

## STRAHD (INSECTOID)

Medium Monstrosity (Shape Changer)

**Armor Class** 16 (natural armor)

**Hit Points** 144 (17d8 + 68)

**Speed** 30 ft. (40 ft. when in Bloodlust Form)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	20 (+5)	15 (+2)	18 (+4)

**Proficiency** +5

**Saving Throws** Dex +9, Wis +7, Cha +9

**Skills** Arcana +15, Perception +12, Religion +10, Stealth +14

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

**Senses** darkvision 120 ft., passive Perception 22

**Languages** Abyssal, Common, Draconic, Elvish, Giant, Infernal

**Challenge** 16 (15,000 XP)

**Shapechanger (Base Form only).** If Strahd isn't in running water or sunlight, he can use his action to polymorph into a swarm of insects (Mosquitos), or back into his current form. While in swarm form, Strahd can't speak. In in this form he has a flying speed of 60, can hover, and can enter hostile creature's space and stop there. In addition, if a tiny insect can pass through a space, the swarm can do so without squeezing. His statistics, other than his size and speed, are unchanged. Anything he is wearing transforms with him, but nothing he is carrying does. He reverts to his true form if he dies.

**Legendary Resistance (3/day).** When Strahd fails a saving throw, he can choose to succeed instead.

**Regeneration.** Strahd regains 20 hit points at the start of his turn if he has at least 1 hit point and isn't in running water or sunlight. If he takes radiant damage or damage from holy water, this trait doesn't function at the start of his next turn.

**Spellcasting (Base Form only).** Strahd is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). Strahd has the following spells prepared:

Cantrips (at will): *Mage Hand*, *Prestidigitation*, *Ray of Frost*

1st Level (4/day): *Comprehend Languages*, *Fog Cloud*, *Sleep*

2nd Level (3/day): *Detect Thoughts*, *Gust of Wind*,

*Mirror Image*

3rd Level (3/day): *Animate Dread*, *Fireball*, *Nondetection*

4th Level (3/day): *Blight*, *Greater Invisibility*, *Polymorph*

5th Level (1/day): *Animate Objects*, *Scrying*

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

**Bloodfueled Metamorphosis.** When Strahd successfully drinks the blood of a creature, he can use his Metamorphosis action for the next minute.

### ACTIONS

**Multiattack (Base Form).** The Stahd makes two attacks; only one of which can be a bite attack.

**Multiattack (Bloodlust Form).** The Stahd makes three attacks; two claw attacks and one bite attack.

**Claws (Base Form).** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 14 (4d6) necrotic damage. If the target is a creature, Strahd can grapple it (escape DC 18) instead of dealing the slashing damage.

**Claws (Bloodlust Form).** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 14 (4d6) necrotic damage. If the target is a creature, Strahd can grapple it (escape DC 18) instead of dealing the slashing damage.

**Bite (Base Form).** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Strahd, incapacitated, or restrained. *Hit:* 7 (1d6+4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Strahd regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0. A humanoid slain in this way and then buried in the ground rises the following night as an Esquire, Manservant, or Courtesan, under Strahd's control.

**Bite (Bloodlust Form).** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6+4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Strahd regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

**Charm (Base Form only).** Strahd targets one humanoid he can see within 30 ft. of him. If the target can see Strahd, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed. The charmed target regards Strahd as a trusted friend to be heeded and protected. The target isn't under Strahd's control, but it takes Strahd's requests and actions in the most favorable way and lets Strahd bite it. Each time Strahd or his companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until Strahd is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

### LEGENDARY ACTIONS

Strahd 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. Strahd regains spent legendary actions at the start of his turn.

**Move.** Strahd moves up to his speed without provoking opportunity attacks.

**Claws.** Strahd attacks using his claws.

**Bite (costs 2 Actions).** Strahd makes a bite attack.

**Shapechange (costs 2 Actions).** If Strahd isn't in running water or sunlight, he polymorphs into a swarm of insects (Mosquitos), or back into his true form.

**Metamorphosis (costs 3 Actions, see Bloodfueled Metamorphosis).** Strahd transforms into his Bloodlust Form. In his Bloodlust Form, Strahd's size becomes large, has a flying speed of 40 ft., regains the use of one of his Legendary Actions, and gains additional actions. Strahd returns into his Base Form once he finishes a long rest.

