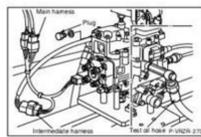


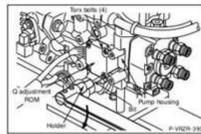
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7 ADJUSTMENT

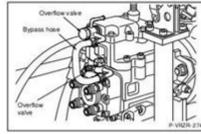


- (3) Disconnect the main harness and the intermediate harness from the injection pump.
- (4) Remove the test oil hose and the overflow valve plugs from the injection pump.

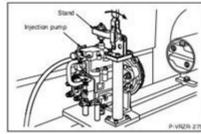


- (5) Install the Q adjustment ROM to the pump housing.
- Note:  
Removing the inlet adapter facilitates installation.

- (6) Tighten the Q adjustment ROM's torx bolts.
- Specified torque: **2 - 3 N m**  
(0.2 - 0.3 kgf m)
- | Tool name | Part no.        | Remarks |
|-----------|-----------------|---------|
| Holder    | 157915-9820     |         |
| Bit       | 157915-9301 T20 |         |



- (7) Connect the overflow valve's bypass hose to the injection pump.
  - (8) Tighten the overflow valves using a torque wrench.
- Specified torque: **20 - 29 N m**  
(2 - 3 kgf m)



- (9) Remove the injection pump from the test bench.

Rage Drake

Primitive draconic creatures, rage drakes have more in common with large and dangerous dire animals than with true dragons. Although capable of at least rudimentary reasoning, rage drakes remain minimalistic in many ways. Cruel and selfish, rage drakes embody many of the worst qualities of evil dragon kind. Some sages believe that rage drakes were created deliberately in an attempt to find a mount with the fearsome physical abilities of a dragon but without the intelligence and powerful magical abilities. Rage drakes do not hoard treasure, though they do value precious gems . . . as snacks.

**Dragon Dogs.** Rage drakes have dull, deep red scales and the feline build common to true dragons. Unlike many other draconic creatures, they do not have wings. However, their size and strength make them extremely fast compared to most ground creatures. A typical rage drake can grow to be over 12 feet long and can weigh up to 6,000 pounds.

**Draconic Instincts.** Brutal, instinctive hunters, rage drakes hide and ambush their foes when possible.

Beyond this instinctive hunting technique, rage drakes take a simple approach to the many battles they fight in their violent lives. When combat begins, a rage drake charges and bites the nearest foe, refusing to let go for as long as possible and applying more and more strength with their vice-like jaw. It will also attempt to tear foes to shreds using its razor-sharp claws. Once in combat a rage drake is almost impossible to calm down, and if over-matched is more likely to fight to the death than run or submit.

**Rage Drake Mounts.** Although they are too intelligent to be trained by usual means, rage drakes can occasionally be bribed or bullied into serving as mounts for extremely powerful riders. Riding a rage drake, even a thoroughly cowed one, is always risky, and the rider must be prepared to deal with the rage drake's attempt to assert control or turn on its rider. Controlling a mount is especially difficult when the creature enters a rage. A rage drake willing to serve as

a mount is almost impossible to purchase, and hideously expensive to maintain as the creature requires frequent rewards of food, drink and precious gems in order to keep it happy and reasonably loyal. In general, if one wants to maintain the loyalty and garner some level of obedience from a rage drake, a rider can expect to spend anywhere from 500 to 1,500 gp on the creature every month.

**Fiendish Breed.** Demon princes often breed powerful fiendish versions of rage drakes to use in their Abyssal armies. These ferocious monsters are even more terrifying than their ordinary cousins, combining draconic fury with demonic toughness and vigour. Fortunately, this variant is rarely seen outside of the deepest pits of the Abyssal planes.

RAGE DRAKE

Large dragon, chaotic evil

Armor Class 13 (natural armor)  
Hit Points 143 (19d10 + 38)  
Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	6 (-2)	14 (+2)	10 (+0)

Condition Immunities charmed, frightened, paralyzed  
Senses darkvision 60 ft., passive Perception 14  
Languages can understand draconic but cannot speak  
Challenge 5 (1,800 XP)

**Keen Senses.** The rage drake has advantage on Wisdom (Perception) checks that rely on hearing or sight.

**Predatory Speed.** As a bonus action, the rage drake can move up to its speed toward a hostile creature that it can see.

ACTIONS

**Multiattack.** The rage drake makes one bite attack or crunch attack, and two claw attacks.

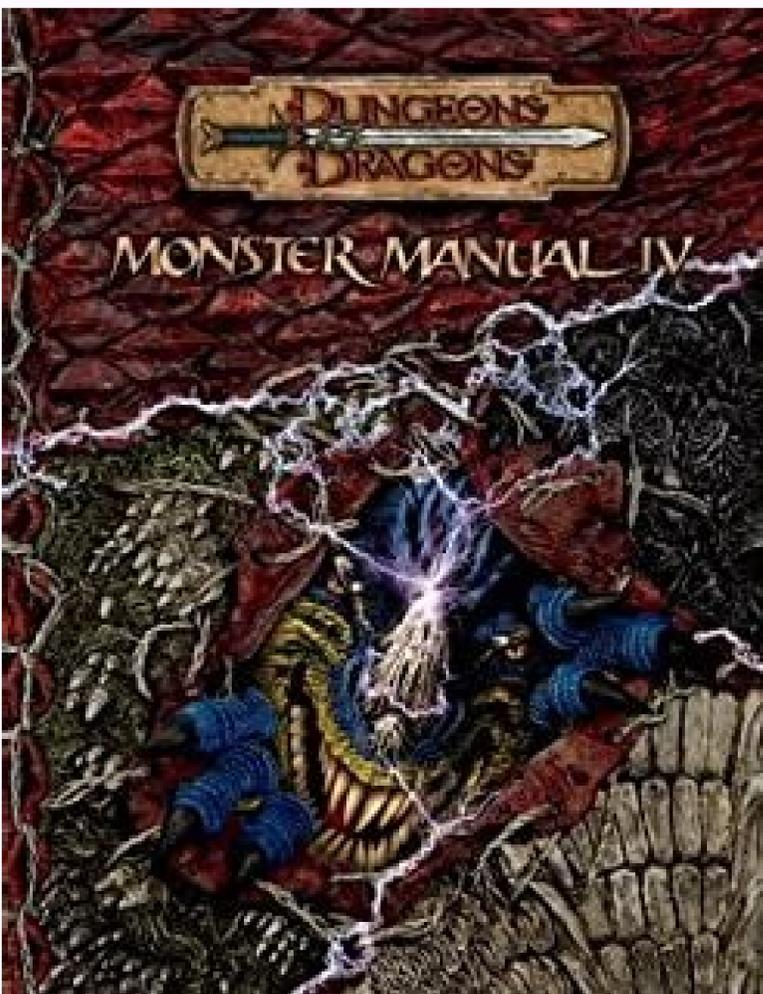
**Bite.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 15).

