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Hello reader! I sincerely hope that you enjoy this document as much as I enjoyed writing it. This book is the second of a series of supplements inspired on the world of Hereva, based on the comic Pepper & Carrot by David Revoy, and produced thanks to the backers of the kickstarter campaign.

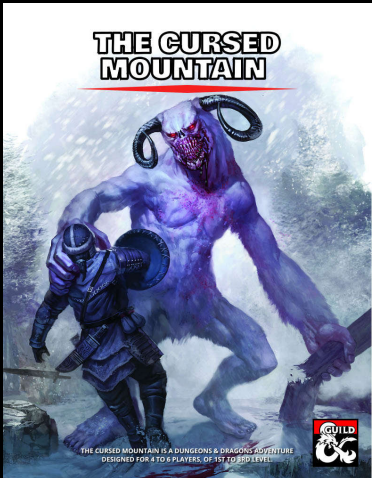
But these are not my first works. Previously I've written a few well received supplements and they are available to purchase online (some of them are pay-what-you-want).

Below in this page you will find a few.

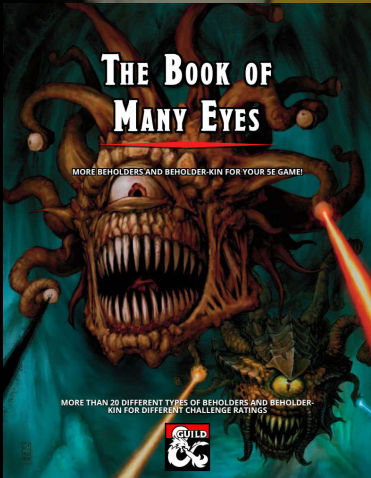
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**CREATURES, MONSTERS AND NPCS FOR THE WORLD'S GREATEST ROLE PLAYING
GAME, INSPIRED ON THE WEB COMIC PEPPER & CARROT, CREATED BY DAVID
REVOY**

BY XACUR

Design: Xacur.

Additional design: David Caamal.

Development: Xacur, David Caamal.

Editing: Xacur.

Front Cover Art: David Revoy.

Interior Illustrators: David Revoy, Xacur.

Graphic Design: Xacur.

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this document.

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ADMIN SPIDER MONITOR

Large beast, unaligned

Armor Class: 13
Hit Point: 105 (14d10 +28)
Speed: 30 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	12 (+1)	13 (+1)	6 (-2)

Skills: Stealth +8
Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception +11
Challenge 3 (700 XP)

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The admin spider monitor ignores movement restrictions caused by webbing.

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage

Claw. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 7 (1d6 + 4) slashing damage

Web (Recharge 5-6). Ranged Weapon Attack: +6 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 13 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

ADMIN SPIDER SERVER

Large beast, unaligned

Armor Class: 12
Hit Point: 119 (14d10 +42)
Speed: 30 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	22 (+6)	13 (+1)	6 (-2)

Skills: Stealth +7
Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception +11
Challenge 4 (1,100 XP)

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The admin spider server ignores movement restrictions caused by webbing.

Rea Points. The admin spider server has 4 Rea points. It regains all spent Rea after a long rest.

Analyze Magic Item. As an action, the admin spider server can expend one Rea point to touch an item. If it is a magic item or some other magic-imbued object, it learns its properties and how to use them, whether it requires Attunement to use, and how many Charges it has, if any. The admin spider server learns whether any Spells are affecting the item and what they are. If the item was created by a spell, it learns which spell created it.

Innate Hippiah Magic. The admin spider server can expend one Rea point to innately cast one of the following spells as a level 2 spell, requiring no material components. Its innate spellcasting ability is Charisma (spell save DC 8).

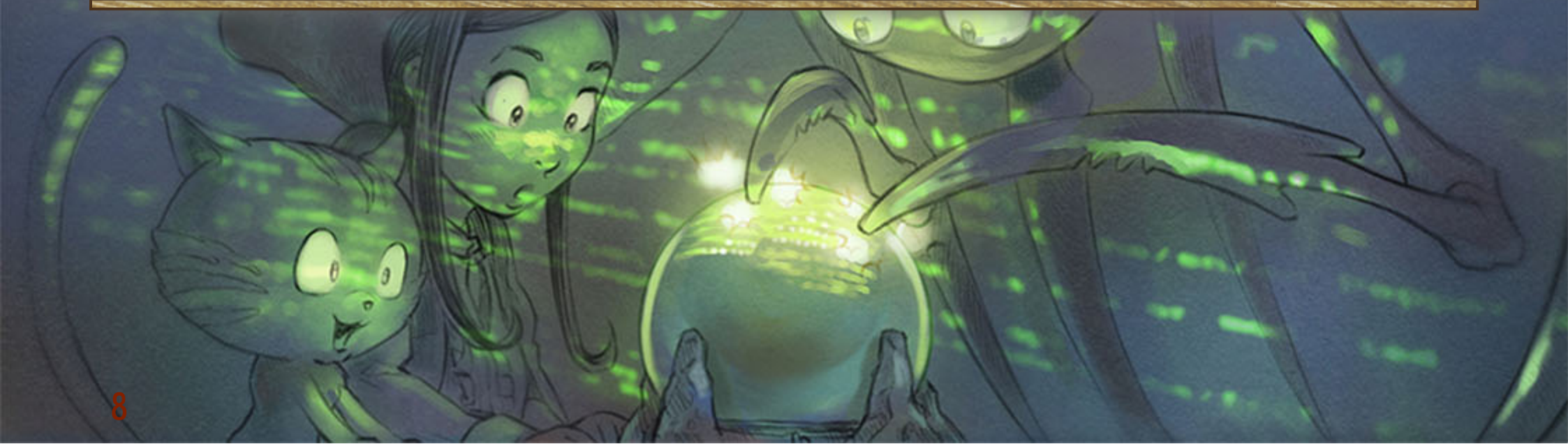
1st Level: Animal Friendship, Goodberry

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 20 (3d10 + 4) piercing damage

Claw. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) slashing damage

Web (Recharge 5-6). Ranged Weapon Attack: +5 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 14 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).