## THE BOTCHED ONE

Large Celestial, neutral

**Armor Class** 17 (natural armor)

**Hit Points** 168 (16d10 + 80)

**Speed** 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	18 (+4)	21 (+5)	5 (-3)	16 (+3)	9 (-1)

**Proficiency** +4

**Saving Throws** Str +11, Dex +8, Cha +3

**Skills** Perception +7

**Damage Resistances** bludgeoning, piercing and slashing damage from nonmagical attacks

**Damage Immunities** necrotic

**Condition Immunities** charmed, exhaustion, frightened

**Senses** darkvision 60 ft., passive Perception 17

**Languages** Common, Celestial, and Sylvan.

**Challenge** 12 (8,400 XP)

**Innate Spellcasting.** The Botched One's spellcasting ability is Wisdom (spell save DC 15). The Botched One can innately cast the following spells, requiring no material components:

1/day: *Circle of Death* (centered on itself)

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

**Unmaking Weapons.** The Botched One's weapons are magical and deal an additional 7 (2d6) necrotic damage on a hit (included in the attack). A creature slain by the Botched One's attacks cannot be raised from the dead except by the spell true resurrection or wish.

### ACTIONS

**Multiattack.** The Botched One makes a bite attack and attacks with its claws.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage plus 7 (2d6) necrotic damage.

**Claws.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage plus 7 (2d6) necrotic damage.

**Syphoning Bite (Recharge 5-6).** The Botched One makes a bite attack against a creature in range. If the attack hits it deals an additional 21 (6d6) necrotic damage (8d6 total) and regains an amount of hit points equal to half of the necrotic damage dealt. The creature must make a DC 18 Constitution saving throw. On a failed save the creature's maximum hit points are reduced by an amount equal to the necrotic damage dealt until the creature finishes a long rest. If this reduces the creature's maximum hit points to 0, the creature dies.

### LEGENDARY ACTIONS

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

**Move.** The Botched One moves or jumps up to its speed.

**Claws (2 Actions).** The Botched One attacks with its claws.

**Desperate Bite (2 Actions).** If the Botched One missed its bite attack made through Syphoning Bite since the beginning of its last turn, it recharges Syphoning Bite and uses it.

**Leaking Death (3 Actions).** If the Botched One is below half of its maximum hitpoints, it casts *Circle of Death* if available.

## PRINCIPALITY OBSERVATION

Large Celestial, lawful good

**Armor Class** 19 (natural armor & shield)

**Hit Points** 123 (13d10 + 48)

**Speed** 60 ft., flying (hover) 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	19 (+4)	14 (+2)	19 (+4)	16 (+3)

**Proficiency** +4

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

**Skills** Insight +8, Perception +8

**Damage Resistances** radiant; bludgeoning, piercing and slashing damage from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened

**Senses** darkvision 120 ft., passive Perception 17

**Languages** All, Telepathy 120 ft.

**Challenge** 9 (5,000 XP)

**Angelic Weapons.** The Principality Observation's weapon attacks are magical. When the angel hits with any weapon, the weapon deals an extra 2d8 radiant damage (included in the attack).

**Innate Spellcasting.** The Principality Observation spellcasting ability is Wisdom (spell attack +8, save DC 16). The Principality Observation can cast the following spells, requiring only verbal components:

Cantrip (At Will): *Guidance*, *Light*, *Thaumaturgy*, *Word of Radiance*

1st Level (4/day): *Bless*, *Guiding Bolt*, *Sanctuary*, *Shield of Faith*

2nd Level (3/day): *Aid*, *Lesser Restoration*, *Prayer of Healing*, *Warding Bond*

3rd Level (3/day): *Beacon of Hope*, *Magic Circle*, *Remove Curse*

4th Level (2/day): *Banishment*, *Death Ward*, *Freedom of Movement*

**Magic Resistance.** The Principality Observation has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Multiattack.** The Principality Observation makes two melee attacks.

**Mace.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage plus 9 (2d8) radiant damage.

### BONUS ACTIONS

**Shielding Stance.** The Principality Observation can only use this action if it has not moved on its turn yet. The angel forfeits its remaining movement to take a shielding stance until the beginning of its next turn. Each ally within 120 ft. that is able to see the Principality Observation in its shielding stance gains a +1 bonus to its AC and saving throws. If the Principality of Observation moves or is moved while in its shielding stance, it breaks its stance.

## LIFE CLERIC (BASE)

Medium humanoid (any humanoid)

**Armor Class** 18 (chainmail & shield)

**Hit Points** 75 (10d8 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	16 (+3)	10 (0)	18 (+4)	13 (+1)

**Proficiency** +3

**Saving Throws** Wis +7, Cha +4

**Skills** Religion +6, Perception +7

**Senses** passive Perception 17

**Languages** Common, and any 3 other languages.

**Challenge** 7 (2,900 XP)

**Bolstering Aura.** When an allied creature of the cleric starts its turn within within 20 ft. of them, it gains 5 temporary hit points. When the cleric deals radiant damage on its turn, each creature within 20 ft. of the cleric that has temporary hit points gained from this trait regains 5 hit points.

