

WARLOCK

15



BOSS MONSTERS

WARLOCK

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INTRODUCTION

Monsters! Can't get enough. Won't ever be enough. Must have now.

I remember sitting in the aisles of Waldenbooks, reading the monster manuals. Well, I didn't understand them yet as I hadn't read any of the other books, and it would be a little while until I would, but those monsters were eye-opening.

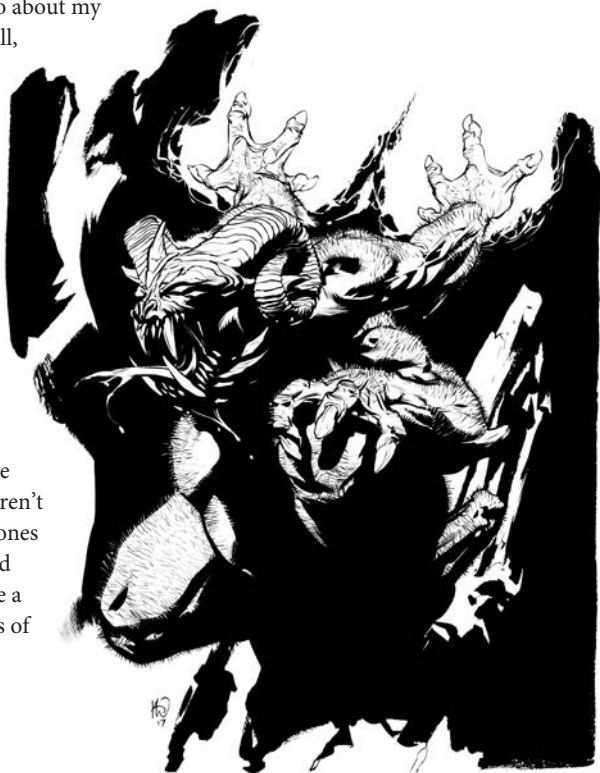
That there could be an entire book—and a game!—devoted to monsters was thrilling. Oh, the possibilities. That section of the bookstore would prove to be a waypoint, and for the longest time, I'd go about my regular shenanigans in the mall, stopping in to peruse any new monsters, saying hello to the old ones. Carry on.

I dare say, dear reader, that many things have not changed. Hello, monsters!

So here we are with *Warlock #15*, and we really needed to devote it to monsters. I was starting to get jittery. For this installment, we leaned in on the idea of “boss monsters.” These 14 nasties are intended to stand out. These aren't cannon fodder. These are the ones intended to make players stand up and take notice, to generate a wee bit of concern for the lives of their characters.

So enjoy! Unleash a big boss today, and see what shakes out. This issue's sorted by challenge rating, so there's a little bit of boss for everyone, and it also includes an index of the 96 *Warlock* statblocks (monsters and NPCs) published to date. Your support is enabling a whole lot of monsters, so thank you.

Scott Gable
Editor, *Warlock*



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Catscratch

The cat before you emits a horrific yowl as its body begins to bulge and swell. Within moments, a massive veined form covered in patches of fur casts a mad gaze upon you.

NOT OF THIS WORLD. A catscratch comes from parts unknown. No one is quite sure of its source, but wherever domestic cats are found, these creatures appear. It is a hybrid monster, created when an aberrant virus infects a cat or cat-like humanoid.

SUMMONED BY RAGE. A community may not know a catscratch has affected their pets until it's too late. An infected cat will not transform until it becomes angry. Once a cat is sufficiently upset, it immediately swells to a massive size, intent on destroying everything in sight.

CATSCRATCH

Huge aberration, chaotic evil

Armor Class 13 (natural armor)

Hit Points 76 (8d12 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	3 (-4)	12 (+1)	8 (-1)

Damage Immunities poison

Condition Immunities poisoned

Skills Perception +3, Stealth +6

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

Keen Smell. The catscratch has advantage on Wisdom (Perception) checks that rely on smell.

Nine Lives. When the catscratch would be reduced to 0 hit points, it instead drops to 9 hit points. This feature can only be used once per encounter.

Pounce. If the catscratch moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the catscratch can make one bite attack against it as a bonus action.

ACTIONS

Multiattack. The catscratch makes one bite attack and one claw attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. Any felids or feline humanoids that fail this saving throw immediately contract catscratch fugue (see sidebar).

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

CATSCRATCH FUGUE

Catscratch fugue is a bacterial infection that only affects felids and feline humanoids. This infectious organism is carried to earth by falling stars and transmitted either through contact with the crash site or by being bitten by a carrier.

Upon contact, the target must make a DC 13 Constitution saving throw or become infected. Once infected, catscratch fugue incubates in the host for 3 days. During this window, the victim's skin itches, and they will be prone to violent mood swings. At

the end of each day, the infected can repeat the saving throw to see if they stave off the infection. A *lesser restoration* spell will also cure the disease in this incubation time.

After the 3-day window, if the infection is still present, any negative emotion will cause the victim to transform into a monstrous catscratch intent on destroying everything around it. There is no cure once the victim has transformed.

Vomit (Recharge 5–6). The catscratch vomits poisonous bile in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 10 (3d6) poison damage

on a failed save or half as much damage on a successful one. Any felids or feline humanoids that fail this saving throw immediately contract catscratch fugue (see sidebar).



Vexxeh

This bestial creature would stand over 15 feet tall if erect but is more comfortable crouched with its knuckles resting on the ground. It wears a pair of trousers and a vest, both obviously made for someone much smaller than it, and a shallow, round-topped brimmed hat rests on its head. Its cunning eyes belie a malignant intelligence.

