Bestiarium

SCALES AND DECAY



PREVIEW

BESTIARIUM: PREVIEW

SCALES AND DECAY



By ND Hobbies

This document is a preview of Bestiarium, a supplement to the 5th edition of the world's greatest role-playing game.

The goal of this preview is to get feedback from users and improve it as it is completed.

All content is subject to change. The design of the game content, the graphic design and the story can and will change before the final release.

We want to thank you for your interest in this product, and your support in making this the best monster book possible.

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Introduction

I have to admit, I love RPGs based on combat tactics. The heroic showdowns, memorable villains, and otherworldly magical effects leave a more lasting impression on me than chatting with an armor shop keeper in a passing town. I also don't agree with the idea that rules are needed to decide events in player and NPC interactions. GMs and players are perfectly capable of solving that as they do every day outside of the game. On the other hand, there is little you can do to resolve a violent confrontation on a table without pre-established rules.

On second thought, I may sound like despise narrative, but nothing could be further from the truth. At ND Hobbies we all consider ourselves storytellers, and we do so in many different ways. Through written words, evocative illustrations, even with rules and systems we create.

This document is proof of that love for narrative.

What if the statblocks in your bestiary took up less space, and the stories took center stage? Imagine, in that smaller space, statblocks give you even more monsters, and even more variety than other books? It sounds contradictory and technically unfeasible. But this preview is a sample of the effort we have made to achieve it.

And no, our systems don't require the GM to make difficult accounting in the middle of a fate-deciding conflict.

I learned to play with AD&D 2nd Edition. During that era, bestiaries were the most fantastic that rulebooks have ever been. To this day I have yet to find a book that contains as much lore information on each monster as those. Entries like Habitat/Society, and Ecology, ignited our imagination. As simple as a combat tactics explanation could sound, it makes a huge difference to most of the bestiaries today.

Reading those books entries was enough inspiration for me to write adventures, campaigns, and design entire worlds.

At ND Hobbies we want to revive that feeling of excitement and discovery when reading a monster book. Make each monster feel like a real creature within a fantasy world. Each creature has a defined behavior, a place in the ecology of the planet (or multiverse), and a story that can be told to the adventurers by that armor shop keeper.

– Xacur.
ND Hobbies.

More entertaining mechanics

But it is not only evocative lore what we want to contribute with this Bestiarium. A few practical rules in different editions have never been replicated on 5th edition, and we wanted to include them in this document.

This is a non-exhaustive list of the new rules comprised in the complete version of this bestiary.

Of course, practical demonstration beats long explanations. That's why there are one or more examples of monsters for each new described rule.

Scalable Monsters

The scalable monster system is easy to understand, instead of a regular statblock, a table is used for numerical stats that vary along with the challenge rating. The monster's attributes and actions vary depending on the CR, monsters gain new abilities as they have higher CR.

Perhaps this is our most tested new rule, but also the one that needs the most testing. Low levels are almost never a problem, but high levels are much more difficult to adjust.

Monster Templates

The basic rules (SRD) of 5th edition lack templates. Even in the basic rulebooks, there only a few, and they are not very detailed, so they don't change much of the monster. Honestly they seem more like a flavor addition than a functional alteration.

The idea behind a template is making a flavor-specific variation of an existing monsters by following simple steps. The goal of our templates is that they can be applied on the fly, and that they do have a noticeable effect on the development of combat. Also, templates give new life to existing monsters that no longer surprise your players.

A familiar, but revamped, statblock

We made a few small changes to the statblock that we all already know, with the intention of making it a bit more practical and saving space. Also, we added a section for treasure when the monster should have a specific type of treasure.

Ability Scores & Saving Throws

Ability scores are now placed vertically to the left of the statblock. It is not a very drastic change, you can't miss them. But something that can confuse you is that **saving throws are marked with only a small circle to the left of the score**. But once you know it, it's pretty clear.

Challenge & Proficiency Bonus

Very similar to the ability scores, but on the opposite side, are the Challenge Rating and the Proficiency Bonus of the monster. I think this is the best place to put the monster's CR, so you can always find them at first, as it is one of the first things a GM checks before starting to read the monster's abilities.

The reason for the above two changes is first of all for space. However, it also tries to make the new positions comfortable for the reader. In addition, the boxes where the numbers are placed are more conspicuous and don't get lost in the text.

Treasure

This is a new entry for some monsters in this document. The basic rules of 5e do not include tables to reward adventurers with treasure from defeated monsters. And even the full rules of the world's largest RPG don't consider treasures as items that every monster should have custom. We change that in this book.

Depending on the monster, some of them give you a specific list of treasure that replaces the standard treasure they should reward. We want to make this part even more complete, but for that we need more feedback from users than we have at the moment, as a preview, this is in a very early stage.

How to read a scalable statistics

The scalable version of the monsters on this document are divided into two parts, one is a table that shows its most important numerical statistics at different Challenge Ratings. And the other is the text that describes the Attributes, Features and Actions.

In the full final document, a lot more of the monsters will have a scalable version. In this preview only one monster, the Amethyst Serpent, has such version.

The table

I believe the table is self explanatory, but here's a description of each column, in case there is any doubt.

CR. This is the monster's challenge rating.

Size. It is the first letter of the monster size: M = Medium, L = Large, H = Huge, G = Gargantuan.





STR, DEX, CON, INT, WIS, CHA: These six columns are the ability scores of the monster (Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma). Just as you would find them in a statblock, these are in the format Score (Modifier).

AC. The armor class of the monster. The only disadvantage compared to a statblock is that it doesn't include specified here what is granting the armor class (natural armor, type of armor, shield, etc.) However, this is almost never necessary, often it's obvious, and if it were really necessary it could be specified in the attributes section.

HP. The hit points of the monster, as in a statblock, it's shown in the format Maximum hitpoints (hit dice + Constitution Bonus).

Prof./PP (Proficiency Bonus / Passive Perception). The number before the slash (/) is the proficiency bonus of the creature. You might need it to calculate Difficulty Classes, etc. The number after the slash is the passive perception.

Attack/DC. (Attack bonus / Difficulty Class). Attacks in the text don't show the attack bonus, instead, use the number on this column. When an ability asks for a Saving Throw, if the ability doesn't state a DC, than use the number in this column.

Other columns. Some tables have extra columns, for example "Radiance damage / DivineProtection". This can be damage, extra hit points, etc. These numbers are referenced on the creature ability descriptions.

Attributes

This part is very similar to that of a statblock. Another difference, and the only disadvantage, is that the Skills entry doesn't state the modifier, you need to calculate it, but it is simple, just add the ability bonus and the proficiency bonus.

Features, Actions, etc.

The rest of the inputs are very similar, they work the same as their respective statblock entry, with the exception that the features or actions are divided by different categories of the monster. The titles "At all levels", or "From CR 10", etc. divide the features monsters have, or action it can do at these or bigger challenge ratings.

In the case of monsters where the different challenge ratings have particular names, such as dragons age categories, instead of something like "From CR 10" it will show the name of that category, for example "From Adult".

Amethyst Serpent

These huge dragon-like beings are often called Crystalsnakes by commoners. They have slender bodies, graceful necks, short legs with long, sharp claws, and long pointy ears covered in silky, shimmering fur that floats around their bodies. Their heads are crowned by pink quartz antlers, below which lavender-blue eyes glow. Their scales, which shine like purple crystals at the slightest contact with light, give them a celestial-like appearance. However, by moonlight they shine in ghostly white and blue tones, a phantasmal reminder of the curse they can inflict upon other creatures.

Combat

The Amethyst Serpents have developed their own style of psionics, which they use in battle. Often, they'll use these powers to lift objects larger than themselves and threaten their foes before any blood is drawn, but if push comes to shove, they'll use them to crush their enemies until they flee or die.

They usually don't use their mouths to bite, as they can't stand the taste of anything that isn't amethysts.

Their breath weapon is made up of small fragments of amethysts. For doing this, the Serpent has a special gland that allows it to solidify small amethyst particles from its breath, allowing it to create incredibly small pieces that it throws at its enemies using its mouth. A starving serpent cannot use this ability, for its breath would be empty of amethyst particles.

Finally, the fur around the ears is capable to detect movement up to 10 ft. away.