VERY YOUNG AIR DRAGON

Medium dragon, neutral evil

Armor Class: 17 (Natural Armor)
Hit Point: 91 (14d8 +28)
Speed: 30 ft., Fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	14 (+2)	12 (+1)	13 (+1)

Saving Throws DEX +3, CON +4, WIS +3, CHA +3
Skills: Perception +3, Stealth +3
Damage Immunities Thunder
Senses Blindsight 10 ft., Darkvision 120 ft., Passive Perception +13
Languages Draconic
Challenge 4 (1,100 XP)

Flyby. The very young air dragon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Bite. Melee Weapon Attack. +5 to hit, reach 5 ft., one target. Hit: 30 (5d10 + 3) piercing damage.

Thunder Breath (Recharge 5-6). A wave of thunderous force sweeps out from the very young air dragon. Each creature in a 15-foot cube originating from the dragon must make a Constitution saving throw. On a failed save, a creature takes 27 (6d8) thunder damage and is pushed 10 feet away from the dragon. On a successful save, the creature takes half as much damage and isn't pushed.

YOUNG AIR DRAGON

Large dragon, neutral evil

Armor Class: 18 (Natural Armor)
Hit Point: 120 (16d10 +32)
Speed: 30 ft., Fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	15 (+2)	12 (+1)	14 (+2)

Saving Throws DEX +4, CON +5, WIS +4, CHA +5
Skills: Perception +4, Stealth +4
Damage Immunities Thunder
Senses Blindsight 10 ft., Darkvision 120 ft., Passive Perception +14
Languages Draconic
Challenge 6 (2,300 XP)

Flyby. The young air dragon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack. +6 to hit, reach 10 ft., one target. Hit: 19 (3d10 + 3) piercing damage

Claw. Melee Weapon Attack. +6 to hit, reach 10 ft., one target. Hit: 13 (3d6 + 3) slashing damage

Thunder Breath (Recharge 5-6). A wave of thunderous force sweeps out from the young air dragon. Each creature in a 30-foot cube originating from the dragon must make a Constitution saving throw. On a failed save, a creature takes 40 (9d8) thunder damage and is pushed 10 feet away from the dragon. On a successful save, the creature takes half as much damage and isn't pushed.

JUVENILE AIR DRAGON

Large dragon, neutral evil

Armor Class: 18 (Natural Armor)
Hit Point: 153 (18d10 +54)
Speed: 30 ft., Fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	15 (+2)	13 (+1)	14 (+2)

Saving Throws DEX +4, CON +6, WIS +4, CHA +5
Skills: Perception +4, Stealth +4
Damage Immunities Thunder
Senses Blindsight 10 ft., Darkvision 120 ft., Passive Perception +14
Languages Draconic
Challenge 8 (3,900 XP)

Flyby. The juvenile air dragon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 26 (4d10 + 4) piercing damage

Claw. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 18 (4d6 + 4) slashing damage

Thunder Breath (Recharge 5-6). A wave of thunderous force sweeps out from the juvenile air dragon. Each creature in a 30-foot cube originating from the dragon must make a Constitution saving throw. On a failed save, a creature takes 54 (12d8) thunder damage and is pushed 10 feet away from the dragon. On a successful save, the creature takes half as much damage and isn't pushed.

YOUNG ADULT AIR DRAGON

Large dragon, neutral evil

Armor Class: 18 (Natural Armor)
Hit Point: 178 (21d10 +63)
Speed: 30 ft., Fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	13 (+1)	15 (+2)

Saving Throws DEX +5, CON +7, WIS +5, CHA +6
Skills: Perception +5, Stealth +5
Damage Immunities Thunder
Senses Blindsight 10 ft., Darkvision 120 ft., Passive Perception +15
Languages Draconic
Challenge 10 (5,900 XP)

Flyby. The young adult air dragon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 26 (4d10 + 4) piercing damage

Claw. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 21 (5d6 + 4) slashing damage

Thunder Breath (Recharge 5-6). A wave of thunderous force sweeps out from the young adult air dragon. Each creature in a 30-foot cube originating from the dragon must make a Constitution saving throw. On a failed save, a creature takes 63 (14d8) thunder damage and is pushed 10 feet away from the dragon. On a successful save, the creature takes half as much damage and isn't pushed.

ADULT AIR DRAGON

Huge dragon, neutral evil

Armor Class: 19 (Natural Armor)
Hit Point: 231 (22d12 +88)
Speed: 40 ft., Fly 160 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	17 (+3)	13 (+1)	16 (+3)

Saving Throws DEX +5, CON +8, WIS +5, CHA +7
Skills: Perception +5, Stealth +5
Damage Immunities Thunder
Senses Blindsight 10 ft., Darkvision 120 ft., Passive Perception +15
Languages Draconic
Challenge 12 (8,400 XP)

Flyby. The adult air dragon doesn't provoke opportunity attacks when it flies out of an enemy's reach.
Keen Hearing and Sight. The adult air dragon has advantage on Wisdom (Perception) checks that rely on hearing or sight.
Immutable Form. the adult air dragon is immune to any spell or effect that would alter its form.
Legendary Resistance (3/Day). If the adult air dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

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

Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 32 (5d10 + 5) piercing damage
Claw. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 26 (6d6 + 5) slashing damage
Tail. Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 45 (9d8 + 5) bludgeoning damage
Frightful Presence. Each creature of the adult air dragon's choice that is within 60 feet of the dragon and aware of it must succeed on a DC 15 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 a 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.
Thunder Breath (Recharge 5-6). A wave of thunderous force sweeps out from the adult air dragon. Each creature in a 60-foot cube originating from the dragon must make a Constitution saving throw. On a failed save, a creature takes 76 (17d8) thunder damage and is pushed 10 feet away from the dragon. On a successful save, the creature takes half as much damage and isn't pushed.