BOUND TO SERVICE. Though they are not devils, vexxeh are natives of the Eleven Hells. Their susceptibility to magical domination makes them ideal lieutenants for evil spellcasters. Once a vexxeh has agreed to serve a master, it adheres to the letter of the agreement that has been struck and will not break the contract even under the threat of destruction.



LOVERS OF CARNAGE. Vexxeh only know joy when they are harming living creatures. They relish battle, enjoying the opportunity to shed blood and break bones. More than combat, however, vexxeh enjoy torturing mortals, especially if there is no purpose to it. The psychic distress and trauma suffered by the victims of their torture makes vexxeh seem gleeful.

FIENDISHLY POLITE. Despite their love of violence, vexxeh are unfailingly polite. They mimic the etiquette and social norms of the culture their current master belongs to, going so far as to affect mannerisms of nobility. Even when rending a creature into bloody chunks, a vexxeh seems regretful and apologetic.

VEXXEH

Huge fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	19 (+4)	12 (+1)	10 (+0)	12 (+1)

Saving Throws Str +8, Wis +3

Skills Intimidation +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities poisoned, unconscious

Senses truesight 60 ft., passive Perception 10

Languages Common, Infernal

Challenge 6 (2,300 XP)

Four-Legged Lope. When the vexxeh uses its action to Dash, it moves at three times its speed.

Weak Willed. The vexxeh has disadvantage on saving throws against being charmed.

ACTIONS

Multiattack. The vexxeh makes two claw attacks.

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage and 7 (2d6) poison damage.

Rend. If the vexxeh hits a creature with two claw attacks in one round, it does an extra 14 (4d6) damage.



Gulper Behemoth

The titanic eel-like creature has delicately dancing frills and flickers of phosphorescence just under its translucent skin. Its mouth opens impossibly wide as it surges forward.

DEEP SEA LURE. The gulper behemoth lives in the waters of the Western Ocean. It lures sea dwellers to their deaths with dancing motes of light within its massive, ballooning gullet—some have speculated the low population of whales may be

directly related. Rumors abound that even a sharp pinprick will deflate the sea monster, but brightly colored and labyrinthine giant corals and smaller, mutualistic predators keep their lairs well protected from hunters.



GULPER BEHEMOTH

Gargantuan monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 195 (13d20 + 65)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	4 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities piercing

Damage Resistances acid, thunder

Condition Immunities blinded

Senses blindsight 120 ft., passive Perception

Languages —

Challenge 9 (5,000 XP)

Death Burst. The gulper behemoth explodes when it drops to 0 hit points. Each creature within 40 feet of it must succeed on a DC 17 Constitution saving throw, taking 28 (8d6) acid damage on a failed save. Being underwater doesn't grant resistance against this damage.

Echolocation. The gulper behemoth can't use its blindsight while deafened.

Keen Hearing. The gulper behemoth has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 40 (6d10 + 7) piercing damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the gulper behemoth can't bite another target.

Swallow. The gulper behemoth makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target 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 behemoth, and it takes 10 (3d6) acid damage at the start of each of the behemoth's turns.

If the gulper behemoth takes 20 damage or more on a single turn from a creature inside it, the behemoth must succeed on a DC 17 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the behemoth. If the behemoth dies, a swallowed creature is no longer restrained by it and can escape from the carcass by using 15 feet of movement, exiting prone.

Sonic Pulse (Recharge 5–6). The gulper behemoth expels a sonic pulse in a 60-foot cone. Each creature must succeed a DC 17 Constitution saving throw or take 18 (4d8) thunder damage and be stunned until the end of the behemoth's next turn. On a successful save, the target takes half the thunder damage and isn't stunned.

LAIR ACTIONS

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

- Deep sea eels patrol inside of the gulper behemoth's lair, seeking easy targets left behind, attempting to constrict them. The target must succeed on a DC 15 Strength saving throw or become restrained.
- Foliage shoots boiling water at creatures inside the gulper behemoth's lair in a 15-foot cone. Each target must make a DC 15 Constitution saving throw, taking 17 (5d6) fire damage on a failed save or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

The Pumpkin King

Wooden roots twist together to create a towering spindle draped in a cloak of verdant leaves. Crowning the figure is an impossibly large pumpkin carved with a twisted smile.

LORD OF HARVEST. The Pumpkin King is a minor fey lord who rules over bounteous harvest, particularly in the autumnal seasons before snow blankets the world. The Pumpkin King can make a region flourish, changing barren farms and struggling villages into fruitful locales with a single blessing.



UNKNOWN DEAL. The Pumpkin King listens from their hidden patch in the Summer Lands, waiting to hear the desperate pleas of struggling farmers and starving villagers. Once the Pumpkin King hears such a request, they place their blessing upon the land, bringing ten years of prosperity. What the farmers do not know is that upon the moonrise of that tenth year, the Pumpkin King returns to collect the promised share of the harvest. The Pumpkin King has no compassion for the locals and may unknowingly destroy an entire village as they enjoy their moonlit feast.

THE PUMPKIN KING

Huge fey, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	21 (+5)	12 (+1)	14 (+2)	18 (+4)

Damage Vulnerabilities fire

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

Condition Immunities blinded, charmed, deafened, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 10 (5,900 XP)

Innate Spellcasting. The Pumpkin King's innate spellcasting ability score is Charisma (save DC 16, +7 to hit with spell attacks). The Pumpkin King can innately cast the following spells, requiring no material components.

At Will: *entangle*

3/day each: *plant growth*, *spike growth*

1/day: *insect plague*

Legendary Resistance (1/Day). If the Pumpkin King fails a saving throw, they can choose to succeed instead.