Habitat/Society

They are usually a solitary and peaceful race. All they want is to eat amethysts in their mountains without anyone bothering them. They can share space with other creatures if they do not try to steal their precious food and are not other dragons (of the same or different race.) However, if amethysts are scarce in the mountain where they live, they will become aggressive and will not distinguish between ally and enemy: they will enter a frenzy of abstinence until they manage to find another mountain to settle on. They do not like humanoid races, as they consider them wild.

Amethyst Serpent Wyrmling

CR 4 | PROF. +2

Medium Dragon, Neutral

Armor Class: 17 (Natural)
Hit Point: 75 (10d8 +30)
Speed: 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Skills: Arcana +3, Perception +2, Intimidation +4, Stealth +2
Damage Resistances Force, Psychic
Condition Immunities Prone
Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 12
Languages Draconic
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Actions

Multiattack. The amethyst serpent wyrmling makes two Claw attacks.

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6+4) slashing damage

Telekinesis (Psionics). The amethyst serpent wyrmling chooses a target it can see within 60 feet, that weighs up to 400 pounds. The amethyst serpent wyrmling can move it up to 30 feet in any direction. If the target is a creature or an object worn or carried by a creature, the amethyst serpent wyrmling must make a Charisma (Intimidation) check contested by that creature's Strength check.

Amethyst Breath (Recharge 5-6). The amethyst serpent wyrmling exhales a burst of brilliant amethysts dust in a 15-feet cone. Each creature in that area must make a DC 13 Dexterity saving throw. On a fail, the creature takes 17 (5d6) psychic damage and becomes Charmed by the amethyst serpent wyrmling, until the end of the amethyst serpent wyrmling's next turn. On a success, the creature takes only half damage and isn't charmed.

A creature that has taken damage by this breath weapon during the last 24 hours has disadvantage in the saving throw. A creature that fails this saving throw for the third time in a lapse of 24 hours acquires the **Amethyst Curse**.

Ecology

They usually inhabit mountains with abundant gemstones. The serpent feeds mainly on amethysts, but it can also survive by consuming other gemstones, yet they do not like them as much. Hunters usually hunt them down to tear off their scales; however, it is a risky job, as the serpent's blood carries a curse that can be inflicted upon those who kill them. Some theorize that this curse is a subproduct of their psionics, which activates with the release of anger and fear of a serpent just before its death.

Young Amethyst Serpent

CR
8
PROF.
+3

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

Large Dragon, Neutral

Armor Class: 18 (Natural)
Hit Point: 133 (14d10 +56)
Speed: 40 ft., Burrow 20 ft., Fly 80 ft.

Skills: Arcana +5, Perception +4, Intimidation +6, Stealth +3
Damage Resistances Force, Psychic
Condition Immunities Prone
Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14
Languages Draconic
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Illumination. The young amethyst serpent sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

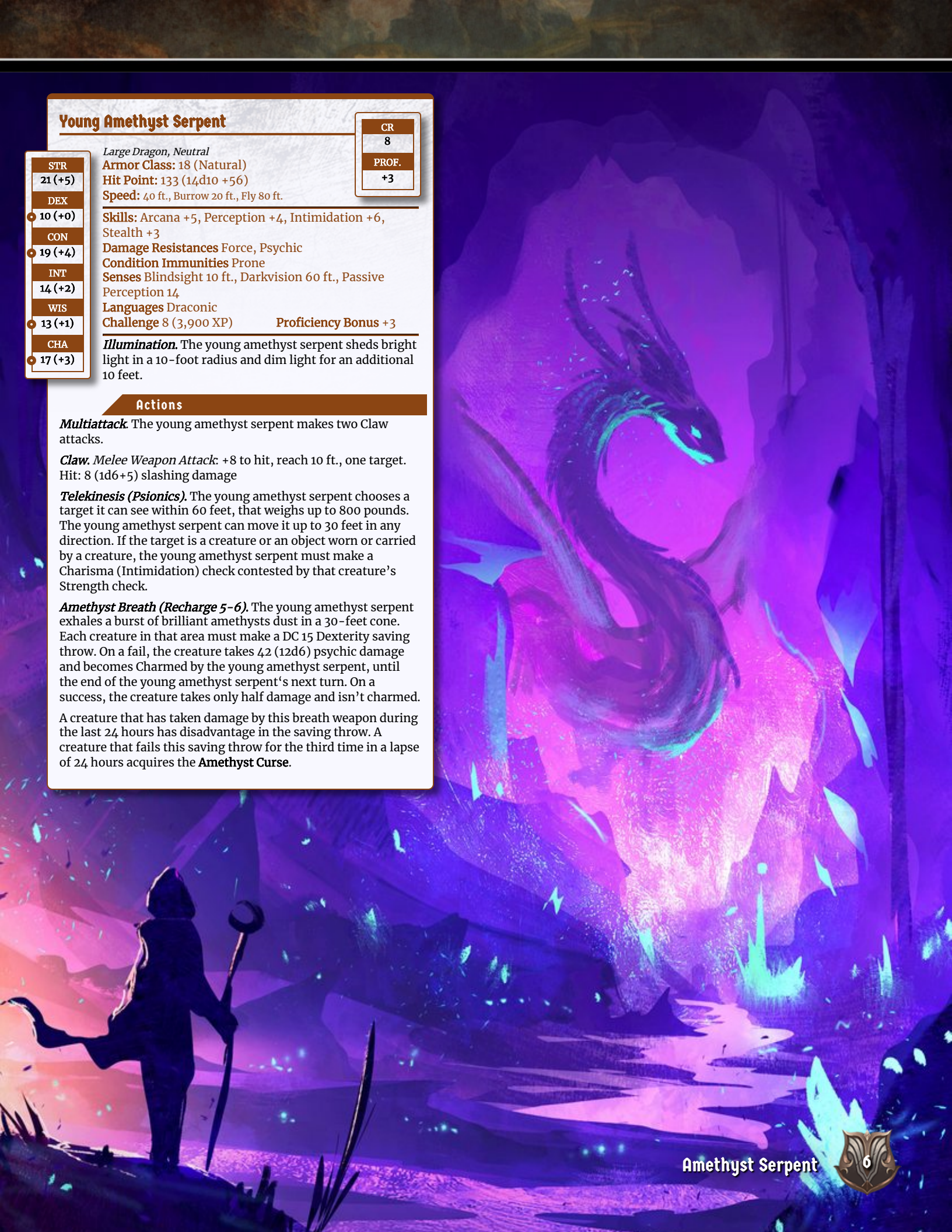
Multiattack. The young amethyst serpent makes two Claw attacks.

Claw. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. Hit: 8 (1d6+5) slashing damage

Telekinesis (Psionics). The young amethyst serpent chooses a target it can see within 60 feet, that weighs up to 800 pounds. The young amethyst serpent can move it up to 30 feet in any direction. If the target is a creature or an object worn or carried by a creature, the young amethyst serpent must make a Charisma (Intimidation) check contested by that creature's Strength check.

Amethyst Breath (Recharge 5-6). The young amethyst serpent exhales a burst of brilliant amethysts dust in a 30-feet cone. Each creature in that area must make a DC 15 Dexterity saving throw. On a fail, the creature takes 42 (12d6) psychic damage and becomes Charmed by the young amethyst serpent, until the end of the young amethyst serpent's next turn. On a success, the creature takes only half damage and isn't charmed.

A creature that has taken damage by this breath weapon during the last 24 hours has disadvantage in the saving throw. A creature that fails this saving throw for the third time in a lapse of 24 hours acquires the **Amethyst Curse**.



Adult Amethyst Serpent

CR
14
PROF.
+5

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	22 (+6)	17 (+3)	16 (+3)	20 (+5)

Huge Dragon, Neutral

Armor Class: 18 (Natural)
Hit Point: 175 (14d12 +84)
Speed: 40 ft., Burrow 20 ft., Fly 80 ft.

Skills: Arcana +8, Perception +8, Intimidation +10, Stealth +5
Damage Resistances Force, Psychic
Condition Immunities Prone
Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 18
Languages Draconic
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Illumination. The amethyst serpent sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

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

Actions

Multiattack. The amethyst serpent can use its frightful presence and then it makes two Claw attacks.

