

DWARVEN FORGE®
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The Caverns Reforged Bestiary

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FERAL BLINK DOG

Medium fey, neutral

Armor Class 14

Hit Points 40 (6d8 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	13 (+1)	3 (-4)	14 (+2)	9 (-1)

Skill Perception +5, Stealth +8

Senses passive Perception 10

Languages Blink Dog, understands Sylvan but can't speak it.

Challenge 4 (1,100 XP)

Keen Hearing and Smell. The dog has advantage on Wisdom (Perception) checks that rely on hearing and smell.

Pact Tactics. The dog has advantage on an attack roll against a creature if at least one of the dog's allies is within 5 feet of the creature and the ally isn't incapacitated.

Exposure to unseelie magic has warped this blink dog, trading its intelligence for strength and stripping it of its good nature.

Feral blink dogs fight as a pack, using their high mobility to harry weak opponents first. With heightened senses and the ability to teleport, they can be terribly elusive.

Feral blink dogs lack the rich golden hide typical of blink dogs. Instead, their hide is purple-black, and sharp green-tinted bones protrude from their spines. Green tendrils have begun to appear on some of their legs, necks, and jaws from exposure to unseelie magic, though their infection is not yet communicable.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 16 (2d8 + 6) piercing damage.

Teleport. The dog magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the dog can make one bite attack.

REACTIONS

Phasing Dodge (Recharge 5-6). When a creature within five feet hits the dog with a melee attack, the creature must reroll the attack. If the second roll is still enough to hit the dog, then the dog takes half damage and then teleports 20 feet.



TAINTED MINOTAUR

Large monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 99 (9d10 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	19 (+4)	6 (-2)	16 (+3)	7 (-2)

Saving Throws Con +9, Wis +7

Skill Perception +8

Senses darkvision 60 ft., passive Perception 18

Languages Common, Abyssal

Challenge 10 (5,900 XP)

Charge. If the tainted minotaur moves at least 10 feet straight toward a target and then hits it with its fungi-covered horns on the same turn, the target takes an extra 12 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Pustulent. The tainted minotaur is covered in fungal growths and blistering pustules. A creature that touches the tainted minotaur or hits it with a melee attack while within 5 feet of it takes 6 (1d8 + 2) poison damage and must make an Exposure check (see Appendix D: *Exposure and Infection*).

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

Infected with “cadaver blight”, this minotaur lusts for battle, unwittingly serving as a conduit for the mushrooms that have infected it.

Tainted by Cadaver Caps. Spores from cadaver caps have infected this once mighty hunter of the grottos. While its constitution allowed it to survive the infection, its mind is lost; all it can think of is its lust for combat.

Pustulent. The minotaur’s hide is covered in fungal growths, spore-heavy toadstools, and skin pustules that are ready to burst. Any creature harming it risks exposure to the disease, and the minotaur’s charge creates a cloud of spores upon impact.

ACTIONS

Greatclub. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Fungi-Covered Horns. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) piercing damage, and the target and every creature within ten feet of the target must succeed on a DC 14 Constitution saving throw or take 6 (1d8 + 2) poison damage.

Painful Roar. (Recharge 6) The tainted minotaur roars and shakes its body, flinging spores everywhere. Any creature within 40 feet that can hear it must succeed on a DC 15 Charisma saving throw or be frightened for the next hour or until the minotaur is dead. At the end of its turn, a frightened creature may make another saving throw to shrug off the effects of this fear. In addition, a cloud of spores is released in a 15-foot radius centered on the minotaur. A creature within the area of effect or entering it for the first time must succeed on a DC 14 Constitution saving throw or take 12 (2d6 + 6) poison damage and immediately make an Exposure check. The cloud lasts 1d4 rounds and creatures outside the cloud treat anything inside the cloud as heavily obscured.



MANX THE RATLING

Medium humanoid (ratling), chaotic neutral

Armor Class 14 (leather armor)

Hit Points 30 (6d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	12 (+1)	14 (+2)	16 (+3)

Skill Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses darkvision 60 ft., passive Perception 16

Languages Common, Elvish

Challenge 1 (200 XP)

Cunning Action. On each of her turns, Manx can use a bonus action to take the Dash, Disengage, or Hide action.

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

Sneak Attack (1/Turn). Manx deals an extra 7 (2d6) damage when she 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 Manx that isn't incapacitated and Manx doesn't have disadvantage on the attack roll.

Manx, a wily smuggler with attitude to spare, is a creature known as a ratling. Not a shapechanger or lycanthrope, but a humanoid with rat-like features. While she can be deadly when she has the drop on a target, she prefers charming people into giving her what she wants.

ACTIONS

Multiattack. Manx makes two melee or ranged attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

YORGHHRIM

These frost-touched fey roam the tundra of the Feywild in nomadic clans. When they raid the Material Plane, they usually do so in service to a greater power.