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

ACTIONS

Multiattack. The Pumpkin King makes four vine attacks.

Vine. Melee Weapon Attack: +9 to hit, reach 15 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage, and the target is grappled (escape DC 16).

Harvest Dance (1/Day). As an action, the Pumpkin King can summon a swirling mass of gourds and vegetables. This vortex extends in a 15-foot radius from the Pumpkin King. Until the effect ends, the area is difficult terrain, and when a creature enters the area for the first time on a turn or starts its turn there, they must make a DC 16 Dexterity saving throw, taking 13 (3d8) bludgeoning damage on a failed save or half as much damage on a successful one. This vortex persists for three rounds before dissipating.

Clockwork Archon

The air around this massive construct is filled with the sound of spinning gears and mechanisms. The sheer size of a clockwork archon is staggering. The spectacle of an

entire unit of them has been known to drive enemy armies from the field before they have even taken to it.

SERVANTS OF THE RIGHTEOUS. Clockwork archons are built to fight in the names of deities devoted to justice, battle, and



glory. They stand as bulwarks upon the battlefields of the holy, offering a rallying point for paladins and crusaders. Churches that have the ability to manufacture clockwork archons guard the knowledge jealously, lest it falls into the hands of the unworthy.

ENGINES OF WAR. Clockwork archons are deployed as support vehicles and weapons. A single archon can quickly reduce a small settlement's defenses to ruin, while groups of them can swiftly render fortified structures to rubble. Armies with clockwork archons at their disposal sometimes use them to move sensitive materiel and personnel into position.

CORRUPTIBLE CONSTRUCTS. On occasion, a clockwork archon is captured by the enemy. The followers of some evil gods, archdevils, and demon lords have determined methods of overwriting the construct's animating magic, turning the creature to their fell purposes. More than one community has had its cheer turn to dismay as the clockwork archon they freely allowed inside the walls disgorged enemy agents while attacking the structures and residents. More insidious cults use their clockwork archons to mask their true natures. They allow the common folk to believe they represent good faiths while they rot the community's moral fabric from the inside.

CLOCKWORK ARCHON

Gargantuan construct, unaligned

Armor Class 18 (natural armor)

Hit Points 201 (13d20 + 65)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	7 (-2)	10 (+0)	10 (+0)

Saving Throws Con +9

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 12 (8,400 XP)

Armored Transport. The clockwork archon can carry up to six Medium or eight Small creatures inside its torso. The two escape hatches can each be opened as a bonus action. One creature traveling inside the clockwork archon may exit from either of the hatches in a round, on their turn.

Immutable Form. The clockwork archon is immune to any spell or effect that would alter its form.

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

Siege Construct. The clockwork archon ignores the damage threshold of objects.

ACTIONS

Multiattack. The clockwork archon makes two attacks with its transforming weapon.

Transforming Weapon. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 39 (5d12 + 7) damage. As a bonus action, the archon can change its sword into a warhammer or vice versa. The transforming weapon deals slashing damage as a sword or bludgeoning damage as a warhammer.

Fire from Heaven (Recharge5–6). The clockwork archon unleashes a brilliant beam in a 90-foot line that is 10-feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 58 (13d8) radiant damage on a failed save or half as much damage on a successful one.

Death Barque (Necrotech)

Drifting across the dark water is a hideous vessel made from skin and bones and with tattered sails of crudely stitched leather. Its macabre figurehead is a skeletal vulture-headed sphinx, and a long, bony spiked tail protrudes from its stern. As the figurehead turns to stare at you with its unnatural glowing green eyes, you realize that the bone ship is alive—or rather, undead.

GROTESQUE HYBRID. The death barque is an undead creature built in the form of a ship to combat the threat of the aboleth on the Sunless Sea and elsewhere in the Ghoul Imperium. Its 50-foot-long body is constructed from hardened purple worm hides stretched taut over the ribcage of a giant subterranean shark. Its figurehead was once a gypsosphinx while its tail belonged to a cave dragon. The first death barque was developed by Smiling



Magerette, a drow darakhul who is now the wizard-general of the Harvester Legion. A talented necromancer, Magerette created other necrotech, including ether towers and zombie-legged battering rams during her time in the Necrophagi.

PATROLLING THE SUNLESS SEA. Death barques typically carry a dozen zombies armed with glaives and chained to the barque's deck with hooks through their flesh to prevent them becoming lost overboard. But it's the death barque that is the true threat. Its sphinxlike figurehead is capable of breathing a deadly cone of necrotic energy, and its spiked tail can launch explosive bone shards at its enemies.

DEATH BARQUE

Gargantuan undead, neutral evil

Armor Class 17 (natural armor)

Hit Points 264 (12d20 + 72)

Speed swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	23 (+6)	14 (+2)	14 (+2)	12 (+1)

Saving Throws Dex +8, Con +10, Wis +6

Skills Perception +6, Stealth +7

Damage Resistances psychic

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 120 ft., passive Perception 16

Languages Darakhul, Deep Speech

Challenge 12 (8,400 XP)

Immutable Form. The death barque is immune to any spell or effect that would alter its form.

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

Siege Monster. The death barque deals double damage to objects and structures.

Turn Resistance. The death barque has advantage on saving throws against any effect that turns undead.

ACTIONS

Multiattack. The death barque makes a bite attack and a tail smash attack.

Bite. Melee weapon attack: +9 to hit, reach 15 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage.

Tail Smash. Melee weapon attack: +9 to hit, reach 20 ft., one target. *Hit:* 29 (7d6 + 5) bludgeoning damage and must succeed on a DC 17 Strength saving throw or be knocked prone.