Claw. *Melee Weapon Attack*: +12 to hit, reach 10 ft., one target. Hit: 14 (2d6+7) slashing damage

Telekinesis (Psionics). The amethyst serpent chooses a target it can see within 60 feet, that weighs up to 1400 pounds. The amethyst serpent can move it up to 30 feet in any direction. If the target is a creature or an object worn or carried by a creature, the amethyst serpent must make a Charisma (Intimidation) check contested by that creature's Strength check.

Amethyst Breath (Recharge 5-6). The amethyst serpent exhales a burst of brilliant amethysts dust in a 60-feet cone. Each creature in that area must make a DC 19 Dexterity saving throw. On a fail, the creature takes 77 (22d6) psychic damage and becomes Charmed by the amethyst serpent, until the end of the amethyst serpent's next turn. On a success, the creature takes only half damage and isn't charmed.

A creature that has taken damage by this breath weapon during the last 24 hours has disadvantage in the saving throw. A creature that fails this saving throw for the third time in a lapse of 24 hours acquires the **Amethyst Curse**.

Frightful Presence. Each creature of the 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 amethyst serpent's Frightful Presence for the next 24 hours.

Tail Attack. *Melee Weapon Attack*: +12 to hit, reach 15 ft., one target. Hit: 20 (3d8+7) bludgeoning damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be pushed up to 10 feet away from the amethyst serpent and knocked prone.

Bonus Actions

Telekinesis. The amethyst serpent uses its Telekinesis.

Change Shape. The amethyst serpent magically transforms into any humanoid that is Medium or Small, while retaining its game statistics (other than its size). This transformation ends if the amethyst serpent is reduced to 0 hit points or uses a bonus action to end it.

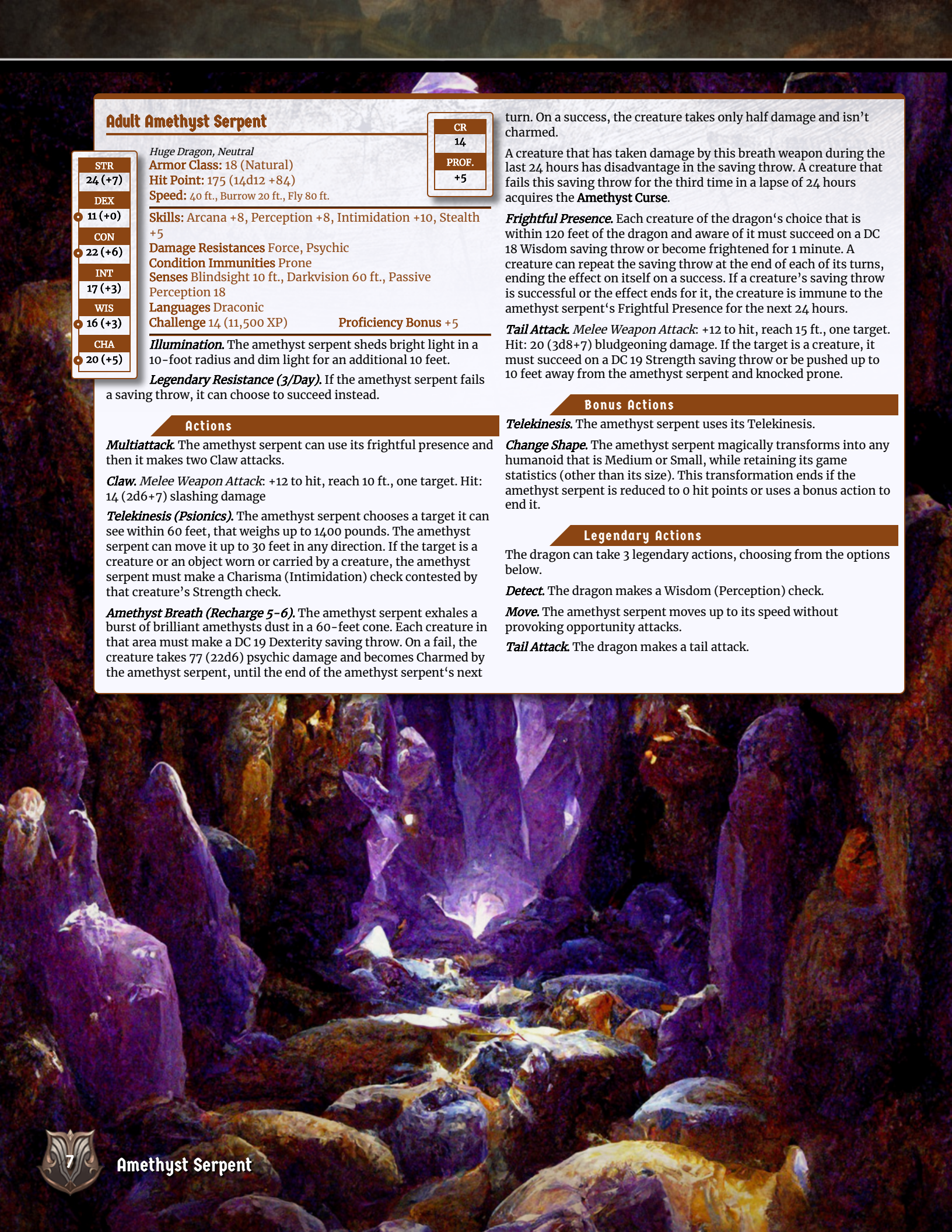
Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below.

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

Move. The amethyst serpent moves up to its speed without provoking opportunity attacks.

Tail Attack. The dragon makes a tail attack.



The Amethyst Curse

The curse consists of 3 stages.

- **First stage**: horrid full-body pain for 7 days.
- **Second stage**: growth of amethysts on the skin. This stage can last up to one month.
- **Third stage**: growth of amethysts in the organs of the body, causing their malfunction and, finally, the death of the affected creature.

The only known way to remove the curse is by visiting a Bahamut temple and bathing in the holy water, but this can only be done at the last stage of the curse. Otherwise, the creature will dissolve and die, leaving only amethysts behind.

It is quite common for other Amethyst serpents to hunt down creatures infected by the curse, as they find the amethysts growing on humanoids a delicacy.

History

The records of their first sightings date back a few thousand years ago. Experts speculate that they were silver dragons whose bodies and powers mutated due to their way of life and their diet, alleging that amethysts are not only beautiful, but they also contain powers that only Crystal Serpents can absorb by consuming them; however, amethysts also secrete a slimy substance when they enter contact with the serpent's saliva, which is incredibly nutritious and sweet for the serpents.

Curiosities

They carry the stigma of causing bad luck, so ordinary people avoid going into their habitats. In the case of spotting one, the superstition indicates that one must bathe in salt water to remove the bad luck.

Ancient Amethyst Serpent

CR	PROF.
22	+7

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	26 (+8)	21 (+5)	20 (+5)	24 (+7)

Huge Dragon, Neutral

Armor Class: 20 (Natural)
Hit Point: 203 (14d12 +112)
Speed: 40 ft., Burrow 20 ft., Fly 80 ft.

Skills: Arcana +12, Perception +12, Intimidation +14, Stealth +9
Damage Resistances Force, Psychic
Condition Immunities Prone
Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 22
Languages Draconic
Challenge 22 (41,000 XP) **Proficiency Bonus** +7

Illumination. The ancient amethyst serpent sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

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

Actions

Multiattack. The ancient amethyst serpent can use its frightful presence and then it makes two Claw attacks.

Claw. *Melee Weapon Attack*: +16 to hit, reach 10 ft., one target. Hit: 19 (3d6+9) slashing damage

Telekinesis (Psionics). The ancient amethyst serpent chooses a target it can see within 60 feet, that weighs up to 2200 pounds. The ancient amethyst serpent can move it up to 30 feet in any direction. If the target is a creature or an object worn or carried by a creature, the ancient amethyst serpent must make a Charisma (Intimidation) check contested by that creature's Strength check.

Amethyst Breath (Recharge 5-6). The ancient amethyst serpent exhales a burst of brilliant amethysts dust in a 60-feet cone. Each creature in that area must make a DC 23 Dexterity saving throw. On a fail, the creature takes 126 (36d6) psychic damage and becomes Charmed by the ancient amethyst serpent, until the end of the ancient amethyst serpent's next turn. On a success, the creature takes only half damage and isn't charmed.

A creature that has taken damage by this breath weapon during the last 24 hours has disadvantage in the saving throw. A creature that fails this saving throw for the third time in a lapse of 24 hours acquires the **Amethyst Curse**.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 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 ancient amethyst serpent's Frightful Presence for the next 24 hours.