**Spellcasting.** The cleric is a 10th level spellcaster. Their spellcasting ability is Wisdom (spell save DC 15, +7 to hit). The cleric can cast the following spells:

Cantrips (at will): *Guidance, Light, Sacred Flame, Thaumaturgy*

1st Level (4/day): *Bless, Command, Cure Wounds, Guiding Bolt*

2nd Level (3/day): *Calm Emotions, Hold Person, Lesser*

*Restoration, Spiritual Weapon*

3rd Level (3/day): *Beacon of Hope, Dispel Magic, Mass Healing*

*Word, Spirit Guardians*

4th Level (3/day): *Aura of Life, Banishment, Guardian of Faith*

5th Level (2/day): *Flame Strike, Mass Cure Wounds*

### ACTIONS

**Multiattack.** The cleric makes a melee weapon attack and casts lance of faith.

**Mace.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

**Lance of Faith.** *Ranged Spell Attack:* +7 to hit, reach 120 ft., one target. *Hit:* 13 (2d8+4) radiant damage.

## DEATH CLERIC (BASE)

Medium humanoid (any humanoid)

**Armor Class** 18 (chainmail & shield)

**Hit Points** 75 (10d8 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	16 (+3)	10 (0)	18 (+4)	13 (+1)

**Proficiency** +3

**Saving Throws** Wis +7, Cha +4

**Skills** Religion +6, Perception +7

**Senses** passive Perception 17

**Languages** Common, and any 3 other languages.

**Challenge** 7 (2,900 XP)

**Aura of Ruin.** When an enemy creature of the cleric starts its turn within within 20 ft. of the cleric and has taken any damage since the end of its last turn, it takes 5 necrotic damage. If the creature took necrotic damage dealt by the cleric, it takes 10 necrotic damage instead. This damage cannot reduce a creature to below 1 hit point.

**Spellcasting.** The cleric is a 10th level spellcaster. Their spellcasting ability is Wisdom (spell save DC 15, +7 to hit). The cleric can cast the following spells:

Cantrips (at will): *Guidance, Spare the Dying, Thaumaturgy, Toll the Dead*

1st Level (4/day): *Bane, Command, Inflict Wounds, Sanctuary*

2nd Level (3/day): *Blindness/Deafness, Hold Person, Spiritual*

*Weapon, Silence*

3rd Level (3/day): *Bestow Curse, Dispel Magic, Speak with Dead,*

*Spirit Guardians*

4th Level (3/day): *Banishment, Death Ward, Guardian of Faith*

5th Level (2/day): *Contagion, Insect Plague*

### ACTIONS

**Multiattack.** The cleric makes a melee weapon attack and casts lance of faith.

**War Pick.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

**Death's Shadow.** *Ranged Spell Attack:* +7 to hit, reach 120 ft., one target. *Hit:* 13 (2d8+4) necrotic damage.

## SAND TITAN

Gargantuan Giant

**Armor Class** 17 (natural armor, 19 when in sand storm)

**Hit Points** 351 (19d20+ 152)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	19 (+4)	26 (+8)	15 (+2)	16 (+3)	19 (+4)

**Proficiency** +6

**Saving Throws** Dex + 10, Con +14, Wis +9

**Skills** Acrobatics +10, Perception + 9, Persuasion +10

**Senses** passive Perception 19

**Languages** Giant, Auran, Terran, Primordial

**Challenge** 19 (22,000 XP)

**Sand Piercing Sight.** The sand titan's sight cannot be hindered by sand storms.

**Sand Storm.** The sand titan is surrounded by a perpetual sand storm that rages in a 30 ft. radius centered on itself. As long as the sand storm rages any attack made from outside of the radius targeting any creature within is made with disadvantage and the sand titan has half cover. The sand titan can activate and suppress the sand storm on its turn with a bonus action. When the sand titan dies or is unconscious, the sand storm ends.

**Innate Spellcasting.** The titan's spellcasting ability is Charisma (spell save DC 18). It can innately cast the following spells, requiring no material components

At will: *Erupting Earth*<sup>(EEPC)</sup>, *Mold Earth*

1/short rest: *Move Earth* (can only target sandy terrain)

1/day: *Earthquake*

### ACTIONS

**Multiattack.** The sand titan makes 4 scimitar attacks.

**Scimitar.** *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 24 (4d6 + 10) Slashing damage.

**Sand Boulder.** The Cloud Titan throws a huge, boulder at a point within 240 ft. of itself. Each creature and object in a 15-foot square centered on the point of impact must make a DC 21 Dexterity saving throw taking 33 (6d10) bludgeoning damage and half as much on a successful one. Upon impact the boulder explodes into sand that covers the ground. [Constitution Based]

## LEECH SEAL

Large Monstrosity

**Armor Class** 14 (natural armor)

**Hit Points** 93 (11d10 + 33)

**Speed** 30 ft., Swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	3 (-4)	13 (+1)	6 (-2)

**Proficiency** +3

**Skills** Perception +4, Stealth +5

**Damage Resistance** thunder

**Condition Immunities** blinded

**Senses** blindvision 30 ft. (120 ft. when submerged in water, blind beyond) passive Perception 14

**Challenge** 5 (1,800 XP)

**Amphibious.** The leech seal can breath air and water.

**Lacerating Bite.** A creature that starts its turn grappled by the leech seal takes 7 (2d6) necrotic damage.

**Mucus.** The leech seal has advantage on saving throws against effects that would grapple or restrain it, and it has advantage on checks to escape grapples and restraints.