Breath Weapon (Recharge 5–6). The death barque exhales a dark cloud of necrotic energy from its figurehead in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 60 (11d10) necrotic damage on a failed save or half as much damage on a successful one.

Shrapnel Burst. The death barque launches a ball of bone shards from its tail at a point within 120 feet, which explodes in a 10-foot radius. Creatures in the area must make a DC 16 Dexterity saving throw, taking 36 (8d8) piercing damage and being blinded for 1 minute on a failed save or half as much damage and avoiding the blinding effect on a successful one.

The darakhul of the Ghoul Imperium have long practiced necromancy, using the corpses and bones of Underworld denizens to create new undead servants and devise powerful war machines to aid in their conquest of the subterranean lands. Under Emperor Nicoforus, the darakhul necromancers, known as the Necrophagi, have prospered in their mission to develop experimental necrotech, and their progress has accelerated over the last decade, thanks to the blasphemous volumes of eldritch lore gifted to the ghouls by the vampires of Morgau and Doresh in exchange for their military aid against Krakova.

Pustulent Shambler

Piles of dissolved bones, seemingly eaten away by acid, encircle this mound of quivering, pus-covered flesh.

DISSOLVERS OF BONE. Crawling heaps of diseased flesh, pustulent shamblers possess a corrosive material that eats away at bone matter. They also carry a terrible disease that rots a victim's bones from within, rendering the victim immobile as its skeleton wastes away.

KEEPERS OF MACABRE LARDERS. Pustulent shamblers drag victims of bonerot to their lairs to feed on the boneless flesh. Though they idly devour their victims, they have enough awareness of potential retribution so keep a few corpses available to quickly heal themselves. When hunting, pustulent shamblers often carry corpses with them, taking them far from their lairs.

CONNECTED TO BONEROT. Pustulent shamblers have a preternatural link to the disease they inflict. This allows them to track escaping victims and be present when



the disease overtakes their prey. While pustulent shamblers have rudimentary intelligence, their relationship to the disease allows them to recognize other shamblers. They work together to harvest food when it is plentiful. Predictably, shamblers turn on each other when sources of flesh become scarce.

OOZE NATURE. The pustulent shambler doesn't require sleep.

PUSTULENT SHAMBLER

Gargantuan ooze, unaligned

Armor Class 17 (natural armor)

Hit Points 186 (12d20 + 60)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	5 (-3)	20 (+5)	3 (-4)	10 (+0)	1 (-5)

Damage Resistances bludgeoning

Damage Immunities acid, fire, necrotic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 13 (10,000 XP)

Amorphous. The pustulent shambler can move through a space as narrow as 1 inch wide without squeezing.

Bonerot. A creature infected with this disease by a pustulent shambler's pseudopod takes 1d4 Strength damage and 1d6 Dexterity damage, and the infected creature's walking speed is reduced by 10 feet. The creature must make a DC 18 Constitution save after each long rest. On a failure, the creature takes damage, and its walking speed is reduced as above. The creature recovers from the disease if its saving throw succeeds after

two consecutive long rests or if it receives a *regenerate* spell or comparable magic. If the disease is cured through magic, the creature's walking speed is restored to full. Otherwise, its walking speed increases by 10 feet per day. Regardless of the method of cure, the creature recovers 2 Strength and Dexterity points per day naturally.

Bonerot Sense. The pustulent shambler is aware of all creatures infected with bonerot up to a mile away, regardless of the infection's source.

Corrosive to Bone. A creature with exposed bones (such as a skeleton) that hits the pustulent shambler takes 5 (1d10) acid damage. Any nonmagical weapon made of bone that hits the shambler corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If the penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of bone that hits the shambler is destroyed after taking damage.

Stench. Any creature that starts its turn within 10 feet of the pustulent shambler must succeed on a DC 18 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the shambler's stench for 24 hours.

ACTIONS

Multiattack. The pustulent shambler makes three pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 15 (2d10 + 4) bludgeoning damage plus 11 (2d10) acid damage, and the target must succeed on a DC 18 Constitution saving throw or contract bonerot.

Absorb Flesh. A pustulent shambler sharing a space with a corpse can consume it, regaining 10 hit points from a Small or Medium corpse, 20 hit points from a Large corpse, and 40 hit points from a Huge or larger corpse. If the corpse has intact bones, the shambler loses its Amorphous trait for 1 minute.

Incarinate Gloom

This inky black cloud exudes an terrible chill and seems to tear at the soul, inducing a feeling of despondency and loneliness.

DESPAIR GIVEN FORM. Incarnate glooms result when a group of people numbering at least a dozen suffer from hopelessness and die without receiving any relief from this feeling. This collective negative emotion coalesces into a nebulous form that seeks out more despair to feed upon.

WHISPERER IN THE DARKNESS. An incarnate gloom takes perverse pleasure in picking off members of a larger group one at a time. It surrounds a chosen victim and telepathically imparts a sense of isolation on its quarry.

WILL-O'-WISP SYMBIOSIS. Incarnate glooms work with will-o'-wisp to attract prey to the glooms' dark masses. Though incarnate glooms snuff out light in their vicinity, they allow the light produced by the smaller undead to shine, providing a false sense of security to potential victims.

UNDEAD NATURE. The incarnate gloom doesn't require air, food, drink, or sleep.