**Crunch.** The rage drake bites down on one creature it has grappled in a bite. The target takes 10 (2d6 + 3) piercing damage, and has disadvantage on their next escape attempt.

**Claw.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) slashing damage.



"This red dragon's voracity for gold, silver and gems is well known in the lands of the east. It is said that it has a hoard of treasure worth more than any other dragon's. It is a shame that it is so greedy, for it would be a most useful ally in the right hands." - Captain Hallowmire, Westgate





GRAY SLAD  
Medium (1000 lbs)  
Hit Points 55 (10d6 + 20)  
Speed 30 ft.

Armor Class 16 (natural armor) Hit Points 55 (10d6 + 20) Speed 30 ft. Provided the war chanter isn't incapacitated, an ally that starts its turn within 60 feet of the war chanter and can hear the war chanter gains advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn. Each creature must succeed on a DC 18 Strength saving throw or take 15 (2d6 + 6) bludgeoning damage and be stunned until the end of the ogre's next turn. While the yeth hound is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically with each other. Each creature in that area must make a DC 19 Dexterity saving throw, taking 31 (9d6) fire damage on a failed save, or half as much damage on a successful one. Hold the Line! (1/Day). Types of Talents 5 one talents are general, meaning that no special rules govern them as a group. If a creature's saving throw is successful, the creature is immune to Dispatser's Fear Aura for the next 24 hours. The iron defender would often resemble a mechanical spider that can inject poison with its bite. The drow's innate spellcasting ability is Charisma (spell save DC 11). Extract Brain. Dark Ambushers. Great Emptiness. It can also use Weakening Gaze before or after making these attacks. Pistol. For 1 minute, the mob increases in size, along with anything it is wearing or carrying. Melee Weapon Attack: +8 to hit, reach 15 ft., one creature. Until the curse ends, the giant gains the following benefits: • It deals an extra 3 damage on damage rolls against the cursed target. Web (Recharge 5-6). On a failed save, a creature takes 10 (4d4) piercing damage and is restrained. Cornugon Devil's Sight. Saving throws made against the next enchantment spell cast by the cleric priest this turn are made with disadvantage. On a successful saving throw, the target takes half as much damage. Reactions Actions Sudden Lunge. The giant makes two longbow attacks. The kruthik has advantage on Wisdom (Perception) checks that rely on smell. As a bonus action, the kithgaurd can teleport up to 30 feet to an unoccupied space it can see. Concordants are persistent beings and will hunt contractbreakers through dimensions and planes until it can exact justice with its thunderous fists. Bestiary Armor Class 14 (hide armor, shield) Hit Points 95 (10d10 + 40) Speed 40 ft. The skin of the champion is cold to the touch, and any creature caught in its breath is instantly frozen. Armed with a burning scimitar, the wild and aggressive zealots pose a definite threat in the battlefield. Hit: 1d4 + 2) slashing damage. Non-Player Characters Master assassins are those rare and vey dangerous individuals that have mastered the art of efficiently killing and disposing of targets without ever getting noticed or caught. On a success, the zombie drops to 1 hit point instead. Each creature in the area other than the greenspawn leaper must succeed on a DC 12 Constitution saving throw, taking 17 (5d6) poison damage on a failed save, or half as much damage on a successful one. Displacement. Marut Guard Medium construct, lawful neutral Armor Class 20 (natural armor) Hit Points 60 (8d8 + 24) Speed 40 ft., fly 20 ft. While a claw grapples a target, the claw can attack only that target. The hag's innate spellcasting ability is Charisma (spell save DC 15). They are known for their strength, fighting prowess, and magical abilities. Cantrips (at will): guidance, mage hand, mending, fire bolt, thaumaturgy 1st level (4 slots): bane, burning hands, command, cure wounds, inflict wounds, sanctuary, shield 2nd level (3 slots): flaming sphere, hold person, scorching ray, spiritual weapon 3rd level (3 slots): bestow curse, fireball, major image, glyph of warding 4th level (3 slots): banishment, ice storm, guardian of faith, polymorph 5th level (2 slots): cone of cold, legend lore, scrying, telekinesis 6th level (1 slot): chain lightning, find the path, true seeing Cantrips (at will): guidance, mage hand, mending, fire bolt, thaumaturgy 1st level (4 slots): bane, burning hands, command, cure wounds, inflict wounds, sanctuary, shield 2nd level (3 slots): flaming sphere, hold person, scorching ray, spiritual weapon 3rd level (3 slots): bestow curse, fireball, major image, glyph of warding 4th level (3 slots): banishment, ice storm, guardian of faith, polymorph 5th level (3 slots): cone of cold, legend lore, scrying, telekinesis 6th level (2 slot): chain lightning, find the path, true seeing 7th level (2 slots): delayed blast fireball, divine word, symbol 8th level (1 slot): antimagic field, earthquake 9th level (1 slot): gate, mass heal Spellcasting. Until this grapple ends, the target is restrained, and the balhannoth can't use this tentacle against other targets. When the shoosuva reduces a creature to 0 hit points with a melee attack on its turn, the shoosuva can take a bonus action to move up to half its speed and make a bite attack. The grandfather of assassins performs a Hide action. Otherwise, it has no effect. The dextro has 9 sorcery points. While underwater, the slithering tracker has advantage on Dexterity (Stealth) checks made to hide, and it can take the Hide action as a bonus action. If it takes radiant damage, this trait doesn't function at the 90 Chapter 1. Wooden bridges in various states of disrepair are scattered across some of the gorges. The yuan-ti often use iguan as guardians in temples and treasure vaults. The giant can take the Dash or Disengage action as a bonus action on each of its turns. Armor Class 20 (natural armor) Hit Points 507 (26d20 + 234) Speed 30 ft. It is this insanity that drives xerflisty to attack other creatures, eager to drive them into the waters of Styx and taste memories within it. Cantrips (at will): guidance, sacred flame, thaumaturgy, toll the dead 1st level (4 slots): bane, command, divine favor, guiding bolt, healing word, shield of faith 2nd level (3 slots): hold person, magic weapon, silence, spiritual weapon 3rd level (2 slots): bestow curse, crusader's mantle, spirit guardians Actions Multiattack (Yuan-Ti Form Only). (blind beyond this radius), passive Perception 18 Languages understands Deep Speech, telepathy 1 mile Challenge 16 (15,000 XP) Enticing