LEGENDARY ACTIONS

The adult air dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The adult air dragon regains spent legendary actions at the start of its turn.
Detect. The adult air dragon makes a Wisdom (Perception) check.
Tail Attack. The adult air dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The adult air dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 17 Dexterity saving throw or take 7 (2d6) bludgeoning damage and be knocked prone. The adult air dragon can then fly up to half its flying speed.

MATURE ADULT AIR DRAGON

Huge dragon, neutral evil

Armor Class: 19 (Natural Armor)
Hit Point: 252 (24d12 +96)
Speed: 40 ft., Fly 160 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	19 (+4)	17 (+3)	14 (+2)	16 (+3)

Saving Throws DEX +6, CON +9, WIS +7, CHA +8
Skills: Perception +7, Stealth +6
Damage Immunities Thunder
Senses Blindsight 10 ft., Darkvision 120 ft., Passive Perception +17
Languages Draconic
Challenge 14 (11,500 XP)

Flyby. The mature adult air dragon doesn't provoke opportunity attacks when it flies out of an enemy's reach.
Keen Hearing and Sight. The mature adult air dragon has advantage on Wisdom (Perception) checks that rely on hearing or sight.
Immutable Form. the mature adult air dragon is immune to any spell or effect that would alter its form.
Legendary Resistance (3/Day). If the mature adult air dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

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

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 38 (6d10 + 5) piercing damage
Claw. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 29 (7d6 + 5) slashing damage
Tail. Melee Weapon Attack: +10 to hit, reach 15 ft., one target. Hit: 54 (11d8 + 5) bludgeoning damage
Frightful Presence. Each creature of the mature adult air dragon's choice that is within 60 feet of the dragon 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 a 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.
Thunder Breath (Recharge 5-6). A wave of thunderous force sweeps out from the mature adult air dragon. Each creature in a 60-foot cube originating from the dragon must make a Constitution saving throw. On a failed save, a creature takes 90 (20d8) thunder damage and is pushed 10 feet away from the dragon. On a successful save, the creature takes half as much damage and isn't pushed.

LEGENDARY ACTIONS

The mature adult air dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The mature adult air dragon regains spent legendary actions at the start of its turn.
Detect. The mature adult air dragon makes a Wisdom (Perception) check.
Tail Attack. The mature adult air dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The mature adult air dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 18 Dexterity saving throw or take 7 (2d6) bludgeoning damage and be knocked prone. The mature adult air dragon can then fly up to half its flying speed.

OLD AIR DRAGON

Huge dragon, neutral evil

Armor Class: 19 (Natural Armor)
Hit Point: 287 (25d12 +125)
Speed: 40 ft., Fly 160 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	18 (+4)	14 (+2)	17 (+3)

Saving Throws DEX +6, CON +10, WIS +7, CHA +8
Skills: Perception +7, Stealth +6
Damage Immunities Thunder
Senses Blindsight 10 ft., Darkvision 120 ft., Passive Perception +17
Languages Draconic
Challenge 16 (15,000 XP)

Flyby. The old air dragon doesn't provoke opportunity attacks when it flies out of an enemy's reach.
Keen Hearing and Sight. The old air dragon has advantage on Wisdom (Perception) checks that rely on hearing or sight.
Immutable Form. the old air dragon is immune to any spell or effect that would alter its form.
Legendary Resistance (3/Day). If the old air dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

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

Bite. Melee Weapon Attack. +11 to hit, reach 10 ft., one target. Hit: 44 (7d10 + 6) piercing damage
Claw. Melee Weapon Attack. +11 to hit, reach 10 ft., one target. Hit: 30 (7d6 + 6) slashing damage
Tail. Melee Weapon Attack. +11 to hit, reach 15 ft., one target. Hit: 60 (12d8 + 6) bludgeoning damage

Frightful Presence. Each creature of the old air dragon's choice that is within 60 feet of the dragon 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 a 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.
Thunder Breath (Recharge 5-6). A wave of thunderous force sweeps out from the old air dragon. Each creature in a 60-foot cube originating from the dragon must make a Constitution saving throw. On a failed save, a creature takes 99 (22d8) thunder damage and is pushed 10 feet away from the dragon. On a successful save, the creature takes half as much damage and isn't pushed.

LEGENDARY ACTIONS

The old air dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The old air dragon regains spent legendary actions at the start of its turn.
Detect. The old air dragon makes a Wisdom (Perception) check.
Tail Attack. The old air dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The old air dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 7 (2d6) bludgeoning damage and be knocked prone. The old air dragon can then fly up to half its flying speed.