INCARNATE GLOOM

Gargantuan undead, neutral evil

Armor Class 16

Hit Points 207 (18d20 + 18)

Speed fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	19 (+4)	13 (+1)	12 (+1)	15 (+2)	20 (+5)

Saving Throws Wis +7

Skills Intimidation +10, Stealth +9

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Vulnerabilities radiant

Damage Immunities necrotic, poison

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

Senses truesight 120 ft., passive Perception 12

Languages Common; telepathy 120 ft.

Challenge 13 (10,000 XP)

Calm Emotions Vulnerability. If the incarnate gloom ends its turn in an area affected by the *calm emotions* spell, it takes 11 (2d10) psychic damage. Additionally, if the incarnate gloom is in an area affected by the spell, target creatures have advantage on saving throws against the gloom's despairing touch attack or Divide and Conquer.

Deepening Gloom. The incarnate gloom generates a 30-foot radius aura of darkness, which moves with it and spreads around corners. Darkvision can't penetrate this darkness, and no natural light can illuminate it. If any of the darkness overlaps with an area of light created by a spell of 4th level or lower, the spell creating the light is dispelled.

Animals do not willingly approach within 30 feet of an incarnate gloom unless a master makes a successful DC 18 Wisdom (Animal Handling) check.

Incorporeal Movement. The incarnate gloom 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.

Shadow Stealth. While in dim light or darkness, the incarnate gloom can take the Hide action as a bonus action.

ACTIONS

Multiattack. The incarnate gloom can use its Divide and Conquer. It then makes two attacks with its despairing touch.

Despairing Touch. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 32 (6d8 + 5) psychic damage, and the target must succeed on a DC 18 Charisma saving throw or have disadvantage on attack rolls and ability checks until the beginning of the incarnate gloom's next turn.

Divide and Conquer (Recharge 4–6). The incarnate gloom envelops one Large or smaller creature in its space. The creature must succeed on a DC 18 Dexterity saving throw to avoid being enveloped. While

enveloped, the creature is blind, deaf, and restrained. It takes 27 (6d8) psychic damage at the start of each of the incarnate gloom's turns and must succeed on a DC 18 Charisma save or gain one level of exhaustion. Additionally, the creature believes it has been separated from its companions and must succeed on a DC 18 Charisma save each time it is targeted by a beneficial spell or the effects of the spell are ignored. An enveloped creature can escape by using its action to make a successful DC 18 Charisma saving throw. An escaped creature

reduces its exhaustion level by one for each minute after escaping (until it reaches the level of exhaustion it had before being affected by Divide and Conquer).

If the incarnate gloom kills a creature it has enveloped, it gains a number of hit points equal to half the victim's maximum hit points. If the gloom gains 100 hit points in this fashion, it splits into two incarnate glooms, with each possessing half the parent gloom's hit points. These incarnate glooms cannot split again until after completing a long rest.



Infernal Swarm

A towering winged devil looms above—bat wings, curving horns, spiked tail, goat legs, a wicked scimitar in its grasp. Its form continually shifts, subtly, as if driven by internal forces, giving the constant impression that it might just fall apart.

INFERNAL INSECTS. Infernal swarms can be found throughout the Eleven Hells and the lands linked to them. These hellish insects form a hive mind and use their enhanced magical abilities as defensive camouflage, projecting the illusion of a massive winged devil whenever they are threatened. Considered a delicacy among the nobility in the Hells, the individual insects are bat-winged and have bulging eyes, long spindly legs, and a carapace covered in poisonous barbs that they fire to ward off predators.

A HELLISH FEAST. Infernal swarms feed on carrion and soul larvae, injecting the carcasses with a poison that liquifies tissue and organs for easier digestion. This same poison can be spread through their barbs to painfully dissuade predators, attacking and disintegrating whatever organic material with which it comes into contact. Hunters may easily become overwhelmed by these swarms and find themselves to be the meal.

A SCATTERED MIND. While an infernal swarm is resistant to psychic interference, it may be disrupted with a clever use of sound. Loud noises will disorient the insects and interrupt their illusions, scattering the individuals away from one another. While alone, in spite of possessing only an animal-like intelligence, these insects still prove formidable foes: they are capable of shooting their barbs and casting the spells *minor illusion*, *disguise self*, and *firebolt* at will. It is not common

to encounter these silent killers hunting on their own, so if one is spotted, there are certain to be many more to follow.

INFERNAL SWARM

Huge swarm of Small fiends (devil), unaligned

Armor Class 16

Hit Points 143 (20d8 + 20)

Speed 25 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	10 (+0)	12 (+1)	19 (+4)

Damage Vulnerabilities thunder

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

Condition Immunities charmed, grappled

Senses darkvision 120 ft., passive Perception 11

Languages —

Challenge 14 (11,500 XP)

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

Fear Aura. Any creature hostile to the infernal swarm that starts its turn within 20 feet of the swarm must make a DC 18 Wisdom saving throw. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the infernal swarm's fear aura for the next 24 hours.

Innate Spellcasting. The infernal swarm's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *disguise self*, *firebolt*, *minor illusion*

3/day each: *hallucinatory terrain*, *major image*

1/day each: *fireball*, *greater invisibility*, *immolation*

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

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

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough

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

ACTIONS

Barbed Sting (Swarm). *Melee Weapon Attack:* +8 to hit, reach 0 ft., three creatures in the swarm's space. *Hit:* 23 (4d8 + 5) piercing damage or 14 (2d8 + 5) piercing damage if the swarm has half of its hit points or fewer, and the target must make a DC 18 Constitution saving throw, taking 22 (4d10) poison damage on a failed save or half as much damage on a successful one.

Barbed Sting (Single). *Ranged Weapon Attack:* +5 to hit, range 60/120 ft. *Hit:* 7 (1d4 + 5) piercing damage, and the target must make a DC 16 Constitution saving throw, taking 5 (1d10) poison damage on a failed save or half as much damage on a successful one.