Tail Attack. *Melee Weapon Attack*: +16 to hit, reach 15 ft., one target. Hit: 22 (3d8+9) bludgeoning damage. If the target is a creature, it must succeed on a DC 23 Strength saving throw or be pushed up to 10 feet away from the ancient amethyst serpent and knocked prone.

Bonus Actions

Telekinesis. The ancient amethyst serpent uses its Telekinesis.

Change Shape. The ancient amethyst serpent magically transforms into any humanoid that is Medium or Small, while retaining its game statistics (other than its size). This transformation ends if the ancient amethyst serpent is reduced to 0 hit points or uses a bonus action to end it.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below.

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

Move. The ancient amethyst serpent moves up to its speed without provoking opportunity attacks.

Tail Attack. The dragon makes a tail attack.

Scalable Amethyst Serpent

Name	CR	Size	STR	DEX	CON	INT	WIS	CHA	AC	HP	Prof. / PP	Attack/DC	BW/Telekinesis/Claw
Wyrmling	4	M	19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)	17	75 (10d8 +30)	+2 / 12	+6 / 13	5d6 / 400lb / 1d6 + STR
Very Young	6	M	20 (+5)	10 (+0)	18 (+4)	13 (+1)	12 (+1)	16 (+3)	17	102 (12d8 +48)	+3 / 14	+8 / 15	6d6 / 600lb / 1d6 + STR
Young	8	L	21 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)	18	133 (14d10 +56)	+3 / 14	+8 / 15	7d6 / 800lb / 1d6 + STR
Juvenile	10	L	22 (+6)	11 (+0)	20 (+5)	15 (+2)	14 (+2)	18 (+4)	18	168 (16d10 +80)	+4 / 16	+10 / 17	8d6 / 1000lb / 1d6 + STR
Young Adult	12	H	23 (+6)	11 (+0)	21 (+5)	16 (+3)	15 (+2)	19 (+4)	19	207 (18d12 +90)	+4 / 16	+10 / 17	9d6 / 1200lb / 2d6 + STR
Adult	14	H	24 (+7)	12 (+1)	22 (+6)	17 (+3)	16 (+3)	20 (+5)	20	250 (20d12 +120)	+5 / 18	+12 / 19	10d6 / 1400lb / 2d6 + STR
Mature Adult	16	G	25 (+7)	12 (+1)	23 (+6)	18 (+4)	17 (+3)	21 (+5)	21	363 (22d20 +132)	+5 / 18	+12 / 19	11d6 / 1600lb / 2d6 + STR
Old	18	G	26 (+8)	12 (+1)	24 (+7)	19 (+4)	18 (+4)	22 (+6)	21	420 (24d20 +168)	+6 / 20	+14 / 21	12d6 / 1800lb / 3d6 + STR
Very old	20	G	27 (+8)	13 (+1)	25 (+7)	20 (+5)	19 (+4)	23 (+6)	22	455 (26d20 +182)	+6 / 20	+14 / 21	13d6 / 2000lb / 3d6 + STR
Ancient	22	G	28 (+9)	13 (+1)	26 (+8)	21 (+5)	20 (+5)	24 (+7)	22	518 (28d20 +224)	+7 / 22	+16 / 23	14d6 / 2200lb / 3d6 + STR
Wyrm	24	G	29 (+9)	14 (+2)	27 (+8)	22 (+6)	21 (+5)	25 (+7)	24	555 (30d20 +240)	+7 / 22	+16 / 23	15d6 / 2400lb / 4d6 + STR
Great Wyrm	26	G	30 (+10)	14 (+2)	28 (+9)	23 (+6)	22 (+6)	26 (+8)	24	624 (32d20 +288)	+8 / 24	+18 / 25	16d6 / 2600lb / 4d6 + STR

Attributes

- **Alignment** Neutral
- **Type** Dragon
- **Speed:** 30 ft., Fly 60 ft.
- **Saving throw:** DEX, CON, WIS, CHA
- **Skills:** (int) Arcana, (wis) Perception, (cha) Intimidation, (dex) Stealth
- **Damage Resistances** Force, Psychic
- **Condition Immunities** Prone
- **Senses** Blindsight 10 ft., Darkvision 60 ft., Passive Perception 12
- **Languages** Draconic

Features

From Young

Illumination The amethyst serpent wyrmling sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

From Adult

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

Actions

Multiattack. The amethyst serpent makes two Claw attacks. *From Adult*, the amethyst serpent can use its frightful presence and then it makes two Claw attacks.

Claw *Melee Weapon Attack*: reach 5 ft., one target. Hit: slashing damage according to the Claw column.

Telekinesis (Psionics). The amethyst serpent chooses a target it can see within 60 feet, that weighs up the amount according to Telekinesis column. The amethyst serpent can move it up to 30 feet in any direction. If the target is a creature or an object worn or carried by a creature, the amethyst serpent must make a Charisma (Intimidation) check contested by that creature's Strength check.

Amethyst Breath (Recharge 5-6). The amethyst serpent exhales a burst of brilliant amethysts dust in a 15-feet cone. Each creature in that area must make a Dexterity saving throw. On a fail, the creature takes psychic damage according to the BW column and becomes Charmed by the amethyst serpent, until the end of the amethyst serpent's next turn. On a success, the creature takes only half damage and isn't charmed.

A creature that has taken damage by this breath weapon during the last 24 hours has disadvantage in the saving throw. A creature that fails this saving throw for the third time in a lapse of 24 hours acquires the Amethyst Curse.

From Young, the size of this breath weapon cone is cone is 60 feet.

From Adult

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a 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 amethyst serpent's Frightful Presence for the next 24 hours.

Tail. Melee Weapon Attack: reach 15 ft., one target. Hit: 3d8 + STR bludgeoning damage. If the target is a creature, it must succeed on a Strength saving throw or be pushed up to 10 feet away from the dragon and knocked prone.

Bonus Actions

From Adult

Telekinesis. The amethyst serpent uses its Telekinesis.

Change Shape. The amethyst serpent magically transforms into any humanoid that is Medium or Small, while retaining its game statistics (other than its size). This transformation ends if the amethyst serpent is reduced to 0 hit points or uses a bonus action to end it.

Legendary Actions

From Adult

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

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

Move. The amethyst serpent moves up to its speed without provoking opportunity attacks.

Tail Attack. The dragon makes a tail attack.

From Wyrm

Telekinesis (Costs 2 actions). The amethyst serpent uses its Telekinesis.





Dark Avenging King

This Monarch of the Dead is clad in armor that once shone goldenly, covered in dried blood and the marks of fire. His face looks like a skull but has a cold, thin layer of milk-white skin covering it. His teeth are made of stone and iron, over which a single fiery eye shines red with the flames of anger. Around his temples, a crown of rustic bone rises, like a token of the skeletal armies that rise and fight at his command. Accompanying him are his generals and soldiers, which he uses as his pawns to achieve his decaying dreams of never-ending, perfect rule.

About the Kings history

The lore entries on this monster use names from the backstory we have provided. The monster can also be used with changed names or facts depending on the campaign's setting, although we considered that it fits most of the usual fantasy worlds.

You might use the official backstory for the King, which is given in this entry, or come up with your own. What doesn't change is the following: The Dark Avenging King is a maddened undead monarch who ended up in this condition due to a pact with a Devil called Mastema, a pact which promised endless and perfect rule. His mind is shattered, safe for his ability to make combat strategies, and he corrupts the land with a plague of death. There can only be one Dark Avenging King at a time in a campaign world.

Psychology

The king's intelligence is only capable of reason during battle strategies. Otherwise, he is a mindless being that believes that his wife and child talk to him through his sword. Mastema made him like this to use him as a puppet, a mortal vessel through which he could destroy what he hated the most: Heroes of good, men and women of exalted deeds, and clerics of benevolent deities. Mastema still whispers in the King's ear, and has convinced the monarch that only he should rule and dictate the moral codes of humankind. Thus, the king despises everyone that tries to help and do good besides him, believing that they're rebelling against him and his perfect moral code. He thinks the same about anyone who wields weapons and is not already part of his undead army. For both of these "crimes", the king's sentence is a quick death.

The King has a prodigious memory for details about each and every one of his enemies, making him a foe that not many want to fight against.