Presence. The yochlol remain until Loth dies or until she dismisses it as an action. The Aspect of Moloch has a powerful, stout crimson-skinned physique with thick arms and legs that ripple with muscle. Shadow Shift. Any non-balhannoth creature that starts its turn within 60 feet of the balhannoth must make a DC 15 Wisdom saving throw. STR 8 (-1) DEX 16 (+3) CON 12 (+1) INT 10 (+0) WIS 8 (-1) CHA 17 (+4) Nimble Escape. In humanoid form, the deep scion makes two melee attacks. Actions STR 18 (+4) DEX 14 (+2) CON 18 (+4) Multiattack. Unfurled Might. On a failed save, the attacker is charmed until the end of the turn and must target the creature that is closest to it, not including the passion devil or itself. a Wisdom saving throw equal to 8 plus your proficiency modifier plus your Charisma modifier or Intelligence modifier or Wisdom mo difier (your choice). At will: hunter's mark, locate creature, mind spike 1/day, plane shift (self only) Magic Resistance. Hit: 10 (2d4 + 3) piercing damage. The nightcrawler normally burrows underground and attacks from underneath its prey. As a bonus action, the kobold can spread catprows to cover a 5-foot-square area. Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. Wardlors and powerful mages that are able to speak draconic can tame stone drakes and utilize them to protect their castles and domains from intruders. The Aspect of Mephistopheles stands 9 feet, has deep crimson skin, and handsome-yet-devilish features. If the target is a creature, it must succeed on a DC 19 saving throw or be pushed up to 10 feet away and knocked prone. It has the following cleric spells prepared: Cantrips (at will): minor illusion, poison spray, toll the dead, thaumaturgy 1st level (4 slots): arms of Hadar, ban command, inflict wounds, Tasha's hideous laughter 2nd level (3 slots): blindness/deafness, crown of madness, enthrall, hold person 3rd level (3 slots): bestow curse, dispel magic, fear, major image 4th level (3 slots): control water, confusion, Evard's black tentacles, guardian of faith 5th level (2 slots): contagion, dominate person, flame strike, telekinesis 6th level (1 slot): eyebite, harm, mass suggestion Actions Multiattack. Armor Class 22 (natural armor) Hit Points 157 (15d12 + 60) Speed 40 ft., burrow 20 ft., climb 40 ft. When one of the ettin's heads is asleep, its other head is awake. The dreaded Nightwalker is a type of Nightshade. The target takes an extra 14 (4d6) necrotic damage. The target gains advantage to its next melee weapon attack made until the start of the tinnicall's next turn. STR 16 (+3) DEX 14 (+2) CON 16 (+3) INT 14 (+2) WIS 16 (+3) CHA 16 (+3) Magic Resistance. Bestiary Actions Claws. On a failed save, the creature takes 16 (3d6 + 6) cold damage, can't use reactions, its speed is halved, and it can't make more than one attack on its turn. Asmodeus's spellcasting ability is Charisma (spell save DC 27, +19 to hit with spell attacks). Doing so undoes the changes made to the target by the curse. STR 15 (+2) DEX 14 (+2) CON 14 (+2) INT 10 (+1) WIS 17 (+3) CHA 10 (+0) Skills Perception +5, Stealth +6, Survival +5 Senses darkvision 60 ft., passive Perception 16 Languages Common, Goblin Challenge 4 (1,100 XP) Brute. The monster slayer is a 20th-level spellcaster. Howling Babble (Recharge 5-6). The attacker dies if this reduces its Strength to 0. Hit: 34 (8d6 + 6) bludgeoning damage, and the target must succeed on a DC 18 Constitution saving throw or be stunned until the start of the catoblepas's next turn. Table of Talents General Talents Ability Agile Astute Brutal Natural Mind Built Commanding Presence Cunning Great Fortitude Indomitable Iron Will Lightning Reflexes Vigorous Winsome Background Ascetic Missionary Brilliant Academic Crafty Dealer Cunning Spy Daring Explorer Dashing Scoundrel Gallant Hero Striated Veteran Rugged Outdoorsman Shady Operator Shrewd Investigator Combat Cleave Great Create Improved Dodge Improved Initiative Improved Taut Mighty Cleave Point Blank Shot Power Attack Spell Attack Focus Taunt Two-Weapon Rend Weapon Focus Miscellaneous Armor Focus Bloodline of Fire Elemental Fury Extra Attunement Multitasker Skill Focus Fool Focus Witchcraft Racial Talents Dragonborn Breath Weapon Deadly Breath Weapon Dragonborn Fury Dragonborn Heritage Potent Breath Weapon Dwarf Dwarven Bullheadedness Dwarven Racial Feat Dwarven Weapon Expert Improved Dwarven Armor Training Last Stand Elf Arcane Knowledge Elven Accuracy Elven Focus Elven Racial Feat Expertise Elven Vigilance Sunlight Adaptation Uncanny Senses Gnome Arcane Inclination Conservator Fade Gnome Furtiveness Gnomish Racial Feat Half-Elf Elven Senses Elven Weapon Training Natural Diplomat Half-Orc Furious Assault Orcish Brute Ancestry Orcish Resilience Orcish Rush Orcish Weapon Familiarity Halfling Born Sneaky Fortune Nimble Reaction Second Chance Strongheart Human Human Aptitude Human Ingenuity Human Resolute Tiefling Bloodthirst Greaat Infernal Locality Infernal Fortitude Infernal Wrath Class Talents Barbarian Brutal Strikes Deadly Rage Extra Rage Greater Rage Improved Unarmored Defense Invigorating Rage Mighty Rage Savagery Summon Twin Totem Spirit Bard Bardic Prodigy Extra Bardic Inspiration Extra Expertise Improved Bardic Inspiration Improved Cutting Words Improved Song of Rest Instinctive Bardic Inspiration Inspiring Strike Cleric Galvanizing Strike Cleric Blinding Strike Channel Divinity Focus Divine Fortune Divine Recovery Divine Sneak Attack Elemental Shape Extra Channel Divinity 3 Extra Domain Knowledge Extra Knowledge of Magic Gift of Lightning Knowledge of Magic Improved Blinding Strike Improved Cloak of Shadows Improved Gift of Lightning Improved Swift Cure Wounds Improved Turn Undead Improved War God's Blessing Swift Cure Wounds War Strike Druak Extra Circle Extra Circle Extra Imbued Wild Shape Imbued Conjuratation Improved Natural Recovery Instinctive Wild Shape Plant Form Nature Sense Rejuvenate Fighter Strike Eldritch Weapon Extra Action Surge Extra Combat Maneuver Extra Fighting Style Extra Superiority Die Impairing Critical Improved Second Wind Weapon Specialization Vicious Critical Monk Abundant Step Drunken Mongoose Elemental Combo Extra Elemental Discipline Extra Ki Greater Ki-Empowered Strikes Improved Ki-Empowered Strikes Improved Unarmored Defense Instinctive Shadow Step Ki Focus Shadow Strike Paladin Blessed Divine Smite Deadly Divine Smite Divine Lore 4 Extra Fighting Style Extra Sacred Oath Channel Divinity Improved Aura Improved Lay on Hands Improved Abjure Enemy Improved Nature's Wrath Improved Sacred Weapon Improved Turn the Faithless Improved Turn the Unholy Improved Word of Enmity Improved Word of Smite Ranger Beast Combo Strike Beast Intimidate Druidic Lore Extra Defensive Tactics Extra Favored Enemy Extra Favored Terrain Extra