Greataxe (Infernal Projection Only). *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 58 (8d12 + 6) psychic damage. The target must make a DC 18 Wisdom saving throw to see through the illusion, taking full damage on a failed save. On a successful save, the target is immune to the illusion for the next 24 hours.



Bone Colossus (Necrotech)

Standing over thirty feet tall, this undead titan is composed of thousands of tiny chittering skeletons, knitted together into one enormous creature of bones and skulls by foul necromantic magic. As the towering colossus strides forward, the earth shakes beneath its feet.

NECROTECH TITANS. Over sixty years ago, Sandor Greyskin, Master of the Necrophagi, created the first bone collective (see *Tome of Beasts*) in his laboratory in Darakhan, White City of the Ghouls. Fifty years later, the forbidden lore shared by the vampires has allowed the Necrophagi to develop a new, far larger type of bone collective.

WEAPONS OF WAR. In his tome of deranged ramblings, Tomislav the Thrice-Flayed theorized how “posthumes”—the tiny skeletal creatures used to make up the bone collectives—might be gathered in even greater numbers to form bigger, stronger creatures. Magenthus Quickborn, current Master of the Necrophagi and a bone collective himself, set to work creating a bone colossus, an undead creature big and powerful enough to serve as a rallying point for the ghoulish legions in battle. The first bone colossus was deployed in anger against the Electoral Kingdom of Krakova where it proved decisive in bringing the siege of Wallenbirg to a rapid and favorable conclusion for the undead armies. More bone colossi are under construction; an enthusiastic Emperor Nicoforus intends to position the huge creatures at the vanguard of each of his imperial legions.

BONE COLOSSUS

Gargantuan undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 247 (15d20 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	22 (+6)	14 (+2)	16 (+3)	20 (+5)

Saving Throws Con +11, Wis +8

Skills Intimidation +10, Perception +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Common, Darakuhl

Challenge 14 (11,500 XP)

Hive Mind. All elements of the bone colossus within 50 miles of their main body constantly communicate with each other. If one is aware of a particular danger, they all are. Any bone colossus with at least 40 hit points forms a hive mind, giving it an Intelligence of 14. Below this hit point threshold, it becomes mindless (Intelligence 0). At 0 hp, a few surviving sets of bones scatter, and the Necrophagi must spend months creating a new bone colossus.

Siege Monster. The bone colossus deals double damage to objects and structures.

Swarm Form. A bone colossus can use its action to split into four individual swarms of tiny bone posthumes. Each swarm is Large, has one quarter of the colossus’s current hit points, and attacks and moves independently. A bone swarm can occupy another creature’s space and vice versa, and the swarm can move through openings at least 1 foot wide. As an action, the swarms can reform into a single bone colossus as long as they are adjacent to one another.

Turn Resistance. The bone colossus has advantage on saving throws against any effect that turns undead.

ACTIONS

Multiattack (Colossus Form Only). The bone colossus makes two thunderous slam attacks.

Thunderous Slam (Colossus Form Only). *Melee Weapon Attack:* +12 to hit, reach 20 ft., one



target. *Hit:* 29 (4d10 + 7) bludgeoning damage plus 10 (3d6) thunder damage, and the target must make a DC 18 Strength saving throw or be knocked prone.

Razor Teeth (Swarm Form Only). *Melee Weapon Attack:* +12 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 21 (4d6 + 7) piercing damage.

Dispersal (Swarm Form Only). Each swarm separates further into dozens of individual posthumes, which scatter in different directions. Attacking the posthumes is ineffectual; the bone colossus is effectively removed from play while it is dispersed. The bone colossus must spend at least 1 minute fully dispersed before it can reform as an action. After dispersing, it must reform as a single bone colossus within 60 feet of its prior location.

Vent Linnorm

The immense reptile soars through the water—long and sleek, powerful tail undulating rhythmically, threatening all in its terrifying wake.

TERRORS OF THE DEEP. Vent linnorms live near hydrothermal fissures located in the deepest parts of the ocean. When they are not hunting, they can be found basking in their lairs, enjoying the dark, warm waters of their homes. They spend much of their time hunting in the lightless depths of the ocean. They are proficient hunters whose diet includes all varieties of sharks and whales, giant squid, dragon turtles, dragon eels, and younger sea dragons. While they are generally solitary creatures,

mated pairs sometimes team up to hunt ancient sea dragons and kraken before resuming their solitary lives.

PRIMEVAL DRAGONS. Many sages believe that linnorms are precursors to modern dragons. Like their more evolved kin, vent linnorms enjoy amassing hoards of



treasure they bury in the silty floor of their lairs. Younger linnorms spend much of their time searching through the wreckage of sunken vessels, while older ones actively sink passing ships, eating the sailors as they thrash in the water and picking up the fallen treasures at their leisure.

ABOLETH HUNTERS. Due to the relative slow-wittedness of vent linnorms, aboleths are fond of dominating them for use as servants and war beasts. For their part, linnorms despise aboleths for enslaving them. A vent linnorm who becomes aware of the presence of aboleths immediately ceases its current activity and moves to destroy their hated enemies.

VENT LINNORM

Gargantuan dragon, neutral evil

Armor Class 19 (natural armor)

Hit Points 247 (15d20 + 90)

Speed 20 ft., fly 60 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	23 (+6)	14 (+2)	14 (+2)	17 (+3)

Saving Throws Str +12, Dex +7, Con +11, Cha +8

Skills Intimidation +8, Perception +7, Survival +7

Damage Resistances fire

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Challenge 16 (15,000 XP)

Amphibious. The linnorm can breathe air and water.

