapon attacks.

Claws. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage and the target is grappled, escape DC 16.

Crush. Each creature grappled by the primal haunting must make a DC 16 Strength saving throw. On a failed save a creature takes 27 (6d6+6) bludgeoning damage and is restrained as long as it is grappled by the primal haunting until the end of the primal haunting's next turn. On a successful save a creature takes half as much damage and is not restrained.

Venerable Beast

Monster Template (Beasts/Monstrosities)

Venerable Beasts are wild creatures who grew large and powerful through their prolonged life as the undisputed alpha of their territory.

Apply this template on an existing beast and monstrosity type creature of CR 1 or higher to create a Venerable Beast. When creating a Venerable Beast, the following changes are applied to a creature's existing characteristics:

Challenge Rating. The creature's challenge rating is increased by 1. If this increase in the creature's challenge would improve its proficiency bonus, it remains the same.

Saving Throw Proficiency. If not already proficient, the creature gains proficiency in Constitution and Wisdom saving throws.

Skill Proficiencies. The creature becomes proficient in athletics, acrobatics, perception, or survival. Choose whichever suits the base creature.

Proficiency. Regardless of its Challenge Rating, increase the creature's proficiency by 1. This causes any Saving Throw, Skill Proficiency, Attack Roll bonus, and DC to increase by 1.

Traits. The Venerable Beast gains the following traits:

- **Dominance.** The first time in a round when the Venerable Beast hits with an attack roll that was not made with disadvantage, it deals additional damage (see table).
- **Sovereign (1/round).** When the Venerable Beast fails an ability check, attack roll, or saving throw, it can repeat the roll and must use the second result.

VENERABLE BEAST DOMINANCE

Original CR	Damage Dealt
1-4	7 (2d6)
5-9	10 (3d6)
10-16	14 (4d6)
+17	19 (5d6)

SWARM OF FLOOD INFECTORS

Swarm of Tiny monstrosities (flood), unaligned

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (0)	2 (-4)	13 (+1)	2 (-4)

Proficiency +2

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

Challenge 2 (450 XP)

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

Swarm Consciousness. The swarm is in telepathic connection with other flood creatures within 120 ft. of itself.

Spider Climb. The swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Infect. The swarm can infect the dead body of a humanoid and raise it as a combat flood. To do so, the swarm must spend one minute uninterrupted infecting and mutating the corpse. One hour after the infection, the corpse mutates into a combat flood.

ACTIONS

Tentacles (swarm has more than half HP). *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 9 (2d8) piercing damage plus 9 (2d8) poison damage.

Tentacles (swarm has half HP or less). *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 4 (1d8) piercing damage plus 4 (1d8) poison damage.

FLOOD CARRIER

Medium monstrosity (flood), unaligned

Armor Class 11 (natural armor)

Hit Points 19 (3d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	15 (+2)	2 (-4)	12 (+1)	2 (-4)

Proficiency +2

Damage Immunities poison

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

Challenge 3 (700 XP)

Swarm Consciousness. The flood carrier is in telepathic connection with other flood creatures within 120 ft. of itself.

Death Throes. When the flood carrier is reduced to 0 hit points, it explodes into a 10 ft. toxic cloud centered on itself. Each creature in the cloud must make a DC 12 Constitution saving throw, taking 7 (2d6) poison damage on a failed save and half as much on a successful one. After the carrier explodes, it spawns a *Swarm of Flood Infectors* in its space.

ACTIONS

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) bludgeoning damage plus 4 (1d8) poison damage.

Self Destruct. The flood carrier moves up to half of its speed and forcefully explodes, dying immediately.

Marrow Bell

Wondrous Item, Very Rare

This ancient bell has been carved from hallowed wyvern bone by a civilisation long past. Ringing this bell allows you to call upon its guardian spirit that can take on various forms.

This item has five charges, whenever you ring this bell, you can expend the charges by ringing its ancient melody. For each note of the melody you play, you expend one charge.