Fighting Style Extra Hunter's Prey Favored Enemy Slayer Greater Ranger's Companion Improved Favored Enemy Improved Multiattack Improved Ranger's Companion Nature's Sense Rogue Arcane Expert Deadly Sneak Attack Def. Sneak Attack Extra Expertise Gouge Hamstring Impairing Strike Improved Uncanny Dodge Master Assassin Poisoncraft Sap Thief Acrobat Sorcerer Double Wung Strike Dragon Wing Shield Extra Metamagic Extra Sorcery Points Improved Bend Luck Improved Control Chaos Improved Draconic Resilience Improved Elemental Affinity Improved Flexible Casting Selected Chaos Warlock Dark Forte Distracting Intrusion Extra Invocation Extra Dark One's Own Luck Extra Entropic Ward Fey Presence Improved Dark One's Blessing Improved Misty Escape Pernicious Magic Wizard Arcane Tradition Focus Arcane Tradition Prodigy Improved Arcane Recovery Improved Arcane Ward Improved Grim Harvest Improved Instinctive Charm Improved Portent Improved Sculpt Spell Instinctive Benign Transposition Swift Illusion Spell Swift Transmutation Spell Faction Talents Emerald Enclave. The Blessing of Sylvanus Naturalist Preserve the Natural Order Harpers. The Harper Favored Foes Harper Knowledge Tymora's Smile Lord's Alliance. The Best Defense is a Strong Offense Glory and Honor Unto Against the Dark Order of the Gauntlet, The Faith Against Evil Strength and Honor Punish the Evil Previous life, for eternity. STR 8 (-1) DEX 18 (+4) CON 14 (+2) INT 12 (+1) WIS 12 (+1) CHA 8 (-1) Skills Perception +3, Sleight of Hand +8, Stealth +8 Damage Resistances fire Senses darkvision 60 ft., passive Perception 13 Languages Sylvan Challenge 3 (700 XP) Boggle Oil. An ally that is within 30 feet of the goblin and can see and hear this goblin has advantage to saving throws against being charmed and frightened, and all attack rolls against enemies within 30 feet of the goblin, provided that the goblin isn't incapacitated. Bestiary 119 Elves. Drow Drow Arcane Knight Drow arcane knights are remarkable arcane guards that have further advanced their training in the arcane and martial schools. Storm Giant War Caster The storm giant war caster is master of both martial and arcane arts. Corrupted Form. Baleful Baying. The great old master can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. The catoblepas targets a creature that it can see within 30 feet of it. The hag can move across and climb icy surfaces without needing to make an ability check. As a bonus action, the deathlock targets a creature it can see within 30 feet of it. On a successful save, the target takes half the bludgeoning damage and isn't stunned. They will never engage in melee unless they really have to, always preferring to deploy booby traps and making a hasty retreat. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight. If its hit point maximum drops to 0, it dies. Thewendigo appears as a gaunt horrid-looking 9-foot tall humanoid with an emaciated elk's head with antlers. The anathema has advantage on saving throws against spells and other magical effects. Hit: 12 (2d6 + 5) bludgeoning damage plus 6 (1d12) necrotic damage. Hit: 12 (2d6 + 5) percing damage. Armor Class 16 Hit Points 162 (12d12 + 84) Speed 40 ft., swim 120 ft. Reactions Sudden Lunge. Presented below are the stats of an ancient, adult, and young dracolisk of the black dragon variety. The master duelist chooses one creature within 5 feet of it. STR 24 (+7) DEX 9 (-1) CON 22 (+6) INT 13 (+1) WIS 10 (+0) CHA 15 (+2) Saving Throws Con +10, Wis +4, Cha +6 Sk Athletics +11, Intimidation +11, Perception +4 Damage Immunities cold Senses passive Perception 14 Languages Giant Challenge 12 (8,400 XP) Frenzy. 4. Due to their highly secretive nature, they focus their expertise in the schools of illusion and enchantment. When faced against overwhelming numbers, it can pop and release the hatchlings from its body. Helkate Gaze (Recharge 5-9). They nest with other dragonspawn or even other races so long as they have the same objectives: Shadow Jump. The hellfire disciple is a 5th-level spellcaster. It can use Maneuver Allies, Hold the Line, or Unleash Hell in place of one of these attacks, if available. It has the following battle smith spells prepared: Cantrip (at will): fire bolt, mending, prestidigitatoin 1st level (4 slots): absorb elements, cataput, cure wounds, expeditious retreat 2nd level (3 slots): heroism, magic weapon, searing smite 3rd level (3 slots): branding smite, warding bond, haste Actions +1 Greataxe. Acid Lash. Frost Giant Champion of Thrym Frost Giant Champion of Kostchichede Huge giant, chaotic evil Armor Class 15 (patchwork armor) Hit Points 187 (15d12 + 90) Speed 40 ft. If the frogemoth takes lightning damage, it suffers several effects until the end of its next turn: its speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, it can't use reactions or Multiattack, and on its turn, it can use either an action or a bonus action, not both. If a creature's saving throw is successful, the creature is immune to the orc's Orcant of Dread for the next 24 hours. Hit: 19 (2d8 + 1) bludgeoning damage. Hit: 9 (2d4 + 4) piercing damage. STR 22 (+6) DEX 13 (+1) CON 21 (+5) Actions INT 7 (-2) WIS 16 (+3) CHA 10 (+0) Saving Throws Str +5, Con +9, Wis +7 Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities poison Condition Immunities poisoned Senses darkvision 120 ft., passive Perception 13 Languages Abyssal, Gnoll, telepathy 120 ft. Dragonness live in the dense jungles and savannas. The xerflisty loses all spells acquired this way after 24 hours. The bugbear moves up to half its speed. Spur Ally. Bestiary Pain Whip. Tail Attack. Fist. Chapter 1. Kruthik Hive Queen Huge armor, healing word 2nd level (3 slots): hold person, scorching ray 3rd level (3 slots): mass healing word 4th level (3 slot): greater invisibility, guardian of faith 5th level (2 slot): mass cure wounds, hold monster 6th level (2 slots): chain lightning, heal 7th level (2 slots): conjure celestial 8th level (1 slot): sunburst 9th level (1 slot): mass resurrection Sorcery Points. Shatter. On a failed save, the target must use its reaction to move up to half its speed and make one weapon attack against a creature of the meenlock's choice. The target and all other creatures within 15 feet of it take an extra 10 (3d6) force damage each and must succeed on a DC 16 Strength saving throw or be knocked prone. The Aspect of Bael regains spent legendary actions at the start of its turn. A creature that starts its turn within 10 feet of the Aspect of Mephistopheles, or touches it or hits it with a melee attack within 10 feet of it and the Hellfire Aura is active takes 7 (2d6) fire damage. If the target is Medium or smaller, the target must succeed on a DC 20 Strength saving throw or be knocked prone. Huge undead, neutral evil Huge undead, neutral evil STR 26 (+8) DEX 3 (-4) CON 25 (+7) INT 4 (-3) WIS 10 (+0) CHA 9 (-1) STR 24 (+7) DEX 3 (-4) CON 23 (+6) INT 3 (-4) WIS 6 (-2) CHA 8 (-1) Saving Throws Wis +3 Damage Immunities fire, poison Condition Immunities fire, poison Condition Immunities poisoned Senses darkvision 60 ft., passive Perception 10 Languages understands Giant but can't speak Challenge 6 (2,300 XP) Undead Fortitude. 3. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Slam (Costs 2 Actions). Greataxe. Necrotic energy slithers out from you and coalesces in a dark essence in a 30-foot radius around you. Benefit: Choose either a melee or ranged spell attack. Hit: 21 (3d10 + 5) bludgeoning damage. When the salamander takes cold damage, it uses Flame Breath automatically recharges. The duergar targets one ally it can see within 30 feet of it. The duplicate has the same statistics and knowledge as the berbalang, and everything experienced by the duplicate is known by the berbalang. The githyanki's innate spellcasting ability is Intelligence. Bestiary Tentacle. This dirge has no effect on constructs and undead. He has the following cleric spells prepared: Cantrips (at will): guidance, mending, thaumaturgy, toll the dead 1st level (4 slots): bane, command, charm person, cure wounds, inflict wounds, sanctuary 2nd level (3 slots): hold person, locate object, zone of truth 3rd level (3 slots): mass healing word, remove curse, spirit guardians 4th level (3 slots): banishment, tongues 4th level (3 slots): banishment, confusion, dominate beast, guardian of faith 5th level (3 slots): dominate person, flame strike, geas, planar binding 6th level (2 slots): forbiddance, mass suggestion, planar ally, word of recall 7th level (2 slots): divine word, fire storm, resurrection 8th level (1 slot): antimagic field, unholy aura\* 9th level (1 slot): gate, true resurrection \* (see Appendix C. March of the Dead. Spread out across its territory, gnoll archers take to the trees, scouting for food and intruders. In addition, the phoenix can enter a hostile creature's space and stop there. When a creature starts its turn within 30 feet of the ally and is able to hear the ally, the creature must succeed on a DC 16 Charisma saving throw, unless the ally is incapacitated. Maur (Hunched Giant) Actions Multiattack. If a target's saving throw is successful or the effect ends for it, the target is immune to any shadow mastiff pack lord's Terrifying Howl for the next 24 hours. The tinnicall makes two attacks: one with its glaive and one with its sting. Destrachans Destrachan destrachans are cruel Underdark-dwelling creatures that look vaguely reptilian and move about like ten-foot long bipedal dinosaurs, but are actually quite intelligent and very sadistic. Legendary Actions The Aspect of Yeonoghru can take 3 legendary actions, choosing from the options below. Hit: 12 (2d8 + 3) piercing damage. Hit: 6 (1d4 + 4) piercing damage plus 7 (2d6) poison damage. Large fin-like ears stretch from the side of its head and long tendril-like whiskers dangle from each side of its chin. But due to its greed, the relationship does not last long as they will soon try to murder each other for fear that the other will steal the other's treasures. Choldrith Priestess Medium monstrosity, chaotic evil STR 16 (+3) Armor Class 15 (studded leather armor) Hit Points 117 (17d8 + 34) Speed 30 ft., climb 30 ft. The golem moves up to its walking speed in a straight line and targets each creature within 10 feet of it during its movement. The retriever targets one creature it can see within 30 feet of it. Dagger (Costs 2 Actions). What makes destrachans dangerous however is their ability to emit flesh-rending sound waves. Make a ranged spell attack, originating from the turret, at one creature or object within 120 feet of it. Legendary Actions The troll can take 3 legendary actions, choosing from the options below. Melee Weapon Attack: +5 to hit, reach 5 ft., one target Hit: 9 (2d6 + 2) bludgeoning damage, and the target is grappled (escape DC 16). The target must succeed on a DC 12 Wisdom saving throw or be affected by the confusion spell until the start of Yeonoghru's next turn. Each creature of your choice that you can see within 30 feet of you must make a Constitution saving throw. Evil arcanes are con artists and serial killers that use their guile and magical charms to lure innocent victims into their hovels where they can ensnare and cocoon them with their webs and place them in their larider-like attics. +1 Rapier. 86 Chapter 1. Bestiary 63 Aspect of Yeonoghru The demon lord and god of glocks, Yeonoghru, the Lord of Savagery, desires slaughter and destruction above everything else. The passion devil's spellcasting ability is Charisma (spell save DC 17). The vegepygmy regains 3 hit points at the start of its turn. Agents of Orcus. The orc is a 10th-level spellcaster. They are able to create and command iron defenders, constructs that act like beast companions to the battlesmiths. Desired Weapon Attack: +5 to hit, range 5/15 ft., one Large or smaller target. Bestiary 173 Kobold Trampaker These wily kobolds are experts at crafting and setting traps and are responsible for their tribe's perimeter defense. Of all Aspects, the Aspect of Demogorgron is probably the most difficult to measure and anticipate its actions. Heavy Club. STR 10 (+0) DEX 16 (+3) CON 12 (+1) INT 14 (+2) WIS 16 (+3) CHA 20 (+5) Saving Throws Wis +8, Cha +10 Skills Perception +8, Religion +7 Senses passive Perception 18 Languages any two languages (usually Common) Challenge 13 (10,000 XP) Favored by the Gods (Recharges after a Short or Long Rest). Palrethex Palrethexes were ambitious lesser demons that aspired to become greater ones but failed in some unknown trial that destroyed their original forms. Non-Player Characters 271 Divine Souls Featured here are two types of divine souls. The troll regains 5 hit points at the start of its turn. Sharpshooter. Hypnosis. STR 21 (+5) DEX 12 (+1) CON 19 (+4) Actions INT 19 (+4) WIS 14 (+2) CHA 19 (+4) Skills Deception +8, Perception +8, Stealth +5 Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities cold, necrotic, poison Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained Senses darkvision 120 ft., passive Perception 22 Languages Deep Speech, Undercommon Challenge 6 (2,300 XP) Antimagic Cone. STR 22 (+6) DEX 16 (+3) CON 20 (+5) Large fiend (demon), chaotic evil INT 13 (+1) WIS 12 (+1) CHA 12 (+1) Skills Athletics +14, Perception +5, Stealth +7 Damage Resistances cold, fire, lightning Damage Immunities poison Condition Immunities poisoned Senses darkvision 120 ft., passive Perception 15 Languages Abyssal, Elvish, Undercommon Challenge 10 (5,900 XP) Fey Ancestry. The duplicate disappears when it or the berbalang drops to 0 hit