Habitat/Society

The King doesn't have a particular habitat to come back to. He and his armies wander throughout the earth, often through desolate places plotting their next move.

The closes thing the king has to a society are his mindless soldiers, mostly zombies, skeletons and other minor undead. Their number fluctuates constantly, but it is usually around 500. The quantity was far larger in the past, but the undead are fragile and many have been lost after the constant wandering, be it in fast rivers or deadly mountain ranges. Some of them can still be found wearing the ancient colors of Calazia.

His three generals, all Death Knights, have a wonderful and twisted dark intelligence, which the King shares when the time comes to plot an attack against a well-defended town or outpost. The Generals' names are Kyorthran, Namidios, and Valtarcion. The army doesn't set out any encampments; the King sleeps in his palanquin, carried by his own soldiers. Battle plans are discussed at night.

Many realms have sent their armies to hunt down the king's undead, but they rarely succeed, and when they do, they barely wipe out a few dozen. This is because the King has memorized many details about the terrain, which he always uses in his favor. Especially considering that most of his forces can hide under snow, earth or water for an unlimited time, and need no sustenance.

Combat

When it comes to combat tactics, the king is especially smart. In addition, he is never alone, his followers have been with him since before death and will defend him for eternity if necessary.

The king and his generals know how to position their soldiers in battle to avoid casualties. They have no problem making a retreat if the battle does not go in their favor. Not out of fear of being defeated, but to regroup and attack again.

If the king is forced to fight by himself, or in the company of his allies, he will always start the fight using his **Eye of Wretched Flame** ability, and repeat it whenever it is available.

He will also try to distinguish between the creatures with more evil tendencies to turn them on his side and control them with his **Hands of Severe Striking**.

In the event that he is outnumbered, the King will not hesitate to summon more undeads under his control.

Ecology

The king, despite being an undead needs to eat, drink, and sleep to survive; his favorite meal is human flesh. Despite the look of his body, the monarch can put up more fights than many young warriors.

The king, despite being an undead needs to eat, drink, and sleep to survive; his favorite meal is human flesh. Despite the look of his body, the monarch can put up more fights than many young warriors.

Probably one of the most dangerous aspects of the King and his army is his effect on the ecosystem. Every land that the king goes through is corrupted in one way or another. Some even have claimed that the wild beasts recognize the king as their One True King, attacking travelers and villagers on sight. Others tell of an unusual number of white worms coming out of the earth, some of which can feed on humans and animals. The number of poisonous insects is also said to increase with the King's passing.

Along with this, outbreaks of the aforementioned plague are quite common. Its aspect is black pustules filled with a green acidic substance. A wizard infected by it cannot concentrate, but infected Barbarians deal an additional 1d8 damage while raging. One does not need to insult the king personally to be infected; breathing the same air as the zombies can be enough.

Rulers have gone as far as to put entire villages –along with their inhabitants— to the torch, in hopes of stopping the plague. Undead, however, still seem to rise from the bodies of the infected. Kingdoms affected by the presence of the King can offer absurd amounts of gold to whoever can find a cure.

The King's Army

This is a list of some followers of the Dark Avenging King, including his most faithful Knights of Fire, Ice and Blood.

Dark Soldier

The most common foot soldier in the Avenging King's army. He is more like a normal zombie, but with combat abilities particular to a warrior.

Dark Spearman

This special type of zombie is specialized in the use of the spear and the shield. They are dangerous when next to an ally with a shield, but specially more dangerous when many of them are together.

Dark Archer

His appearance is like that of a regular skeleton with a long bow and light armor. These form the line of range attack in the king's army.

Dark Crossbowmen

These soldiers attack at close range and have especially good mobility. They support melee soldiers mostly by covering the flanks.

Dark Avenging King

CR
9
PROF.
+4

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	19 (+4)	11 (+0)	12 (+1)	14 (+2)

Medium Undead, Lawful Evil
Armor Class: 20 (Plate, Shield)
Hit Point: 161 (19d8 +76)
Speed: 30 ft.

Damage Immunities Poison
Condition Immunities Poisoned
Senses Darkvision 120 ft., Passive Perception 11
Languages Any languages it knew in life
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Augmented Critical. The dark avenging king's weapon attacks score a critical hit on a roll of 19 or 20. When the dark avenging king scores a critical hit, it rolls all of the attack's damage dice three times instead of twice. Then add any relevant modifiers as normal.

Turn Resistance. The dark avenging king has advantage on saving throws against effects that turn undead.

Undead Fortitude. If damage reduces the dark avenging king to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the dark avenging king drops to 1 hit point instead.

Actions

Multiattack. The dark avenging king makes three Melee attacks, only one of which can be a Hands of Severe Striking.

Longsword. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. Hit: 11 (2d6+4) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by 1. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. The King regains an amount of hit points equal to the damage done.

Hands of Severe Striking. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. Hit: 8 (1d8+4) necrotic damage. If the target's alignment is Good or Neutral, it turns one step towards evil. Else, if its alignment is not Lawful, it turns one step towards Lawful. This change last until the next dawn. Then, if the target is Lawful Evil, it must succeed on a DC 16 Charisma saving throw or become charmed by the King. The charmed target regards the king as a trusted friend to be heeded and protected. Although the target isn't under the kings's control, it takes the king's requests or actions in the most favorable way it can.

Eye of Wretched Flame (Recharge 5-6). One target creature the undead can see within 60 feet from it must make a DC 16 Dexterity saving throw. On a fail, the creature takes 14 (4d6) fire damage and it catches fire. On a success, the creature takes only half the damage and doesn't catch fire.

Summon Undeadthe dark avenging king. The King magically calls one undead from the list below. The called creatures arrive in 1d4 rounds, acting as allies of the king and obeying its spoken commands. The undead remain for 1 hour, until the king dies, or until the king dismisses it as a bonus action.

The king can call each creature in the list only once a day.

- *Dark Soldier*
- *Dark Archer*
- *Knight of Fire*
- *Knight of Ice*
- *Knight of Blood*

Treasure

Coins. 1d20 × 100 Silver Pieces, 1d10 × 10 Gold Pieces
Longsword +1. A magical sword. Grants a +1 bonus to attack and damage rolls made with it. Looks old, broken and rusty, but it works perfectly.
Crown. The crown worn by the King, it's made of iron and is not very useful. A collector could pay 25 gp for it.



Dark Soldier

CR	PROF.
1	+2

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Medium Undead, Neutral Evil
Armor Class: 8
Hit Point: 42 (5d8 +20)
Speed: 20 ft.

Damage Immunities Poison
Condition Immunities Poisoned
Senses Darkvision 60 ft., Passive Perception 8
Languages Understands Any languages it knew in life, but can't speak
Challenge 1 (200 XP) **Proficiency Bonus** +2

Combat Reflexes. Every turn, The dark soldier can take one extra reaction. This reaction can only be used to make an opportunity attack.

Undead Fortitude. If damage reduces the dark soldier to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the dark soldier drops to 1 hit point instead.

Actions

Multiattack. The dark soldier makes two Longsword attacks.

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

Spear. *Melee or Ranged Weapon Attack*: +4 to hit, reach 5 ft. or range 20 ft./60 ft. ft., one target. Hit: 5 (1d6+2) piercing damage, or 6 (1d8+2) piercing damage if used with two hands to make a melee attack.

Dark Spearman

CR	PROF.
1	+2

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Medium Undead, Neutral Evil
Armor Class: 13 (armor scraps, Shield)
Hit Point: 42 (5d8 +20)
Speed: 20 ft.

Damage Immunities Poison
Condition Immunities Poisoned
Senses Darkvision 60 ft., Passive Perception 8
Languages Understands Any languages it knew in life, but can't speak
Challenge 1 (200 XP) **Proficiency Bonus** +2

Phalanx. If at least one of the the dark spearman's allies is within 5 feet of it, and each of them are wielding shields, each of them have a +1 bonus to Armor Class and +1 bonus to damage rolls of their melee weapon attacks.

Actions

Multiattack. The dark spearman makes two melee weapon attacks.

Spear. *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft. or range 20 ft./60 ft. ft., one target. Hit: 6 (1d6+3) piercing damage, or 7 (1d8+3) piercing damage if used with two hands to make a melee attack.