VERY OLD AIR DRAGON

Huge dragon, neutral evil

Armor Class: 19 (Natural Armor)
Hit Point: 322 (28d12 +140)
Speed: 40 ft., Fly 160 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	18 (+4)	15 (+2)	17 (+3)

Saving Throws DEX +7, CON +11, WIS +8, CHA +9
Skills: Perception +8, Stealth +7
Damage Immunities Thunder
Senses Blindsight 10 ft., Darkvision 120 ft., Passive Perception +18
Languages Draconic
Challenge 18 (20,000 XP)

Flyby. The very old air dragon doesn't provoke opportunity attacks when it flies out of an enemy's reach.
Keen Hearing and Sight. The very old air dragon has advantage on Wisdom (Perception) checks that rely on hearing or sight.
Immutable Form. the very old air dragon is immune to any spell or effect that would alter its form.
Legendary Resistance (3/Day). If the very old air dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

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

Bite. Melee Weapon Attack. +12 to hit, reach 10 ft., one target. Hit: 50 (8d10 + 6) piercing damage
Claw. Melee Weapon Attack. +12 to hit, reach 10 ft., one target. Hit: 34 (8d6 + 6) slashing damage
Tail. Melee Weapon Attack. +12 to hit, reach 15 ft., one target. Hit: 69 (14d8 + 6) bludgeoning damage

Frightful Presence. Each creature of the very old air dragon's choice that is within 60 feet of the dragon and aware of it must succeed on a DC 17 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 a 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.
Thunder Breath (Recharge 5-6). A wave of thunderous force sweeps out from the very old air dragon. Each creature in a 60-foot cube originating from the dragon must make a Constitution saving throw. On a failed save, a creature takes 112 (25d8) thunder damage and is pushed 10 feet away from the dragon. On a successful save, the creature takes half as much damage and isn't pushed.

LEGENDARY ACTIONS

The very old air dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The very old air dragon regains spent legendary actions at the start of its turn.
Detect. The very old air dragon makes a Wisdom (Perception) check.
Tail Attack. The very old air dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The very old air dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 7 (2d6) bludgeoning damage and be knocked prone. The very old air dragon can then fly up to half its flying speed.

ANCIENT AIR DRAGON

Gargantuan dragon, neutral evil

Armor Class: 20 (Natural Armor)
Hit Point: 363 (22d20 +132)
Speed: 40 ft., Fly 160 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	22 (+6)	19 (+4)	16 (+3)	18 (+4)

Saving Throws DEX +7, CON +12, WIS +9, CHA +10
Skills: Perception +9, Stealth +7
Damage Immunities Thunder
Senses Blindsight 10 ft., Darkvision 120 ft., Passive Perception +19
Languages Draconic
Challenge 20 (25,000 XP)

Flyby. The ancient air dragon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The ancient air dragon has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Immutable Form. the ancient air dragon is immune to any spell or effect that would alter its form.

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

Rea Points. The ancient air dragon has 10 Rea points. It regains all spent Rea after a long rest.

Innate Ah Magic. The ancient air dragon can expend one Rea point to innately cast one of the following spells as a level 7 spell, requiring no material components. Its innate spellcasting ability is Charisma (spell save DC 18).

- 1st Level: Cure Wounds, Sanctuary
- 2nd Level: Misty Step, Spiritual Weapon
- 3rd Level: Lux Maxima*, Revivify
- 4th Level: Banishment, Light Ghost*
- 5th Level: Contact Other Plane, Raise Dead

- 6th Level: Heal, Moons Light*
- 7th Level: Etherealness, Regenerate

ACTIONS

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

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. Hit: 51 (8d10 + 7) piercing damage

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. Hit: 38 (9d6 + 7) slashing damage

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. Hit: 74 (15d8 + 7) bludgeoning damage

Frightful Presence. Each creature of the ancient air dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 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 a 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.

Thunder Breath (Recharge 5-6). A wave of thunderous force sweeps out from the ancient air dragon. Each creature in a 120-foot cube originating from the dragon must make a Constitution saving throw. On a failed save, a creature takes 126 (28d8) thunder damage and is pushed 10 feet away from the dragon. On a successful save, the creature takes half as much damage and isn't pushed.

LEGENDARY ACTIONS

The ancient air dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ancient air dragon regains spent legendary actions at the start of its turn.

Detect. The ancient air dragon makes a Wisdom (Perception) check.

Tail Attack. The ancient air dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The ancient air dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 7 (2d6) bludgeoning damage and be knocked prone. The ancient air dragon can then fly up to half its flying speed.

WYRM AIR DRAGON

Gargantuan dragon, neutral evil

Armor Class: 20 (Natural Armor)
Hit Point: 462 (28d20 +168)
Speed: 40 ft., Fly 160 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	23 (+6)	20 (+5)	17 (+3)	19 (+4)

Saving Throws DEX +8, CON +13, WIS +10, CHA +11
Skills: Perception +10, Stealth +8
Damage Immunities Thunder
Senses Blindsight 10 ft., Darkvision 120 ft., Passive Perception +20
Languages Draconic
Challenge 22 (41,000 XP)

Flyby. The wyrm air dragon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The wyrm air dragon has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Immutable Form. the wyrm air dragon is immune to any spell or effect that would alter its form.

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

Rea Points. The wyrm air dragon has 11 Rea points. It regains all spent Rea after a long rest.

Innate Ah Magic. The wyrm air dragon can expend one Rea point to innately cast one of the following spells as a level 8 spell, requiring no material components. Its innate spellcasting ability is Charisma (spell save DC 19).

- 1st Level: Cure Wounds, Sanctuary
- 2nd Level: Misty Step, Spiritual Weapon
- 3rd Level: Lux Maxima*, Revivify
- 4th Level: Banishment, Light Ghost*
- 5th Level: Contact Other Plane, Raise Dead

- 6th Level: Heal, Moons Light*
- 7th Level: Etherealness, Regenerate

ACTIONS

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

Bite. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 67 (11d10 + 7) piercing damage

Claw. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 49 (12d6 + 7) slashing damage

Tail. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 97 (20d8 + 7) bludgeoning damage

Frightful Presence. Each creature of the wyrm air dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 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 a 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.