Cursed by Ice. In an ancient age, a powerful archfey cursed the yorghrim people to slowly freeze to death. Creeping frost rimes their blue-tinged flesh, causing them to seek out sources of warmth wherever they reside.

Fiery Passions. All yorghrim nurture a unique, burning passion in their hearts that keeps the cold at bay. This “Heartflame” could be a bond to another being or to an unusual ideal, object, or locale. Whatever its source, each yorghrim needs this passion to stay alive.

Legendary Smiths. The drive to find warmth has long caused the yorghrim to gravitate to foundries and forges, making them expert smiths. Yorghrim weapons and armor are renowned across the realms.

Oathbound. Yorghrim abide by four unwavering oaths that define them as a people. These are:

- Oath of Courage: Nothing is more glorious than to die in battle for the clan. We shall never flee our enemies, nor fail to defend our jarl.
- Oath of Honor: Our choices reflect who we truly are. We cannot hide from ourselves.
- Oath of Persistence: We finish what we start. Like the unyielding glacier, we persist until we are successful.
- Oath of Requit: All debts, both of gratitude and of vengeance, must be repaid. Recompense or retribution must be delivered swiftly, before the day is done.





YORGHIRM

Medium fey, lawful evil

Armor Class 17 (chain shirt and shield)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	11 (-0)	14 (+2)	12 (+1)

Skill Perception +5, Survival +5

Saving Throws Wis +5, Con +6

Damage Resistances fire

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan

Challenge 5 (1,800 XP)

Innate Spellcasting. The yorghrim's innate spellcasting ability is Wisdom (spell save DC 13). The yorghrim can innately cast the following spells, requiring no material components:

At will: *produce flame*

3/day each: *heat metal*, *flame blade*

Magic Resistance. The yorghrim have advantage on saving throws against spells and other magical effects.

Heartflame. Each yorghrim has a burning passion that keeps it alive. If the source of its passion is lost or destroyed, it loses its innate spellcasting and gains vulnerability to cold. Until its heartflame is rekindled, the yorghrim's hit point maximum is reduced by 1 for every hour that passes.

ACTIONS

Multiattack. The yorghrim makes three melee attacks with its Silvered Longsword.

Silvered Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (2d6 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Freezing Chant. The yorghrim chants an ancient curse of frost and targets one creature within 30 feet that can see and hear the yorghrim. The target must succeed on a DC 16 Constitution saving throw or become frozen to the spot and stunned. The frozen creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Otherwise, the effect lasts one hour or until the yorghrim dies, is on a different plane of existence from the target or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to any yorghrim's Freezing Chant for the next 24 hours.



YORGHIRM JARL

Medium fey, lawful evil

Armor Class 17 (chain shirt and shield)

Hit Points 80 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+4)	15 (+2)	17 (+3)	13 (+0)	15 (+3)	12 (+1)

Saving Throws Wis +5, Con +6

Skill Perception +5, Survival +5

Damage Resistances fire

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan

Challenge 5 (1,800 XP)

Innate Spellcasting. The yorghrim's innate spell-casting ability is Wisdom (spell save DC 13). The yorghrim can innately cast the following spells, requiring no material components:

At will: *produce flame*

3/day each: *heat metal*, *flame blade*

Yorghrim clan leaders are entitled Jarl. Often, leadership is shared between two betrothed Jarl; in this case, consider the two Jarls to be each others' heartflame.

ACTIONS

Reposition. As a bonus action the Jarl can command their forces to maneuver the battlefield. Each ally of the Jarl may move half of their movement in addition to their normal movement rate on his turn. This movement this still provokes opportunity attacks.

Multiattack. The yorghrim makes three melee attacks with its Silvered Longsword.

Silvered Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Freezing Chant. The yorghrim chants an ancient curse of frost and targets one creature within 30 feet that can see and hear the yorghrim. The target must succeed on a DC 16 Constitution saving throw or become frozen to the spot and stunned. The frozen creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Otherwise, the effect lasts one hour or until the yorghrim dies, is on a different plane of existence from the target or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to any yorghrim's Freezing Chant for the next 24 hours.

ARCTIC FAELYNX

Arctic Faelyn timers are the preferred mount of the Yorghrim, and the best Faelyn timer will always be reserved for the clan's Jarls. They're fearsome in their own right, with powerful natural weapons and an affinity for the ethereal.

Winterborn. As creatures of ice and snow, they are immune to cold and can exhale a freezing breath that surrounds it like a shroud. They are vulnerable to fire and if not mounted will retreat from flame.

Ethereal Predators. The arctic faelyn timer can access the Ethereal plane, disappearing and reappearing a short distance away to confuse its prey. Perhaps due to exposure to planar energies, the arctic faelyn timer has developed two spiked tentacles.