- Expending one charge, playing the first note of the melody, allows you to conjure the spirit of an beast, dragon or monstrosity of Challenge 1/2 or lower, that has a flying speed. The spirit will understand any language you speak and listen to your orders without question.
- Expending three charges, playing the first harmony of the melody, allows you to conjure the spirit of a beast, dragon, or monstrosity of Challenge 2 or lower, that has a flying speed. The spirit will understand any language you speak and listen to your orders without question.
- Expending five charges, and thus playing the full melody allows you to conjure the spirit of an ancient **wyvern** for one hour. The spirit will understand any language you speak and follow your orders without question.

Each creature conjured by the Marrow Bell is an undead creature in addition to its existing creature type, has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks, and immunity to poison damage and being poisoned. At the dawn of each day, the Marrow Bell regains 1d4+1 charges.

MASTER SABOTEUR

Medium or Small Humanoid

Armor Class 17 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	16 (+3)	18 (+4)	14 (+2)	12 (+1)

Proficiency +4

Saves Dex +9, Int +8, Wis +6

Skills Acrobatics +9, Deception +5, Perception +6, Stealth +9

Senses passive Perception 16

Languages Common, Thieve's Can't, and 2 additional languages

Challenge 10 (5,900 XP)

Cunning Action. On each of their turns, the master saboteur can use a bonus action to take the dash, disengage, or hide action.

Evasion. Whenever the master saboteur is subjected to an effect that allows them to make a dexterity saving throw to take only half damage, they instead take no damage if they succeed on the saving throw. The master saboteur automatically succeeds saving throws against his own bombs, if they can see them detonate.

Saboteur Bombs. The master saboteur's bombs deal double damage against objects and structures.

Sneak Attack (1/turn). The master saboteur deals an extra 42 (12d6) damage when they hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 ft. of an ally of the saboteur that isn't incapacitated and the saboteur doesn't have disadvantage on the attack roll.

ACTIONS

Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +9 to hit, range 30/60 ft., one target. *Hit:* 8 (1d6+5) piercing damage.

Quick Rig. The master saboteur uses and hides a **Saboteur Bomb** at a point within their reach. They might hide them on the floor, in an object, or other place. When hiding them the saboteur creates a condition under which the bomb will detonate (within reason). Once the condition is triggered, the bomb will explode. A creature can find the bomb without triggering by succeeding a DC 17 Wisdom (Perception) check.

BONUS ACTIONS

Saboteur Bomb (4/day). The master saboteur throws a bomb at a point or a creature within 30 ft. of themselves. The bomb has one of the following effects:

- **Bitterspar.** The bomb causes a 10-foot-radius explosion at the point of impact. Each creature in the area must succeed a DC 16 Constitution saving throw or be blinded until the end of the saboteur's next turn. Additionally the point of impact sheds bright light in a 30 ft. radius and dim light in an additional 30 ft. until the end of the saboteur's next turn.
- **Darkling Smoke.** The bomb creates a 20-foot-radius cloud of darkness at point of impact. The area is heavily obscured until the end of the saboteur's next turn.
- **Elemental Salt.** The bomb causes an 10-foot-radius explosion at the point of impact. Each target in the area must make a DC 16 Dexterity saving throw. On a failed save a target takes 21 (6d6) acid, cold, fire, or lightning damage (saboteur's choice), or half as much on a successful one. Once the saboteur dealt damage of one type, they can't choose this type again until they finished a long rest.
- **Mimic Adhesive.** The bomb spreads sticky goo in a 10-foot-radius centered at the point of impact. Each creature in the area must succeed a DC 16 Strength saving throw or be restrained until the end of the saboteur's next turn. Additionally, the area is difficult terrain until the end of the saboteur's next turn.
- **Purple Spore.** The bomb explodes into a 10-foot-radius cloud of poisonous gas at the point of impact. Each creature in the area must make a DC 16 Constitution saving throw. On a failed save a creature takes 21 (6d6) poison damage and half as much on a successful one.

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