Thunder Breath (Recharge 5-6). A wave of thunderous force sweeps out from the wyrm air dragon. Each creature in a 120-foot cube originating from the dragon must make a Constitution saving throw. On a failed save, a creature takes 162 (36d8) thunder damage and is pushed 10 feet away from the dragon. On a successful save, the creature takes half as much damage and isn't pushed.

LEGENDARY ACTIONS

The wyrm air dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The wyrm air dragon regains spent legendary actions at the start of its turn.

Detect. The wyrm air dragon makes a Wisdom (Perception) check.

Tail Attack. The wyrm air dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The wyrm air dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone. The wyrm air dragon can then fly up to half its flying speed.

GREAT WYRM AIR DRAGON

Gargantuan dragon, neutral evil

Armor Class: 21 (Natural Armor)
Hit Point: 542 (31d20 +217)
Speed: 40 ft., Fly 160 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	24 (+7)	21 (+5)	18 (+4)	20 (+5)

Saving Throws DEX +8, CON +14, WIS +11, CHA +12
Skills: Perception +11, Stealth +8
Damage Immunities Thunder
Senses Blindsight 10 ft., Darkvision 120 ft., Passive Perception +21
Languages Draconic
Challenge 24 (62,000 XP)

Flyby. The great wyrm air dragon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The great wyrm air dragon has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Immutable Form. the great wyrm air dragon is immune to any spell or effect that would alter its form.

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

Rea Points. The great wyrm air dragon has 12 Rea points. It regains all spent Rea after a long rest.

Innate Ah Magic. The great wyrm air dragon can expend one Rea point to innately cast one of the following spells as a level 8 spell, requiring no material components. Its innate spellcasting ability is Charisma (spell save DC 20).

- 1st Level: Cure Wounds, Sanctuary
- 2nd Level: Misty Step, Spiritual Weapon
- 3rd Level: Lux Maxima*, Revivify
- 4th Level: Banishment, Light Ghost*
- 5th Level: Contact Other Plane, Raise Dead
- 6th Level: Heal, Moons Light*
- 7th Level: Etherealness, Regenerate

8th Level: Demiplane, Invoke Ah Spirit*

Rea Enhanced: Quickened Spell. When the great wyrm air dragon casts a spell that has a casting time of 1 action, it can spend one Rea point to change the casting time to 1 bonus action for this casting.

ACTIONS

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

Bite. Melee Weapon Attack. +15 to hit, reach 10 ft., one target. Hit: 79 (13d10 + 8) piercing damage

Claw. Melee Weapon Attack. +15 to hit, reach 10 ft., one target. Hit: 60 (15d6 + 8) slashing damage

Tail. Melee Weapon Attack. +15 to hit, reach 15 ft., one target. Hit: 120 (25d8 + 8) bludgeoning damage

Frightful Presence. Each creature of the great wyrm air dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 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 a 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.

Thunder Breath (Recharge 5-6). A wave of thunderous force sweeps out from the great wyrm air dragon. Each creature in a 120-foot cube originating from the dragon must make a Constitution saving throw. On a failed save, a creature takes 198 (44d8) thunder damage and is pushed 10 feet away from the dragon. On a successful save, the creature takes half as much damage and isn't pushed.

LEGENDARY ACTIONS

The great wyrm air dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The great wyrm air dragon regains spent legendary actions at the start of its turn.

Detect. The great wyrm air dragon makes a Wisdom (Perception) check.

Tail Attack. The great wyrm air dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The great wyrm air dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone. The great wyrm air dragon can then fly up to half its flying speed.

Adventurers never really know how many of these spiders they find. During a jungle encounter, one of these spiders can try to stick to an adventurer. The adventurer can detect it before the spider reach him with a Wisdom (Perception) check DC 13. If the adventurer fails, the spider manages to get into his clothes and becomes more difficult to perceive, because these spiders are experts in hiding. From that day on, the spider must pass a Dexterity (Stealth) check with difficulty equal to the Adventurer's Passive Perception, or it will be discovered.

This is a list of the Argiope known in Hereva, but there could be many more that have not yet been found.

ARGIOPE OF DULLNESS

Tiny aberration, neutral evil

Armor Class: 12
Hit Point: 5 (2d4)
Speed: 10 ft., Climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	6 (-2)

Skills: Stealth +4
Senses Passive Perception +11
Challenge 1/4 (50 XP)

Argiope Curse: Dullness. After 3 days of being in contact the target becomes cursed. While cursed, the target has disadvantage on Intelligence and Wisdom Ability Checks and Saving Throws. A Remove Curse spell ends this effect.

ACTIONS

Bite. Melee Weapon Attack. +4 to hit, reach 5 ft., one target. Hit: 2 piercing damage.

ARGIOPE OF APATHY

Tiny aberration, neutral evil

Armor Class: 12
Hit Point: 5 (2d4)
Speed: 10 ft., Climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	6 (-2)

Skills: Stealth +4
Senses Passive Perception +11
Challenge 1/4 (50 XP)

Argiope Curse: Apathy. After 6 days of being in contact the target becomes cursed. While Cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing. A Remove Curse spell ends this effect.

ACTIONS

Bite. Melee Weapon Attack. +4 to hit, reach 5 ft., one target. Hit: 2 piercing damage.