Blood Sense. While in the water, the linnorm has advantage on Wisdom (Perception) checks to locate creatures that don't have all their hit points.

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

ACTIONS

Multiattack. The linnorm can use its Frightful Presence. It then makes three attacks: one with its bite and two with its tail.

Bite. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage and 11 (2d10) necrotic damage.

Tail. Melee Weapon Attack. +12 to hit, reach 20 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage. If the target is Large or smaller, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the linnorm can automatically hit the target with its tail. The linnorm can still make tail attacks against other targets and can use its tail to grapple up to three creatures at once.

Frightful Presence. Each creature of the linnorm's choice that is within 120 feet of the linnorm and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened 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. If the creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Inky Breath (Recharge 5–6). The linnorm exhales a cloud of briny ink in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 52 (15d6) necrotic damage and being blinded for 1 minute on a failed save or half as much damage and not suffering blindness on a successful one. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

REACTIONS

Curse of the Deep. When the linnorm is killed, it unleashes a curse upon its killers. All creatures within 100 feet of the dead linnorm that dealt damage to it must succeed on a DC 19 Constitution saving throw or take 1d6 levels of exhaustion or half that many levels of exhaustion on a successful save. A creature that failed the saving throw must remake the save each time it finishes a long rest in order to remove one level of exhaustion.

Bathael

The gigantic demon has the lower body of a maggot merged with a humanoid torso whose black flesh appears carved from stone. At the point where the two forms meet, it has a wide, slobbering maw with pink and white striped lips, serrated teeth, and a roaming puce tongue. The creature wears an iron helmet that conceals all but its three gleaming eyes.

BEHIND THE SCENES. Once a dread lord of demons, Bathael was forced to flee from the Abyss after his subjects rose up against him. Since, he has installed himself in the sewers beneath a Harkesh, working behind the scenes to make slaves of its people and use them to spread chaos and ruin across the mortal world. Once he has reduced humanity to ruin, he will return to the Abyss and reclaim his stolen throne.

DREAD APPEARANCE. Most who deal with the demon never see his face or form, for Bathael prefers to keep to the gloom lest he terrorize his slaves.

BATHAEL

Huge fiend (demon), chaotic evil

Armor Class 17 (natural armor)

Hit Points 319 (22d12 + 176)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	26 (+8)	21 (+5)	18 (+4)	23 (+6)

Saving Throws Str +14, Dex +6, Con +14, Cha +12

Skills Deception +12, Perception +10

Damage Resistances cold, fire, lightning

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

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., truesight 15 ft., passive Perception 20

Languages Abyssal; telepathy 120 ft.

Challenge 18 (20,000 XP)

Blasphemous Burbling. Foul blasphemies sound from Bathael's maw. When a creature that is not a demon starts its turn within 15 feet of Bathael and can hear the demon, the creature must succeed on a DC 20 Charisma saving throw or take 7 (2d6) psychic damage and become charmed for 1 minute or until it is no longer within 15 feet of Bathael. A creature that succeeds on this saving throw becomes immune to Bathael's blasphemous burbling for 24 hours.

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

Magic Weapons. Bathael's weapon attacks are magical.

Swift Curse (Recharge 5–6). Bathael uses Vile Curse as a bonus action.

ACTIONS

Multiattack. Bathael makes two attacks: one with his chain and one with his battleaxe.

Chain. *Melee Weapon Attack:* +14 to hit, reach 30 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage. If the target is 10 feet or further from Bathael, the target must contest a Strength check against Bathael's Strength check. If the target fails, Bathael drags the target up to 15 feet closer to itself and can make a bite attack as a bonus action.

Battleaxe. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one creature. *Hit:* 21 (2d12 + 8) piercing damage.

Vile Curse. Bathael bestows a curse, chosen from the options presented below, on one creature it can see within 120 feet.

Blistering Curse. The targeted creature must succeed on a DC 20 Constitution saving throw or become cursed for 1 minute. While cursed in this way, the target takes 22 (4d10) acid damage at the start of each of its turns. If the target drops to 0 hit points or fewer from this damage, the target dies, and its flesh dissolves into a pool of jelly that dries 1d6 hours later. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Deafening Curse. The targeted creature must succeed on a DC 20 Constitution saving throw or take 45 (10d8) thunder damage and become cursed for 1 minute. While cursed in this way, the target is deafened and makes attack rolls with disadvantage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Maddening Curse. The targeted creature must succeed on a DC 20 Wisdom saving throw or suffer the effects of short-term madness 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.



Shadow of Death

Draped in black funerary garb, ribbons of which move of their own accord, the creature has the appearance of a skeletal angel.

ANGELS OF DEATH. Once beings of light and beauty who championed justice across the planes, the shadows of death formed after some agent of entropy discarded their bodies into the Void. Their celestial forms protected them from ultimate annihilation, but their minds were forever darkened by the plane's dread influence. The shadows of death emerged from the darkness as death-obsessed agents of entropy.

DEATHLY AVATARS. Shadows of death sometimes answer the call of death cults throughout Midgard. Rather than aid them though, they make them into their victims, killing them first before spreading the grave's shadow across the world. From their hatred of all life, they form obsidian blades, which they use to take the lives of anyone they encounter.

SHADOW OF DEATH

Large celestial, chaotic evil

Armor Class 18

Hit Points 250 (20d10 + 140)

Speed 50 ft. fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	26 (+8)	24 (+7)	25 (+7)	25 (+7)	30 (+10)

Saving Throws Int +14, Wis +14, Cha +17

Skills Perception +14

Damage Vulnerability radiant

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing

Damage Immunities cold, necrotic, poison

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

Senses truesight 120 ft., passive Perception 24

Languages all; telepathy 120 ft.