Dark Archer

CR	PROF.
1	+2

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	17 (+3)	6 (-2)	8 (-1)	5 (-3)

Medium Undead, Lawful Evil
Armor Class: 14 (armor scraps)
Hit Point: 30 (4d8 +12)
Speed: 30 ft.

Damage Vulnerabilities Bludgeoning
Damage Immunities Poison
Condition Immunities Exhaustion, Poisoned
Senses Darkvision 60 ft., Passive Perception 9
Languages Understands Any languages it knew in life, but can't speak
Challenge 1 (200 XP) **Proficiency Bonus** +2

Expert shooter. Being within 5 feet of a hostile creature does not impose disadvantage on the archer's ranged weapon attack rolls.

Point Blank. The archer adds +3 to damage rolls of ranged weapon attacks made against targets within 30 feet.

Actions

Multiattack. The archer makes two Longbow or two Scimitar attacks.

Longbow. *Ranged Weapon Attack*: +5 to hit, range 150/600 ft., one target. Hit: 7 (1d8+3) piercing damage

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

Dark Crossbowman

CR	PROF.
1	+2

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Medium Undead, Lawful Evil
Armor Class: 14 (armor scraps)
Hit Point: 26 (4d8 +8)
Speed: 30 ft.

Damage Vulnerabilities Bludgeoning
Damage Immunities Poison
Condition Immunities Exhaustion, Poisoned
Senses Darkvision 60 ft., Passive Perception 9
Languages Understands Any languages it knew in life, but can't speak
Challenge 1 (200 XP) **Proficiency Bonus** +2

Expert shooter. Being within 5 feet of a hostile creature does not impose disadvantage on the crossbowman's ranged weapon attack rolls.

Point Blank. The crossbowman adds +3 to damage rolls of ranged weapon attacks made against targets within 30 feet.

Precise shot. The crossbowman has advantage on crossbow attacks against targets within 30 feet from it.

Actions

Heavy Crossbow. *Ranged Weapon Attack*: +5 to hit, range 100/400 ft., one target. Hit: 14 (2d10+3) piercing damage.

Bonus Actions

Cunning Action. The crossbowman takes the Dash, Disengage, or Hide action.

Knight of Fire

CR
6
PROF.
+3

STR	DEX	CON	INT	WIS	CHA
17 (+3)	7 (-2)	20 (+5)	10 (+0)	13 (+1)	12 (+1)

Medium Undead, Neutral Evil

Armor Class: 18 (Plate)
Hit Point: 123 (13d8 +65)
Speed: 30 ft.

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Poison
Condition Immunities Poisoned
Senses Darkvision 60 ft., Passive Perception 11
Languages Any languages it knew in life
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Fire Absorption. Whenever the knight is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt

Undead Fortitude. If damage reduces the knight to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the knight drops to 1 hit point instead.

Actions

Multiattack. The knight makes two Melee Weapon Attacks.

Flaming sword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 10 (2d6+3) slashing damage and 9 (2d8) fire damage.

Burning Sphere. The knight throws a sphere of fire on a space it can see within 60 feet. The sphere lasts for 1 minute. As a bonus action, the knight can move the sphere up to 30 feet. If the sphere moves into the a space occupied by a creature, it must succeed on a DC 16 Dexterity saving throw or take 17 (5d6) fire damage. A success means the creature moved to an adjacent unoccupied space, if it is not possible, the saving throw fails automatically. If a creature ends its turn in the same space as the sphere, it takes the damage.

Reactions

Parry. The knight adds 3 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

Hellish Rebuke (2/Day). The knight casts *Hellish Rebuke.*

Knight of Fire



A fearsome dead warrior, with little skin over his bones, but it seems not being bothered by the flames around it. He is dressed in pieces of different armors, but they are very well put together. His helmet is in flames and has a gem on its forehead.

This creature attacks its opponents with a flaming sword. But it's most fearsome ability is throwing spheres of fire, that he can then control from a distance.

Knight of Ice



The cold around this knight is so terrible that it makes it difficult to fight him. He is especially effective against spellcasters because of his silence ability, and he is very silent himself.

When he is surrounded or in trouble, he uses his Freezing Nova ability to paralyze nearby opponents.

Knight of Ice

CR
6
PROF.
+3

STR	DEX	CON	INT	WIS	CHA
19 (+4)	5 (-3)	22 (+6)	10 (+0)	13 (+1)	14 (+2)

Medium Undead, Neutral Evil
Armor Class: 18 (Plate)
Hit Point: 136 (13d8 +78)
Speed: 30 ft.

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Poison
Condition Immunities Poisoned
Senses Darkvision 60 ft., Passive Perception 11
Languages Any languages it knew in life
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Cold Absorption. Whenever the knight is subjected to cold damage, it takes no damage and instead regains a number of hit points equal to the cold damage dealt

Cold Weapons. Any metal melee weapon the knight wields deals an extra 10 (3d6) cold damage on a hit.

Actions

Multiattack. The knight makes two Melee Weapon Attacks.

Frozen Axe. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8+4) slashing damage and 7 (3d4) cold damage. If the target is a creature, it must succeed a saving throw or its speed is halved until the end of the knight's next turn.

Silence (3/day). The knight points towards target creature it can see within 30 feet. The creature must succeed on a DC 17 Strength saving throw or become unable to speak or otherwise make any noise while affected. At the end of each of the creature's turns, it can repeat the saving throw, ending this effect on itself on a success.

Freezing Nova (Recharge 5–6). A blast of magical cold energy explodes from the knight's space, covering a 60 feet area. Every creature in the area must make a DC 11 Constitution saving throw. A creature takes 20 (8d4) cold damage on a fail, or half as much on a success. Each creature that fails its saving throw becomes paralyzed for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Reactions

Silence. The knight uses its Silence action on a creature that is about to cast a spell with verbal component, or use any ability that requires speaking. It spends one use of its Silence ability as normal.

Knight of Blood



He is always seen reading a book that seems to have his eyes glued on, if he had eyes. Even during the battle, he has the book open and the face fixed on it.

At times he reads a few words from that book and they usually cause pain to those who listen it.

Knight of Blood

CR
6
PROF.
+3

STR	DEX	CON	INT	WIS	CHA
15 (+2)	5 (-3)	18 (+4)	19 (+4)	16 (+3)	14 (+2)

Medium Undead, Neutral Evil
Armor Class: 18 (Plate)
Hit Point: 110 (13d8 +52)
Speed: 30 ft.

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Poison
Condition Immunities Poisoned
Senses Darkvision 60 ft., Passive Perception 13
Languages Any languages it knew in life
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

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

Actions

Multiattack. The knight uses its drain blood, it can use its Blasphemy before or after if available.

Drain Blood. One living creature that the knight can see within 30 feet of it must make a DC 6 Charisma saving throw. The target takes 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one. The knight regains an amount of hit points equal to the damage dealt.

Blasphemy (Recharge 5-6). The knight utters dark words. Any creature that can hear the words within 60 feet, must make a saving throw. All creatures take 11 (2d10) necrotic damage. On a fail, a creature gains one level of Exhaustion.

Reactions

Spell Thwart. A creature casting a spell that the knight can see within 30 feet of it must succeed on a DC 15 Constitution saving throw or the spell has no effect.

King Agalamon, Conqueror Of Doom



As we know, many rulers which have achieved a successful, happy, and long rule, eventually look for a way of staying in power for a longer time. And time was what Agalamon thought he lacked the most. Having been the ruler of the kingdom of Calazia for more than 40 years, he was 60 when his third wife finally gave birth to an heir, the little Anya. The people loved Agalamon and celebrated the birth of the heir dearly, with festivities that lasted for weeks on end. The monarch had been successful in making his subjects happy, and always surrounded himself with wise counselors whose advice he always listened to; the people knew he cared for them. When she was queen, Anya would surely do the same, being the daughter of such a wonderful father.

Fearing the fall

Agalamon, however, feared that he would not live long enough to educate his daughter properly. He feared dying, leaving behind a broken kingdom and an incapable ruler. Some even say the mere sight of the child made him impotent despite his love for her.

Sadly, the monarch's fears would only increment six years later, on a summer night in which he couldn't sleep. He didn't know that sleepless night would be the first of many.

That night, he encountered Anya's cat with its eyes poked out. It was the girl who had done it, for she had read that the eyes of cats were used by witches to gain arcane power. The monarch struck her and locked her up in her room. The girl cried and cried, and her mother, Queen Lyssiana, demanded her to be let out, claiming she was just a child.