YOUNG WHALE ASPIDOCHELONE

Large beast (whale), unaligned

Armor Class: 11 (Natural Armor)
Hit Point: 150 (20d10 +40)
Speed: Swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	15 (+2)	6 (-2)	14 (+2)	11 (+0)

Skills: Perception +5
Senses Blindsight 120 ft., Passive Perception +15
Challenge 6 (2,300 XP)

Echolocation. The young whale aspidochelone can't use its blindsight while deafened.
Hold Breath. The young whale aspidochelone can hold its breath for 30 minutes.
Keen Hearing. The young whale aspidochelone has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Bite. *Melee Weapon Attack.* +8 to hit, reach 10 ft., one target. Hit: 27 (4d10 + 5) piercing damage
Swallow Whole. The young whale aspidochelone makes one bite attack against a Medium or smaller target. If the attack hits, the target takes 27 (4d10 + 5) piercing damage and its swallowed. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the young whale aspidochelone, and it takes 19 (4d6 + 5) acid damage at the start of each of the young whale aspidochelone's turns. The young whale aspidochelone can have only one target swallowed at a time, but it can still attack with its bite. If the young whale aspidochelone dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

ANCIENT WHALE ASPIDOCHELONE

Gargantuan beast (whale), unaligned

Armor Class: 13 (Natural Armor)
Hit Point: 217 (14d20 +70)
Speed: Swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	8 (-1)	21 (+5)	6 (-2)	14 (+2)	11 (+0)

Skills: Perception +6
Senses Blindsight 120 ft., Passive Perception +16
Challenge 10 (5,900 XP)

Echolocation. The ancient whale aspidochelone can't use its blindsight while deafened.
Hold Breath. The ancient whale aspidochelone can hold its breath for 30 minutes.
Keen Hearing. The ancient whale aspidochelone has advantage on Wisdom (Perception) checks that rely on hearing.
Rea Points. The ancient whale aspidochelone has 10 Rea points. It regains all spent Rea after a long rest.
Innate Hippiah Magic. The ancient whale aspidochelone can expend one Rea point to innately cast one of the following spells as a level 4 spell, requiring no material components. Its innate spellcasting ability is Charisma (spell save DC 12).

- 1st Level: Animal Friendship, Goodberry
- 2nd Level: Enlarge/Reduce, Nature's Healing*
- 3rd Level: Conjure Animals, Plant Growth

ACTIONS

Bite. *Melee Weapon Attack.* +11 to hit, reach 10 ft., one target. Hit: 40 (6d10 + 7) piercing damage
Swallow Whole. The ancient whale aspidochelone makes one bite attack against a Huge or smaller target. If the attack hits, the target takes 40 (6d10 + 7) piercing damage and its swallowed. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the ancient whale aspidochelone, and it takes 28 (6d6 + 7) acid damage at the start of each of the ancient whale aspidochelone's turns. The ancient whale aspidochelone can have only one target swallowed at a time, but it can still attack with its bite. If the ancient whale aspidochelone dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

EYEÜK

Large fiend (chaosah demon), any alignment

Armor Class: 17 (Natural Armor)

Hit Point: 147 (14d10 +70)

Speed: 40 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	17 (+3)	20 (+5)	10 (+0)	15 (+2)	15 (+2)

Saving Throws DEX +6, WIS +5, CHA +5

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception +12

Languages Abyssal, Telepathy 120 ft.

Challenge 7 (2,900 XP)

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

Aggressive. As a bonus action, the eyeük can move up to its speed toward a hostile creature that it can see.

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

Keen Hearing and Sight. The eyeük has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Rea Points. The eyeük has 7 Rea points. It regains all spent Rea after a long rest.

Innate Chaosah Magic. The eyeük can expend one Rea point to innately cast one of the following spells as a level 3 spell, requiring no material components. Its innate spellcasting ability is Charisma (spell save DC 13).

1st Level: Hideous Laughter, Grease

2nd Level: Web, Shatter

ACTIONS

Multiattack. The eyeük makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 18 (2d10 + 7) piercing damage

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 14 (2d6 + 7) slashing damage

Chaos Trident. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 29 (5d8 + 7) piercing damage and 22 (4d10) lightning damage.

ANCIENT EYEÜK

Huge fiend (chaosah demon), any alignment

Armor Class: 18 (Natural Armor)

Hit Point: 202 (15d12 +105)

Speed: 40 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	24 (+7)	14 (+2)	19 (+4)	19 (+4)

Saving Throws DEX +6, WIS +8, CHA +8

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception +14

Languages Abyssal, Telepathy 120 ft.

Challenge 9 (5,000 XP)

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

Aggressive. As a bonus action, the ancient eyeük can move up to its speed toward a hostile creature that it can see.

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

Keen Hearing and Sight. The ancient eyeük has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Rea Points. The ancient eyeük has 9 Rea points. It regains all spent Rea after a long rest.

Innate Chaosah Magic. The ancient eyeük can expend one Rea point to innately cast one of the following spells as a level 3 spell, requiring no material components. Its innate spellcasting ability is Charisma (spell save DC 16).

1st Level: Hideous Laughter, Grease

2nd Level: Web, Shatter

3rd Level: Stinking Cloud, Major Image

Rea Enhanced: Quickened Spell. When the ancient eyeük casts a spell that has a casting time of 1 action, it can spend one Rea point to change the casting time to 1 bonus action for this casting.

ACTIONS

Multiattack. The ancient eyeük makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. Hit: 24 (3d10 + 8) piercing damage

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. Hit: 18 (3d6 + 8) slashing damage

Chaos Trident. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. Hit: 35 (6d8 + 8) piercing damage and 27 (5d10) lightning damage.