**Ripping Jaw.** A creature that escapes the leech seal's grapple with a successful ability check or through forced movement takes 14 (4d6) slashing damage.

### ACTIONS

**Multiattack.** The leech seal makes three attacks.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

*Hit:* 13 (2d8+4) piercing damage and the target is grappled (escape DC 14)7. The leech seal can have only one creature grappled this way and until the grapple ends, the leech seal can make bite attacks only against the grappled creature.

## PHILISTINE

Medium monstrosity

**Armor Class** 17 (natural armor)

**Hit Points** 150 (20d8 + 60)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	17 (+3)	10 (0)	14 (+2)	19 (+4)

**Proficiency** +4

**Saves** Dex +8, Wis +5, Cha +8

**Skills** Acrobatics +8, Perception +6, Sleight of Hand +8

**Senses** passive Perception 16

**Languages** Common and two additional languages

**Challenge** 11 (7,200 XP)

**Tome of Tricks.** The Philistine carries a unique magical book with itself. This book contains 1d6 randomly determined wizard spells (DM's discretion).

**Legendary Resistance (2/day).** When the Philistine fails a saving throw, it succeeds instead.

### ACTIONS

**Tome Attack (Melee).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage plus 7 (2d6) acid, cold, fire, or lightning damage determined at random by a 1d4.

**Tome of Tricks.** The Philistine tears a random page out of its tome of tricks to cause a random magic effect. Roll a 1d6 to determine its effect. Each effect is a magical effect that is treated like a 1st level spell for the purpose of dispell magic.

- **Summon Ape.** An ape is summoned at an empty space within 20 ft. of the Philistine. The ape rolls initiative and is a fey creature in addition to being a beast. It exists for 1 minute before it disappears.
- **Whirlwind.** Each creature within 20 ft. of the Philistine must succeed a DC 15 Strength saving throw or be pushed back 10 ft. away from the Philistine. In addition the Philistine gains a flying speed of 60 until the end of its next turn and can fly up to half of its speed as part of this action.
- **Ice Spikes.** *The Philistine conjures up to three 10 by 10 squares of ice spikes within 60 ft. of itself that last until the*

end of its next turn. The area is difficult terrain and when a creature moves into or within the area, it takes 5 (2d4) cold damage for every 5 feet it travels.

- **Dreadful Scream.** Each creature in a 10 ft. radius centered at a point within 60 ft. of the Philistine that is not deafened must make a DC 15 Wisdom saving throw. On a failed save a creature takes 14 (4d6) psychic damage and uses its reaction to move up to its speed away from the center of the radius. On a successful save a creature takes half as much damage and suffers no other effects.
- **Acidic Cloud.** The Philistine conjures a 20 ft. radius cloud at a point within 60 ft. of the Philistine that lasts until the end of its next turn. Each creature that starts its turn inside the cloud or enters it for the first time during its turn must make a DC 15 Constitution saving throw or take 20 (8d4) acid damage. A creature that makes a ranged attack against a target within the cloud or behind the cloud makes the attack with disadvantage.
- **Flaming Meteors.** The Philistine creates three small flaming meteors. Each meteor seeks out a target within 120 ft. of the Philistine. The target must succeed a DC 15 Dexterity saving throw or take 14 (4d6) fire damage.

### REACTIONS

**Panicked Tearing.** When the Philistine is reduced to below half of its maximum hit points and at least one enemy it can see is within 20 ft. of itself, it can use a reaction to tear two different pages out of its Tome of Tricks. Roll 2d6 to determine which two random effects occur. If you roll doubles, roll 3d6 instead to determine three random effects.

### LEGENDARY ACTIONS

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

**Move.** The Philistine moves up to half of its speed without provoking opportunity attacks.

**Tome Attack.** The Philistine attacks with its tome.

**Tome of Tricks (2 Actions).** The Philistine uses Tome of Tricks.

**Research (3 Actions).** The Philistine takes a moment to actually to flip through the pages of its tome of tricks. The next time the Philistine uses its Tome of Tricks action, it can choose which magic effect occurs. Once the Philistine uses this legendary action, it must use a different legendary action before it can use this one again.