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The dogai makes two melee attacks. Cunning Sadist. Until the creature regains all of its hit points, its walking speed is reduced by half. The Aspect of Demogorgron turns its magical gaze toward one creature that it can see within 60 feet of it. Armor Class 16 (natural armor) Hit Points 55 (10d6 + 20) Speed 30 ft. Provided the war chanter isn't incapacitated, an ally that starts its turn within 60 feet of the war chanter and can hear the war chanter gains advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn. Each creature must succeed on a DC 18 Strength saving throw or take 15 (2d6 + 6) bludgeoning damage and be stunned until the end of the ogre's next turn. While the yeth hound is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically with each other. Each creature in that area must make a DC 19 Dexterity saving throw, taking 31 (9d6) fire damage on a failed save, or half as much damage on a successful one. Hold the Line! (1/Day). Types of Talents 5 one talents are general, meaning that no special rules govern them as a group. If a creature's saving throw is successful, the creature is immune to Dispatser's Fear Aura for the next 24 hours. The iron defender would often resemble a mechanical spider that can inject poison with its bite. The drow's innate spellcasting ability is Charisma (spell save DC 11). Extract Brain. Dark Ambushers. Great Emptiness. It can also use Weakening Gaze before or after making these attacks. Pistol. For 1 minute, the mob increases in size, along with anything it is wearing or carrying. Melee Weapon Attack: +8 to hit, reach 15 ft., one creature. Until the curse ends, the giant gains the following benefits: • It deals an extra 3 damage on damage rolls against the cursed target. Web (Recharge 5-6). On a failed save, a creature takes 10 (4d4) piercing damage and is restrained. Cornugon Devil's Sight. Saving throws made against the next enchantment spell cast by the cleric priest this turn are made with disadvantage. On a successful saving throw, the target takes half as much damage. Reactions Actions Sudden Lunge. The giant makes two longbow attacks. The kruthik has advantage on Wisdom (Perception) checks that rely on smell. As a bonus action, the kithgaurd can teleport up to 30 feet to an unoccupied space it can see. Concordants are persistent beings and will hunt contractbreakers through dimensions and planes until it can exact justice with its thunderous fists. Bestiary Armor Class 14 (hide armor, shield) Hit Points 95 (10d10 + 40) Speed 40 ft. The skin of the champion is cold to the touch, and any creature caught in its breath is instantly frozen. Armed with a burning scimitar, the wild and aggressive zealots pose a definite threat in the battlefield. Hit: 1d4 + 2) slashing damage. Non-Player Characters Master assassins are those rare and vey dangerous individuals that have mastered the art of efficiently killing and disposing of targets without ever getting noticed or caught. On a success, the zombie drops to 1 hit point instead. Each creature in the area other than the greenspawn leaper must succeed on a DC 12 Constitution saving throw, taking 17 (5d6) poison damage on a failed save, or half as much damage on a successful one. Displacement. Marut Guard Medium construct, lawful neutral Armor Class 20 (natural armor) Hit Points 60 (8d8 + 24) Speed 40 ft., fly 20 ft. While a claw grapples a target, the claw can attack only that target. The hag's innate spellcasting ability is Charisma (spell save DC 15). They are known for their strength, fighting prowess, and magical abilities. Cantrips (at will): guidance, mage hand, mending, fire bolt, thaumaturgy 1st level (4 slots): bane, burning hands, command, cure wounds, inflict wounds, sanctuary, shield 2nd level (3 slots): flaming sphere, hold person, scorching ray, spiritual weapon 3rd level (3 slots): bestow curse, fireball, major image, glyph of warding 4th level (3 slots): banishment, ice storm, guardian of faith, polymorph 5th level (2 slots): cone of cold, legend lore, scrying, telekinesis 6th level (1 slot): chain lightning, find the path, true seeing Cantrips (at will): guidance, mage hand, mending, fire bolt, thaumaturgy 1st level (4 slots): bane, burning hands, command, cure wounds, inflict wounds, sanctuary, shield 2nd level (3 slots): flaming sphere, hold person, scorching ray, spiritual weapon 3rd level (3 slots): bestow curse, crusader's mantle, spirit guardians Actions Multiattack (Yuan-Ti Form Only). (blind beyond this radius), passive Perception 18 Languages understands Deep Speech, telepathy 1 mile Challenge 16 (15,000 XP) Enticing Presence. The yochlol remain until Loth dies or until she dismisses it as an action. The Aspect of Moloch has a powerful, stout crimson-skinned physique with thick arms and legs that ripple with muscle. Shadow Shift. Any non-balhannoth creature that starts its turn within 60 feet of the balhannoth must make a DC 15 Wisdom saving throw. STR 8 (-1) DEX 16 (+3) CON 12 (+1) INT 10 (+0) WIS 8 (-1) CHA 17 (+4) Nimble Escape. In humanoid form, the deep scion makes two melee attacks. Actions STR 18 (+4) DEX 14 (+2) CON 18 (+4) Multiattack. Unfurled Might. On a failed save, the attacker is charmed until the end of the turn and must target the creature that is closest to it, not including the passion devil or itself. a Wisdom saving throw equal to 8 plus your proficiency modifier plus your Charisma modifier or Intelligence modifier or Wisdom mo difier (your choice). At will: hunter's mark, locate creature, mind spike 1/day, plane shift (self only) Magic Resistance. Hit: 10 (2d4 + 3) piercing damage. The nightcrawler normally burrows underground and attacks from underneath its prey. As a bonus action, the kobold can spread catprows to cover a 5-foot-square area. Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. Wardlors and powerful mages that are able to speak draconic can tame stone drakes and utilize them to protect their castles and domains from intruders. The Aspect of Mephistopheles stands 9 feet, has deep crimson skin, and handsome-yet-devilish features. If the target is a creature, it must succeed on a DC 19 saving throw or be pushed up to 10 feet away and knocked prone. It has the following cleric spells prepared: Cantrips (at will): minor illusion, poison spray, toll the dead, thaumaturgy 1st level (4 slots): arms of Hadar, ban command, inflict wounds, Tasha's hideous laughter 2nd level (3 slots): blindness/deafness, crown of madness, enthrall, hold person 3rd level (3 slots): bestow curse, dispel magic, fear, major image 4th level (3 slots): control water, confusion, Evard's black tentacles, guardian of faith 5th level (2 slots): contagion, dominate person, flame strike, telekinesis 6th level (1 slot): eyebite, harm, mass suggestion Actions Multiattack. Armor Class 22 (natural armor) Hit Points 157 (15d12 + 60) Speed 40 ft., burrow 20 ft., climb 40 ft. When one of the ettin's heads is asleep, its other head is awake. The dreaded Nightwalker is a type of Nightshade. The target takes an extra 14 (4d6) necrotic damage. The target gains advantage to its next melee weapon attack made until the start of the tinnicall's next turn. STR 16 (+3) DEX 14 (+2) CON 16 (+3) INT 14 (+2) WIS 16 (+3) CHA 16 (+3) Magic Resistance. Bestiary Actions Claws. On a failed save, the creature takes 16 (3d6 + 6) cold damage, can't use reactions, its speed is halved, and it can't make more than one attack on its turn. Asmodeus's spellcasting ability is Charisma (spell save DC 27, +19 to hit with spell attacks). Doing so undoes the changes made to the target by the curse. STR 15 (+2) DEX 14 (+2) CON 14 (+2) INT 10 (+1) WIS 17 (+3) CHA 10 (+0) Skills Perception +5, Stealth +6, Survival +5 Senses darkvision 60 ft., passive Perception 16 Languages Common, Goblin Challenge 4 (1,100 XP) Brute. The monster slayer is a 20th-level spellcaster. Howling Babble (Recharge 5-6). The attacker dies if this reduces its Strength to 0. Hit: 34 (8d6 + 6) bludgeoning damage, and the target must succeed on a DC 18 Constitution saving throw or be stunned until the start of the catoblepas's next turn. Table of Talents General Talents Ability Agile Astute Brutal Natural Mind Built Commanding Presence Cunning Great Fortitude Indomitable Iron Will Lightning Reflexes Vigorous Winsome Background Ascetic Missionary Brilliant Academic Crafty Dealer Cunning Spy Daring Explorer Dashing Scoundrel Gallant Hero Striated Veteran Rugged Outdoorsman Shady Operator Shrewd Investigator Combat Cleave Great Create Improved Dodge Improved Initiative Improved Taut Mighty Cleave Point Blank Shot Power Attack Spell Attack Focus Taunt Two-Weapon Rend Weapon Focus Miscellaneous Armor Focus Bloodline of Fire Elemental Fury Extra Attunement Multitasker Skill Focus Fool Focus Witchcraft Racial Talents Dragonborn Breath Weapon Deadly Breath Weapon Dragonborn Fury Dragonborn Heritage Potent Breath Weapon Dwarf Dwarven Bullheadedness Dwarven Racial Feat Dwarven Weapon Expert Improved Dwarven Armor Training Last Stand Elf Arcane Knowledge Elven Accuracy Elven Focus Elven Racial Feat Expertise Elven Vigilance Sunlight Adaptation Uncanny Senses Gnome Arcane Inclination Conservator Fade Gnome Furtiveness Gnomish Racial Feat Half-Elf Elven Senses Elven Weapon Training Natural Diplomat Half-Orc Furious Assault Orcish Brute Ancestry Orcish Resilience Orcish Rush Orcish Weapon Familiarity Halfling Born Sneaky Fortune Nimble Reaction Second Chance Strongheart Human Human Aptitude Human Ingenuity Human Resolute Tiefling Bloodthirst Greaat Infernal Locality Infernal Fortitude Infernal Wrath Class Talents Barbarian Brutal Strikes Deadly Rage Extra Rage Greater Rage Improved Unarmored Defense Invigorating Rage Mighty Rage Savagery Summon Twin Totem Spirit Bard Bardic Prodigy Extra Bardic Inspiration Extra Expertise Improved Bardic Inspiration Improved Cutting Words Improved Song of Rest Instinctive Bardic Inspiration Inspiring Strike Cleric Galvanizing Strike Cleric Blinding Strike Channel Divinity Focus Divine Fortune Divine Recovery Divine Sneak Attack Elemental Shape Extra Channel Divinity 3 Extra Domain Knowledge Extra Knowledge of Magic Gift of Lightning Knowledge of Magic Improved Blinding Strike Improved Cloak of Shadows Improved Gift of Lightning Improved Swift Cure Wounds Improved Turn Undead Improved War God's Blessing Swift Cure Wounds War Strike Druak Extra Circle Extra Circle Extra Imbued Wild Shape Imbued Conjuratation Improved Natural Recovery Instinctive Wild Shape Plant Form Nature Sense Rejuvenate Fighter Strike Eldritch Weapon Extra Action Surge Extra Combat Maneuver Extra Fighting Style Extra Superiority Die Impairing Critical Improved Second Wind Weapon Specialization Vicious Critical Monk Abundant Step Drunken Mongoose Elemental Combo Extra Elemental Discipline Extra Ki Greater Ki-Empowered Strikes Improved Ki-Empowered Strikes Improved Unarmored Defense Instinctive Shadow Step Ki Focus Shadow Strike Paladin Blessed Divine Smite Deadly Divine Smite Divine Lore 4 Extra Fighting Style Extra Sacred Oath Channel Divinity Improved Aura Improved Lay on Hands Improved Abjure Enemy Improved Nature's Wrath Improved Sacred Weapon Improved Turn the Faithless Improved Turn the Unholy Improved Word of Enmity Improved Word of Smite Ranger Beast Combo Strike Beast Intimidate Druidic Lore Extra Defensive Tactics Extra Favored Enemy Extra Favored Terrain Extra Fighting Style Extra Hunter's Prey Favored Enemy Slayer Greater Ranger's Companion Improved Favored Enemy Improved Multiattack Improved Ranger's Companion Nature's Sense Rogue Arcane Expert Deadly Sneak Attack Def. Sneak Attack Extra Expertise Gouge Hamstring Impairing Strike Improved Uncanny Dodge Master Assassin Poisoncraft Sap Thief Acrobat Sorcerer Double Wung Strike Dragon Wing Shield Extra Metamagic Extra Sorcery Points Improved Bend Luck Improved Control Chaos Improved Draconic Resilience Improved Elemental Affinity Improved Flexible Casting Selected Chaos Warlock Dark Forte Distracting Intrusion Extra Invocation Extra Dark One's Own Luck Extra Entropic Ward Fey Presence Improved Dark One's Blessing Improved Misty Escape Pernicious Magic Wizard Arcane Tradition Focus Arcane Tradition Prodigy Improved Arcane Recovery Improved Arcane Ward Improved Grim Harvest Improved Instinctive Charm Improved Portent Improved Sculpt Spell Instinctive Benign Transposition Swift Illusion Spell Swift Transmutation Spell Faction Talents Emerald Enclave. The Blessing of Sylvanus Naturalist Preserve the Natural Order Harpers. The Harper Favored Foes Harper Knowledge Tymora's Smile Lord's Alliance. The Best Defense is a Strong Offense Glory and Honor Unto Against the Dark Order of the Gauntlet, The Faith Against Evil Strength and Honor Punish the Evil Previous life, for eternity. STR 8 (-1) DEX 18 (+4) CON 14 (+2) INT 12 (+1) WIS 12 (+1) CHA 8 (-1) Skills Perception +3, Sleight of Hand +8, Stealth +8 Damage Resistances fire Senses darkvision 60 ft., passive Perception 13 Languages Sylvan Challenge 3 (700 XP) Boggle Oil. An ally that is within 30 feet of the goblin and can see and hear this goblin has advantage to saving throws against being charmed and frightened, and all attack rolls against enemies within 30 feet of the goblin, provided that the goblin isn't incapacitated. Bestiary 119 Elves. Drow Drow Arcane Knight Drow arcane knights are remarkable arcane guards that have further advanced their training in the arcane and martial schools. Storm Giant War Caster The storm giant war caster is master of both martial and arcane arts. Corrupted Form. Baleful Baying. The great old master can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. The catoblepas targets a creature that it can see within 30 feet of it. The hag can move across and climb icy surfaces without needing to make an ability check. As a bonus action, the deathlock targets a creature it can see within 30 feet of it. On a successful save, the target takes half the bludgeoning damage and isn't stunned. They will never engage in melee unless they really have to, always preferring to deploy booby traps and making a hasty retreat. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight. If its hit point maximum drops to 0, it dies. Thewendigo appears as a gaunt horrid-looking 9-foot tall humanoid with an emaciated elk's head with antlers. The anathema has advantage on saving throws against spells and other magical effects. Hit: 12 (2d6 + 5) bludgeoning damage plus 6 (1d12) necrotic damage. Hit: 12 (2d6 + 5) percing damage. Armor Class 16 Hit Points 162 (12d12 + 84) Speed 40 ft., swim 120 ft. Reactions Sudden Lunge. Presented below are the stats of an ancient, adult, and young dracolisk of the black dragon variety. The master duelist chooses one creature within 5 feet of it. STR 24 (+7) DEX 9 (-1) CON 22 (+6) INT 13 (+1) WIS 10 (+0) CHA 15 (+2) Saving Throws Con +10, Wis +4, Cha +6 Sk Athletics +11, Intimidation +11, Perception +4 Damage Immunities cold Senses passive Perception 14 Languages Giant Challenge 12 (8,400 XP) Frenzy. 4. Due to their highly secretive nature, they focus their expertise in the schools of illusion and enchantment. When faced against overwhelming numbers, it can pop and release the hatchlings from its body. Helkate Gaze (Recharge 5-9). They nest with other dragonspawn or even other races so long as they have the same objectives: Shadow Jump. The hellfire disciple is a 5th-level spellcaster. It can use Maneuver Allies, Hold the Line, or Unleash Hell in place of one of these attacks, if available. It has the following battle smith spells prepared: Cantrip (at will): fire bolt, mending, prestidigitatoin 1st level (4 slots): absorb elements, cataput, cure wounds, expeditious retreat 2nd level (3 slots): heroism, magic weapon, searing smite 3rd level (3 slots): branding smite, warding bond, haste Actions +1 Greataxe. Acid Lash. Frost Giant Champion of Thrym Frost Giant Champion of Kostchichede Huge giant, chaotic evil Huge giant, chaotic evil Armor Class 15 (patchwork armor) Hit Points 187 (15d12 + 90) Speed 40 ft. If the frogemoth takes lightning damage, it suffers several effects until the end of its next turn: its speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, it can't use reactions or Multiattack, and on its turn, it can use either an action or a bonus action, not both. If a creature's saving throw is successful, the creature is immune to the orc's Orcant of Dread for the next 24 hours. Hit: 19 (2d8 + 1) bludgeoning damage. Hit: 9 (2d4 + 4) piercing damage. STR 22 (+6) DEX 13 (+1) CON 21 (+5) Actions INT 7 (-2) WIS 16 (+3) CHA 10 (+0) Saving Throws Str +5, Con +9, Wis +7 Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities poison Condition Immunities poisoned Senses darkvision 120 ft., passive Perception 13 Languages Abyssal, Gnoll, telepathy 120 ft. Dragonness live in the dense jungles and savannas. The xerflisty loses all spells acquired this way after 24 hours. The bugbear moves up to half its speed. Spur Ally. Bestiary Pain Whip. Tail Attack. Fist. Chapter 1. Kruthik Hive Queen Huge armor, healing word 2nd level (3 slots): hold person, scorching ray 3rd level (3 slots): mass healing word 4th level (3 slot): greater invisibility, guardian of faith 5th level (2 slot): mass cure wounds, hold monster 6th level (2 slots): chain lightning, heal 7th level (2 slots): conjure celestial 8th level (1 slot): sunburst 9th level (1 slot): mass resurrection Sorcery Points. Shatter. On a failed save, the target must use its reaction to move up to half its speed and make one weapon attack against a creature of the meenlock's choice. The target and all other creatures within 15 feet of it take an extra 10 (3d6) force damage each and must succeed on a DC 16 Strength saving throw or be knocked prone. The Aspect of Bael regains spent legendary actions at the start of its turn. A creature that starts its turn within 10 feet of the Aspect of Mephistopheles, or touches it or hits it with a melee attack within 10 feet of it and the Hellfire Aura is active takes 7 (2d6) fire damage. If the target is Medium or smaller, the target must succeed on a DC 20 Strength saving throw or be knocked prone. Huge undead, neutral evil Huge undead, neutral evil STR 26 (+8) DEX 3 (-4) CON 25 (+7) INT 4 (-3) WIS 10 (+0) CHA 9 (-1) STR 24 (+7) DEX 3 (-4) CON 23 (+6) INT 3 (-4) WIS 6 (-2) CHA 8 (-1) Saving Throws Wis +3 Damage Immunities fire, poison Condition Immunities fire, poison Condition Immunities poisoned Senses darkvision 60 ft., passive Perception 10 Languages understands Giant but can't speak Challenge 6 (2,300 XP) Undead Fortitude. 3. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Slam (Costs 2 Actions). Greataxe. Necrotic energy slithers out from you and coalesces in a dark essence in a 30-foot radius around you. Benefit: Choose either a melee or ranged spell attack. Hit: 21 (3d10 + 5) bludgeoning damage. When the salamander takes cold damage, it uses Flame Breath automatically recharges. The duergar targets one ally it can see within 30 feet of it. The duplicate has the same statistics and knowledge as the berbalang, and everything experienced by the duplicate is known by the berbalang. The githyanki's innate spellcasting ability is Intelligence. Bestiary Tentacle. This dirge has no effect on constructs and undead. He has the following cleric spells prepared: Cantrips (at will): guidance, mending, thaumaturgy, toll the dead 1st level (4 slots): bane, command, charm person, cure wounds, inflict wounds, sanctuary 2nd level (3 slots): hold person, locate object, zone of truth 3rd level (3 slots): mass healing word, remove curse, spirit guardians 4th level (3 slots): banishment, tongues 4th level (3 slots): banishment, confusion, dominate beast, guardian of faith 5th level (3 slots): dominate person, flame strike, geas, planar binding 6th level (2 slots): forbiddance, mass suggestion, planar ally, word of recall 7th level (2 slots): divine word, fire storm, resurrection 8th level (1 slot): antimagic field, unholy aura\* 9th level (1 slot): gate, true resurrection \* (see Appendix C. March of the Dead. Spread out across its territory, gnoll archers