EYEÜK SOLDIER

Large fiend (chaosah demon), any alignment

Armor Class: 16 (Natural Armor)
Hit Point: 126 (12d10 +60)
Speed: 40 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	10 (+0)	15 (+2)	15 (+2)

Saving Throws DEX +4, WIS +4, CHA +4
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Poison
Condition Immunities Poisoned
Senses Darkvision 120 ft., Passive Perception +12
Languages Abyssal, Telepathy 120 ft.
Challenge 4 (1,100 XP)

Aggressive. As a bonus action, the eyeük soldier can move up to its speed toward a hostile creature that it can see.
Blood Frenzy. The eyeük soldier has advantage on melee attack rolls against any creature that doesn't have all its hit points.
Magic Resistance. The fiend has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The eyeük soldier makes three attacks: one with its bite and two with its claws.
Bite. *Melee Weapon Attack.* +7 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) piercing damage
Claw. *Melee Weapon Attack.* +7 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) slashing damage
Chaos Trident. *Melee Weapon Attack.* +7 to hit, reach 10 ft., one target. Hit: 18 (3d8 + 5) piercing damage and 11 (2d10) lightning damage.

EYEÜK STALKER

Large fiend (chaosah demon), any alignment

Armor Class: 16 (Natural Armor)
Hit Point: 136 (13d10 +65)
Speed: 40 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	10 (+0)	15 (+2)	15 (+2)

Saving Throws DEX +5, WIS +5, CHA +5
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Poison
Condition Immunities Poisoned
Senses Darkvision 120 ft., Passive Perception +12
Languages Abyssal, Telepathy 120 ft.
Challenge 5 (1,800 XP)

Aggressive. As a bonus action, the eyeük stalker can move up to its speed toward a hostile creature that it can see.
Blood Frenzy. The eyeük stalker has advantage on melee attack rolls against any creature that doesn't have all its hit points.
Magic Resistance. The fiend has advantage on saving throws against spells and other magical effects.

Sneak Attack. Once per turn, the eyeük stalker deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the eyeük stalker that isn't incapacitated and the eyeük stalker doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The eyeük stalker makes three attacks: one with its bite and two with its claws.
Bite. *Melee Weapon Attack.* +8 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) piercing damage
Claw. *Melee Weapon Attack.* +8 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) slashing damage
Chaos Trident. *Melee Weapon Attack.* +8 to hit, reach 10 ft., one target. Hit: 23 (4d8 + 5) piercing damage and 16 (3d10) lightning damage.

HORNÜK

Large fiend (chaosah demon), any alignment

Armor Class: 15 (Natural Armor)

Hit Point: 152 (16d10 +64)

Speed: 40 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	8 (-1)	13 (+1)	13 (+1)

Saving Throws DEX +5, WIS +4, CHA +4

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception +11

Languages Abyssal, Telepathy 120 ft.

Challenge 6 (2,300 XP)

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

Aggressive. As a bonus action, the hornük can move up to its speed toward a hostile creature that it can see.

Bull Rush. When the hornük moves at least 30 feet before using its attack action, it can change its Gore attack for a Goring Rush.

Rea Points. The hornük has 6 Rea points. It regains all spent Rea after a long rest.

Innate Chaosah Magic. The hornük can expend one Rea point to innately cast one of the following spells as a level 2 spell, requiring no material components. Its innate spellcasting ability is Charisma (spell save DC 12).

1st Level: Hideous Laughter, Grease

2nd Level: Web, Shatter

ACTIONS

Multiattack. The hornük makes three attacks: one with its gore attack and two with its claws.

Gore. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 20 (3d10 + 4) piercing damage

Goring Rush. Melee Weapon Attack: +7 to hit, reach 40 ft., one target. Hit: 20 (3d10 + 4) piercing damage. Target must make a successful Strength saving throw (CD 15) or falls prone.

Claw. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 18 (4d6 + 4) slashing damage

YOUNG HORNÜK

Large fiend (chaosah demon), any alignment

Armor Class: 14 (Natural Armor)

Hit Point: 136 (16d10 +48)

Speed: 40 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	6 (-2)	11 (+0)	11 (+0)

Saving Throws DEX +4, WIS +3, CHA +3

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception +10

Languages Abyssal, Telepathy 120 ft.

Challenge 5 (1,800 XP)

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

Aggressive. As a bonus action, the young hornük can move up to its speed toward a hostile creature that it can see.

ACTIONS

Multiattack. The young hornük makes three attacks: one with its gore attack and two with its claws.

Gore. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 19 (3d10 + 3) piercing damage

Claw. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 10 (2d6 + 3) slashing damage

HORNÜK SOLDIER

Large fiend (chaosah demon), any alignment

Armor Class: 14 (Natural Armor)

Hit Point: 119 (14d10 +42)

Speed: 40 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	8 (-1)	13 (+1)	13 (+1)

Saving Throws DEX +4, WIS +3, CHA +3

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception +11

Languages Abyssal, Telepathy 120 ft.

Challenge 4 (1,100 XP)

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

Aggressive. As a bonus action, the hornük soldier can move up to its speed toward a hostile creature that it can see.

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

ACTIONS

Multiattack. The hornük soldier makes three attacks: one with its gore attack and two with its claws.

Gore. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 14 (2d10 + 3) piercing damage

Claw. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 10 (2d6 + 3) slashing damage

HORNÜK COMMANDER

Large fiend (chaosah demon), any alignment

Armor Class: 17 (Natural Armor)

Hit Point: 168 (16d10 +80)

Speed: 40 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	20 (+5)	8 (-1)	13 (+1)	13 (+1)

Saving Throws DEX +6, WIS +4, CHA +4

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception +11

Languages Abyssal, Telepathy 120 ft.

Challenge 7 (2,900 XP)

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

Aggressive. As a bonus action, the hornük commander can move up to its speed toward a hostile creature that it can see.

Bull Rush. When the hornük commander moves at least 30 feet before using its attack action, it can change its Gore attack for a Goring Rush.

Rea Points. The hornük commander has 7 Rea points. It regains all spent Rea after a long rest.