Nightmares given flesh

If the girl was innately cruel or just like any other one of her age, is not important. The King now started fearing her, thinking that she would end up being a cruel tyrant. He had constant nightmares of a broken kingdom, darkened streets, revolts, hunger, and cannibalism. And so, he decided that only a stern education would be suitable for his daughter. An education much different than the one he himself had received, but that would ensue for Anya, nonetheless.

The queen went mad. Her own and only daughter, locked up, punished severely, isolated, and crying all day long. She tried everything she could to get Agalamon to let her out and have a normal life, but Agalamon was not moved. He was starting to become senile, seeing traitors and liars everywhere, and thus ordered the execution of innocent members of the nobility. The penalties for criminals went from some time in jail to public hangings and burnings. Who was once the most beloved ruler was now the seed of Tyranny.

It wasn't long until the king discovered that his own wife, along with her brothers, was behind a conspiracy to overthrow him and rescue Anya from his claws. He imprisoned all of them and ordered his guards to neglect Anya to the point she could barely survive.

Agalamon's generals, however, kept the king's power in place. He trusted them more than anyone, and they trusted him too. The more that the nobility lost, the more that they would gain, and so they became accomplices to his madness.

Queen Lyssiana, imprisoned and sick, used her last efforts to use powerful magic she had been taught when young. With the help of a necklace that had been passed down for generations in her noble house, she summoned Mastema, a devil to which she commanded to kill the king and release them. Mastema said he would comply.

Unfortunately, Lyssiana did not know how to properly control a devil. Mastema, seeing the situation in which the kingdom was, thinking that another mortal could suit his interests better, appeared before the King and offered him a pact. Using the king's worst fears and nightmares, the devil promised to erase his family's evil from the world and to give him an eternal rule. Agalamon, weak-minded and vulnerable, agreed to the pact.

That same night, he himself killed Anya and Lyssiana with his royal sword. Trusting the devil, he and his generals were to drink the blood of their victims, and so they did. The King expected things to be brought back to a period of peace and stability...but that's not what happened. The king, too confused to realize that his family was lost forever, sat dumb on his throne while the generals divided the riches and power of the kingdom amongst themselves. Meanwhile, the populace grew resentful of Agalamon, and revolts broke out. Soon, the soldiers grew tired of fighting their own families. The kingdom demanded the blood of its ruler.

Deceit and plot

But the people didn't see what was coming for them. Soon, a horrible plague struck the populace, and everyone who had ever insulted the king and their families were covered in pustules that burnt like acid. This disease, incredibly contagious, soon reduced the kingdom to an enormous field of corpses. Corpses that rose, praising with rotten tongues their Good King Agalamon, marching slowly towards his fortress.

The Generals' attempts at stopping the spread of the nightmarish plague were useless, and soon they themselves were killed by it, rising as powerful undead in service to Agalamon. The king, whose mind was now fully shattered, took the armor he hadn't worn in decades and the sword with which he had killed the blood of his blood. Feeling like he had regained his youth in his now decaying body, the King parted along with his undead armies to conquer the whole of the known world, thinking that only a monarch as good as him was truly worthy of ruling over others.

King Agalamon, The Conqueror Of Doom

CR	PROF.
14	+5

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	21 (+5)	13 (+1)	14 (+2)	16 (+3)

Medium Undead, Lawful Evil
Armor Class: 20 (Plate, Shield)
Hit Point: 228 (24d8 +120)
Speed: 30 ft.

Damage Immunities Poison
Condition Immunities Poisoned
Senses Darkvision 120 ft., Passive Perception 12
Languages Any languages it knew in life
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Augmented Critical. The King's weapon attacks score a critical hit on a roll of 19 or 20. When the King scores a critical hit, it rolls all of the attack's damage dice three times instead of twice. Then add any relevant modifiers as normal.

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

Turn Resistance. The King has advantage on saving throws against effects that turn undead.

Undead Fortitude. If damage reduces the King to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the King drops to 1 hit point instead.

Actions

Multiattack. The King makes three Melee attacks, only one of which can be a Hands of Severe Striking.

Longsword. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. Hit: 20 (4d6+6) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 18 Constitution saving throw or its hit point maximum is reduced by 1. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. The King regains an amount of hit points equal to the damage done.

Hands of Severe Striking. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. Hit: 15 (2d8+6) necrotic damage. If the target's alignment is Good or Neutral, it turns one step towards evil. Else, if its alignment is not Lawful, it turns one step towards Lawful. This change last until the next dawn. Then, if the target is Lawful Evil, it must succeed on a DC 18 Charisma saving throw or become charmed by the King. The charmed target regards the king as a trusted friend to be heeded and protected. Although the target isn't under the kings's control, it takes the king's requests or actions in the most favorable way it can.

Eye of Wretched Flame (Recharge 5-6). One target creature the undead can see within 60 feet from it must make a DC 18 Dexterity saving throw. On a fail, the creature takes 31 (9d6) fire damage and it catches fire. On a success, the creature takes only half the damage and doesn't catch fire.

Summon Undeadthe King. The King magically calls one undead from the list below. The called creatures arrive in 1d4 rounds, acting as allies of the king and obeying its spoken commands. The undead remain for 1 hour, until the king dies, or until the king dismisses it as a bonus action.

The king can call each creature in the list only once a day.

– *Dark Soldier*
– *Dark Archer*
– *Knight of Fire*
– *Knight of Ice*
– *Knight of Blood*

Legendary Actions

The undead can take 3 legendary actions, choosing from the options below.

Detect. The undead makes a Wisdom (Perception) check.

Move. The King moves up to its speed without provoking opportunity attacks.

Melee Weapon (Costs 2 Actions). The King makes one melee weapon attack.

Treasure

Coins. 3d8 × 100 Silver Pieces, 2d8 × 10 Gold Pieces
Longsword +2. A magical sword. Grants a +2 bonus to attack and damage rolls made with it. Looks old, broken and rusty, but it works perfectly.
King Agalamon's Crown. The crown worn by the King, it's made of gold, but is not very useful. A collector could pay 250 gp for it.



Vampire Sanguinomancer

Coming from a particular caste of ancient vampires, Sanguinomancers wreak havoc even amongst their own vampire kindred with the use of blasphemous magic. Despite looking like any other of their kind, these undead creatures have studied what they believe to be the source of all vampires' true power: Blood.

It is quite common for these vampires to be accompanied by horrid creatures made from this liquid, which act like a mix of servants and familiars. Their use of blood should never be underestimated, for they can even manipulate it when it is inside the body of another creature.

Sanguinomancy

This is undoubtedly the feature that sets the Sanguinomancers apart from the rest of the vampires. Only an incredibly small number of Vampires can use the magic of Sanguinomancy, which usually had been nothing but a whisper amongst their undead kind. This discipline has been frowned upon by most vampiric societies, for only those who are incredibly lucky can gain access to it, giving them power far larger than that of regular vampires.

A vampire that wants to gain access to this power must spend years or even decades in the exploration of ancient royal crypts, searching for a particular kind of magic object known as the Chalices of the Forgotten One. These items, crafted from the finest gems and gold, are said to have been used by the Lords of Hell in lost times. These chalices are vital for all vampires who use Sanguinomancy, and the price they can offer for them is worth ten times their weight in gold. Despite being able to do it themselves, perhaps a vampire could hire an adventuring party to retrieve one of these chalices from a horror-plagued dungeon. The number of chalices is incredibly limited, and by no stretch do all vampires who look for them end up finding one. These items have malignant spirits tied to them, and they sometimes whisper dark secrets to those who listen carefully.

Once having a chalice, the vampire must perform a ritual in an underground crypt or room, preferably made of stone, known as the Rite of Binding. The vampire must place the chalice in the center of a circle made up of black candles, and fill it with the healthiest, finest, cleanest blood it can find.

The vampire must enter the circle and recite the rhymes found in the Book of Black Prayers, of which copies are almost as scarce as the chalices. The performer must spend three days and three nights completely sealed off in the room, without any contact from the outside world, and face the constant mental and physical attacks from the spirits bound to the chalice. The vampire must not taste one drop of the blood from the offering. After the three nights have finished, the vampire will have successfully put the spirits from the chalice under his control, gaining the abilities of a Sanguinomancer.