Challenge 21 (33,000 XP)

Death Throes. When the shadow of death dies, it explodes, and each creature within 30 feet of it or inside the area of its deathly shroud must make a DC 25 Constitution saving throw, taking 35 (10d6) necrotic damage on a failed save or half as much on a successful one. The explosion destroys the shadow of death's *Blade of Unlight*.

Deathly Shroud (Recharge 6). As a bonus action, the shadow of death causes magical shadows to spill forth from a point it can reach, out to a 120-foot radius, turning all light in the area to dim light. The shadows suppress all forms of light, even that created by spells and other magical effects. The shadows remain for 1 hour or until the shadow of death is incapacitated.

At the start of each of the shadow of death's turns, each creature in the area of shadows other than itself, constructs, and undead must succeed on a DC 25 Constitution saving throw or take 11 (2d10) necrotic damage.

Destroyer of Life. A creature reduced to 0 hit points from damage dealt by the shadow of death dies and can't be revived by any means short of a *wish* spell.

Magic Resistance. The shadow of death has advantage on saving throws against spells and other magical effects.

Shadow Leap. If the shadow of death is inside the area of its deathly shroud, it can magically teleport, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see inside the area of its deathly shroud.

Shadow Stealth. While in dim light or darkness, the shadow of death can take the Hide action as a bonus action.

ACTIONS

Multiattack. The shadow of death makes three *Blade of Unlight* attacks. It can substitute Vision of Ending for two of these attacks.

Blade of Unlight. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) necrotic damage, and the target gains one level of exhaustion and must succeed on a DC 24 Constitution saving throw or reduce its hit point maximum by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest.



Vision of Ending. Each creature that is not undead within 60 feet of the shadow of death that can see it must succeed on a DC 25 Wisdom saving throw or become frightened for 1 minute. While frightened in this way, the creature is also paralyzed. If the save fails by 5 or more, the target also takes 35 (10d6) psychic damage. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this shadow of death's Vision of Ending for the next 24 hours.

Degmadu

A massive, fleshy polyp emerges from the ground, ringed with hundreds of wobbly eyes and filled with a whirlpool of stony, buzzsaw teeth. Tentacles burst from within this gaping maw like serpents ready to strike.

THE MILLENNIUM POLYP. Degmadu the Shuddering Maw, or the Millennium Polyp, is a recurring terror in the subterranean kingdoms but rarely appears on the surface. It is said to grow more active on the surface every thousand years when it's ready to burst from its earthly confines into the sky to live a brief second life in a new form. This new life lasts only three days before it returns to the vaults of the earth for another millennium.

DEGMADU

Gargantuan monstrosity, chaotic neutral

Armor Class 19 (natural armor)

Hit Points 555 (30d20 + 240)

Speed 20 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	27 (+8)	20 (+5)	22 (+6)	20 (+5)

Saving Throws Str +18, Dex +8, Con +16, Int +13, Wis +14

Damage Immunities acid, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities frightened, paralyzed, prone

Senses tremorsense 120 ft., passive Perception 16

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

Challenge 27 (105,000 XP)

Earth Glide. Degmadu can burrow through nonmagical, unworked earth and stone. While doing so, Degmadu doesn't disturb the material it moves through.

Earthbound. Degmadu is confined to the earth and can't leave it. It can use Earth Glide to climb difficult surfaces, including upside down

on ceilings, without needing to make an ability check.

Siege Monster. Degmadu deals double damage to objects and structures.

ACTIONS

Multiaction. Degmadu makes one bite attack and four tentacle attacks.

Tentacle. Melee Weapon Attack: +18 to hit, reach 30 ft., one target. *Hit:* 24 (4d6 + 10) bludgeoning damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained. Degmadu has thirteen tentacles, each of which can grapple one target.

Bite. Melee Weapon Attack: +18 to hit, reach 5 ft., one target. *Hit:* 32 (4d10 + 10) piercing damage. If the target is a Large or smaller creature grappled by Degmadu, the target is also swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside Degmadu, and it takes 49 (14d6) acid damage at the start of each of Degmadu's turns.

If Degmadu takes 55 damage or more on a single turn from a creature inside it, Degmadu must succeed on a DC 24 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of Degmadu. If Degmadu dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Resonance. Degmadu creates a sonic wave.

Each creature within 120 feet of Degmadu and able to hear it must make a DC 24 Constitution saving throw. On a failure, a creature takes 27 (5d10) thunder damage and is deafened for 1 minute. On a success, the creature takes half the damage and isn't deafened.

LEGENDARY ACTIONS

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

Tentacle Attack. Degmadu makes one tentacle attack.

Resonance (Costs 2 Actions). Degmadu uses Resonance.

Sounding Sea (Costs 3 Actions). Degmadu creates a seismic disturbance that lasts until the end of its next turn. An intense tremor rips through the area, shaking creatures and structures in contact with the ground within 60 feet of Degmadu. The ground in the area becomes difficult terrain, and each creature on the ground must make a DC 20 Dexterity saving throw. On a failed save, the creature is knocked

prone. Each creature on the ground that is concentrating must make a DC 24 Constitution saving throw. On a failed save, the creature's concentration is broken. The tremor deals damage to structures, which might collapse and damage nearby creatures; this effect of Sounding Sea works like the *earthquake* spell, except the damage to the structures isn't doubled from Degmadu's Siege Monster trait.



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