Innate Chaosah Magic. The hornük commander can expend one Rea point to innately cast one of the following spells as a level 3 spell, requiring no material components. Its innate spellcasting ability is Charisma (spell save DC 12).

1st Level: Hideous Laughter, Grease

2nd Level: Web, Shatter

Rea Enhanced: Quickened Spell. When the hornük commander casts a spell that has a casting time of 1 action, it can spend one Rea point to change the casting time to 1 bonus action for this casting.

ACTIONS

Multiattack. The hornük commander makes three attacks: one with its gore attack and two with its claws.

Gore. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 27 (4d10 + 5) piercing damage

Goring Rush. Melee Weapon Attack: +8 to hit, reach 40 ft., one target. Hit: 21 (3d10 + 5) piercing damage. Target must make a successful Strength saving throw (CD 16) or falls prone.

Claw. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 19 (4d6 + 5) slashing damage

SPIDÜK KING

Huge fiend (chaosah demon), any alignment

Armor Class: 18 (Natural Armor)

Hit Point: 283 (21d12 +147)

Speed: 40 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	17 (+3)	24 (+7)	14 (+2)	19 (+4)	19 (+4)

Saving Throws DEX +8, WIS +9, CHA +9

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Frightened, Paralyzed, Poisoned

Senses Darkvision 120 ft., Passive Perception +14

Languages Abyssal, Telepathy 120 ft.

Challenge 15 (13,000 XP)

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

Aggressive. As a bonus action, the spidük king can move up to its speed toward a hostile creature that it can see.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spidük king ignores movement restrictions caused by webbing.

Rea Points. The spidük king has 15 Rea points. It regains all spent Rea after a long rest.

Innate Chaosah Magic. The spidük king can expend one Rea point to innately cast one of the following spells as a level 5 spell, requiring no material components. Its innate spellcasting ability is Charisma (spell save DC 17).

1st Level: Hideous Laughter, Grease

2nd Level: Web, Shatter

3rd Level: Stinking Cloud, Major Image

4th Level: Confusion, Polymorph

5th Level: Zone of Chaos*, Microdimension

Rea Enhanced: Quickened Spell. When the spidük king casts a spell that has a casting time of 1 action, it can spend one Rea point to change the casting time to 1 bonus action for this casting.

Magic Weapons. Weapon attacks made by the spidük king are magical.

Charm. One humanoid the spidük king can see within 30 feet of it must succeed on a DC 17 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys verbal or telepathic commands by the spidük king. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to the spidük king's Charm for the next 24 hours.

The spidük king can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

ACTIONS

Multiattack. The spidük king makes three attacks: one with its bite and two with its claws.

Poisonous Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one creature. Hit: 30 (5d8 + 8) piercing damage, and the target must make a DC 20 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. Hit: 29 (6d6 + 8) slashing damage

Web (Recharge 5-6). *Ranged Weapon Attack:* +8 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 21 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

ADULT DRAGON MOOSE

Huge dragon, chaotic neutral

Armor Class: 19 (Natural Armor)
Hit Point: 237 (19d12 +114)
Speed: 30 ft., Climb 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	23 (+6)	11 (+0)	16 (+3)	17 (+3)

Saving Throws DEX +5, CON +11, WIS +8, CHA +8
Skills: Perception +8, Stealth +5
Damage Immunities Cold
Senses Passive Perception +18
Challenge 13 (10,000 XP)

ACTIONS

Multiattack. The adult dragon moose makes three attacks, two with its hooves and one with its tail.
Hoof. *Melee Weapon Attack.* +11 to hit, reach 10 ft., one target. Hit: 33 (6d8 + 6) bludgeoning damage.
Tail. *Melee Weapon Attack.* +11 to hit, reach 15 ft., one target. Hit: 51 (10d8 + 6) bludgeoning damage
Cold Breath (Recharge 5-6). The adult dragon moose exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 84 (24d6) cold damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The adult dragon moose can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The adult dragon moose regains spent legendary actions at the start of its turn.
Detect. The adult dragon moose makes a Wisdom (Perception) check.
Tail Attack. The adult dragon moose makes a tail attack.
Wing Attack (Costs 2 Actions). The adult dragon moose beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 7 (2d6) bludgeoning damage and be knocked prone. The adult dragon moose can then fly up to half its flying speed.

MATURE ADULT DRAGON MOOSE

Huge dragon, chaotic neutral

Armor Class: 19 (Natural Armor)
Hit Point: 270 (20d12 +140)
Speed: 30 ft., Climb 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	24 (+7)	12 (+1)	17 (+3)	18 (+4)

Saving Throws DEX +5, CON +12, WIS +8, CHA +9
Skills: Perception +8, Stealth +5
Damage Immunities Cold
Senses Passive Perception +18
Challenge 15 (13,000 XP)

ACTIONS

Multiattack. The mature adult dragon moose makes three attacks, two with its hooves and one with its tail.
Hoof. *Melee Weapon Attack.* +12 to hit, reach 10 ft., one target. Hit: 38 (7d8 + 7) bludgeoning damage.
Tail. *Melee Weapon Attack.* +12 to hit, reach 15 ft., one target. Hit: 56 (11d8 + 7) bludgeoning damage
Cold Breath (Recharge 5-6). The mature adult dragon moose exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 94 (27d6) cold damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The mature adult dragon moose can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The mature adult dragon moose regains spent legendary actions at the start of its turn.
Detect. The mature adult dragon moose makes a Wisdom (Perception) check.
Tail Attack. The mature adult dragon moose makes a tail attack.
Wing Attack (Costs 2 Actions). The mature adult dragon moose beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 7 (2d6) bludgeoning damage and be knocked prone. The mature adult dragon moose can then fly up to half its flying speed.