The abilities are varied, and as their name indicates, they consist of the manipulation of blood and the spirits that are found in the chalices. These spirits, called The Bloodied, are the source of Sanguinomancy, inhabiting the blood that was offered in the Rite of Binding. They allow a vampire full control of their blood, even controlling their chemical composition, along with the blood offered in the Rite. The latter is often used for the creation of Bloodied Ghouls, undead with physical bodies made from blood, which are in service to the Vampire.

The sanguinomancer can also dominate another creature through the corruption of the victim's blood. For this, the vampire will try to get at least a drop of his blood inside of the victim's body, be it through a kiss (Perhaps using the vampire's innate Charm ability), injection, or any other form of direct contact. In a successful saving throw, the creature is intoxicated for 1d4 days, but in a failure, they become the Vampire's puppet. The vampire can use the creature's blood as his own, and can also control the creature's body as they see fit. The only way to end the Corruption is through drinking holy water, which will damage the one drinking it considering that their blood is now unholy.

The Bloodied

These creatures act like regular undead, although they are completely made of blood. Only silvered and magical weapons can harm them, for they can assume a Liquid form at will. At the vampire's command, they can try to corrupt a creature's blood by entering its body through its mouth, nose, eyes, or ears. The iron in the blood can be formed into weapons, which can infect a creature's blood if they leave an open wound. This makes their preferred type of weapon those who deal piercing or slashing damage.

A Sanguinomancer can summon one medium-sized, two small-sized, or three tiny-sized Bloodied for every Chalice of the Forgotten one in their possession.

Controlling the Bloodied is difficult. Sanguinomancers do not dream while resting in their coffin; they only experience nightmares where the Bloodied try to destroy them. The vampire must combat them in the nightmare, and for being successful in this they must be aware that the dream is not real. To remember this, they often impale their bodies with iron knives when they're about to rest. If a Vampire ever forgot that he was in a nightmare and the Bloodied won against him, he would lose control of the spirits, and these would destroy his soul.

The Bloodied, being only liquid, are virtually unkillable. Even if the blood from their bodies is completely dried out, the sanguinomancer can fill the Chalices with more blood, letting the Bloodied regenerate and take the offered liquid as their new body. The only way to fully destroy a Bloodied is by stabbing the Chalice holding it with a silver sword.



Vampire Sanguinomancer

CR
15
PROF.
+5

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	22 (+6)	17 (+3)	15 (+2)	20 (+5)

Medium Undead (shapechanger), Lawful Evil

Armor Class: 17 (Natural)
Hit Point: 178 (17d8 +102)
Speed: 30 ft.

Skills: Perception +7, Stealth +10
Damage Resistances Necrotic, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Senses Darkvision 120 ft., Passive Perception 17
Languages Any languages it knew in life, Telepathy 120 ft.
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

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

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

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

Vampire Weaknesses. The sanguinomancer has the following flaws:

Forbiddance. The sanguinomancer can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The sanguinomancer takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the sanguinomancer's heart while the sanguinomancer is incapacitated in its resting place, the sanguinomancer is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The sanguinomancer takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The sanguinomancer uses its Blood Link twice, targeting two different targets.

Blood Link. The sanguinomancer points to a creature it can see within 30 feety. The target must succeed on a DC 18 Constitution saving throw or take 12 (5d4) necrotic damage and fall prone. A creature damaged by this ability during the previous two rounds have Disadvantage on its saving throw against Blood Corruption.

Blood Corruption (Recharges 4-6). Target living creature the sanguinomancer can see within 30 feet must make a saving throw. On a fail, the creature takes 36 (8d8) necrotic damage, and becomes Poisoned for one minute. On a success the creature takes only half that damage, and is not poisoned.

If a creature poisoned by this feature fails this saving throw, it also becomes Blinded, and the Poisoned condition duration becomes one hour.

Kiss of Corruption (1/Day). The sanguinomancer kisses a willing or charmed creature within 5 feet. The creature must make a DC 19 Constitution saving throw. On a success the creature becomes Poisoned for 1d4 days. On a fail, the creature becomes Charmed and controlled by the sanguinomancer. This effect is permanent, and can be ended by making the victim drink holy water, or by the means of a *Restauration*, *Wish* or similar effects.

Charm. The sanguinomancer targets one humanoid it can see within 30 feet of it. If the target can see the sanguinomancer, the target must succeed on a DC 18 Wisdom saving throw against this magic or be charmed by the sanguinomancer. The charmed target regards the sanguinomancer as a trusted friend to be heeded and protected. Although the target isn't under the sanguinomancer's control, it takes the sanguinomancer's requests or actions in the most favorable way it can, and it is a willing target for the sanguinomancer's Kiss of Corruption.

Each time the sanguinomancer or its companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the sanguinomancer is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Summon Bloodied (2/Day). The sanguinomancer magically invokes one medium-sized, two small-sized, or three tiny-sized Bloodied. The summoned creatures appear in an unoccupied space that within 30 feet from the sanguinomancer.

The sanguinomancer telepathically controls the Bloodied and they act at the sanguinomancer's initiative.

Legendary Actions

The shapechanger can take 3 legendary actions, choosing from the options below.

Move. The sanguinomancer moves up to its speed without provoking opportunity attacks.

Detect. The shapechanger makes a Wisdom (Perception) check.

Blood Link (Costs 2 Actions). The sanguinomancer uses Blood Link.

Combat

In combat the sanguinomancer uses the blood of his opponents against them. The sanguinomancer can damage them and make them more susceptible to his other attacks at the same time.

The sanguinomancer's body is hardened by controlling the iron in his blood, which is why he has very high natural armor.

At the beginning of the encounter, the sanguinomancer will try to charm the creature that he thinks is most susceptible, and then use his Corrupting Kiss ability.

Bloodied

CR	PROF.
2	+2

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Medium Undead, Chaotic Evil

Armor Class: 12
Hit Point: 31 (7d8)
Speed: 30 ft.

Damage Immunities Poison, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities Charmed, Exhaustion, Poisoned
Senses Darkvision 60 ft., Passive Perception 10
Languages Common
Challenge 2 (450 XP) **Proficiency Bonus** +2

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

Fluid Form. The the bloodied can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. Hit: 16 (4d6+2) piercing damage

Claws. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. Hit: 12 (4d4+2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Habitat/Society

Sanguinomancers inhabit any place that a vampire would, preferably abandoned castles and towers. Their lairs have at least one secret room, where their coffin is hidden surrounded by the Chalices that they use for Sanguinomancy. There is usually other undead guarding the place.

It is also in abandoned, usually tall buildings where the Sanguinomancers get together to perform group rituals, at least once every lunar cycle, with the intent of strengthening their relationships with one another. While common vampires despise the Sanguinomancers and often organize to hunt them down, Sanguinomancers form strong bonds between themselves, creating a new lineage of vampires that can eventually replace their regular kindred. These rituals usually consist of debauchery and blood drinking, and the bonds that form from them are usually very strong. Sanguinomancers trust each other deeply. Often, cups and human remains can be found where the rituals took place, scaring to death whoever comes across them.

Organization

The Sanguinomancers are usually independent, but they recognize the authority of the Bloodthrone. This is the name given to the one Sanguinomancer with the finest blood of them all, who is selected after each sanguinomancer from a particular region offers a bit of his blood for the others to taste. This isn't required, but it is considered rude not to take part in it.



Small Bloodied

CR	PROF.
1	+2

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Small Undead, Chaotic Evil

Armor Class: 13
Hit Point: 21 (6d6)
Speed: 30 ft.

Damage Immunities Poison, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities Charmed, Exhaustion, Poisoned
Senses Darkvision 60 ft., Passive Perception 10
Languages Common
Challenge 1 (200 XP) **Proficiency Bonus** +2

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

Fluid Form. The the bloodied can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

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

Claws. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4+3) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tiny Bloodied

CR	PROF.
1/2	+2

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Tiny Undead, Chaotic Evil

Armor Class: 13
Hit Point: 15 (6d4)
Speed: 30 ft.

Damage Immunities Poison, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities Charmed, Exhaustion, Poisoned
Senses Darkvision 60 ft., Passive Perception 10
Languages Common
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

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

Fluid Form. The the tiny bloodied can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

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

Claws. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4+3) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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