Storm Shroud. A chilling fog surrounds the faelyn timer, obscuring the faelyn timer from distant foes and freezing foes close to it. Due to this quality, the fur of the Faelyn timer can be used as a material component for the fire shield spell.





ARCTIC FAELYNX

Large monstrosity, neutral

Armor Class 15 (natural armor)

Hit Points 78 (8d10 + 34)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	18 (+4)	8 (-1)	14 (+2)	12 (+1)

Skills Athletics +8, Perception +6

Damage Vulnerabilities fire

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 16

Languages None

Challenge 4 (1,100 XP)

Storm Shroud Aura. An aura of frost billows forth 20 feet from the faelyn. Attack rolls to hit the faelyn or its rider made from outside the aura suffer disadvantage. Creatures starting their turn within the aura take 7 (2d6) cold damage.

Ethereal Evasion. If the faelyn is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

ACTIONS

Multiattack. The faelyn makes one attack with its chilling bite and two attacks with its spiked tentacles.

Chilling Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d12 + 2) piercing damage plus 5 (1d6 + 2) cold damage.

Spiked Tentacles. Melee Weapon Attack: +6 to hit, reach 15 ft., one target. Hit: 4 (1d4 + 2) piercing damage plus 3 (1d6) cold damage.

Ethereal Charge. (Recharge 5-6). The faelyn darts into the Ethereal plane and back, appearing along with its rider at a point up to 15 feet away from its initial location. This movement does not provoke attacks of opportunity. The faelyn can then either make a chilling bite attack or its rider can take an action.

REACTIONS

Ethereal Escape. When the arctic faelyn or its rider is moved, pushed, knocked prone, teleported against its will, or is falling, the faelyn can vanish along with its rider, appearing mounted and standing in a square of its choosing within 30 feet of its originating square.

TAINTED BULETTE

This bulette has been completely consumed by a fungal infection, and now patrols the grotto mindlessly. If it comes across any living thing, it tries to either infect or destroy them in service of its mushroom hivemind.

Blinded by Infection. Grim mushrooms and fungal growths protrude from the bulette's eye sockets, robbing it of sight. The bulette uses its tremorsense to locate enemies.

Bound to Mother. The tainted bulette is controlled by a network of semi-sentient "cadaver cap" mushrooms. Being near-mindless protects the bulette from psychic or charm attacks. As long as the bulette is inside their grotto, it has access to Lair actions that represent this bond.

Agent of Plague. The bulette is host to horrid fungi and can pass on its corruption to others.





TAINTED BULETTE

Large monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 136 (13d10 + 65)

Speed 40 ft., burrow 40ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	21 (+5)	2 (-4)	6 (-2)	4 (-3)

Skills Perception +4

Damage Resistances psychic, necrotic

Damage Immunities poison

Condition Immunities blinded, charmed, frightened, poisoned

Senses tremorsense 40 ft. (blind beyond this radius)
passive Perception 14

Languages None

Challenge 10 (5,900 XP)

Legendary Resistance (1/day). If the bulette fails a saving throw, it succeeds instead.

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

Empowered by Corruption. Whenever the bulette is subjected to necrotic or poison damage, the bulette gains advantage on the next attack roll it makes.

ACTIONS

Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 43 (5d12 + 11) piercing damage. On a hit, the target must make a DC 15 Constitution Saving throw. On a failed save, the target.

Foul Burrow. If the bulette burrows at least 15 feet as part of its movement and ends in a space that contains one or more creatures or is adjacent to one or more creatures, it can then use this action to emerge from the chosen space. Each creature in or adjacent to the chosen space must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 19 (4d6 + 5) bludgeoning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet away from the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the bulette's space. Each target must make an Exposure check, with advantage if they made the saving throw against this attack.

LEGENDARY ACTIONS

The bulette can take three 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 bulette regains spent legendary actions at the start of its turn. The bulette can't use the same legendary action twice in consecutive turns.

Brutal Bite. The bulette makes a bite attack.

Evasive Burrow. The bulette may burrow 40 feet without provoking opportunity attacks from adjacent creatures.

Fungal Vomit (costs 3 actions). The bulette spits acidic vomit in a line that is 40 feet long and 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 21 (6d6) damage on a failed save, or half as much damage on a successful one. Any creature with an unmodified roll of 5 or lower on their saving throw must make an Exposure check.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the bulette takes a lair action to cause one of the following effects; the bulette can't use the same effect two rounds in a row.

When setting up the lair, place a number of mushroom clusters around the space. Whenever an effect comes from "a cluster of mushrooms", select or randomly roll for which cluster emits the effect.

Sticky Mushrooms. A cluster of mushrooms release sticky strands in a 20-foot radius sphere centered on them. When a creature enters the area or starts its turn there, it must make a DC 16 Strength saving throw or become restrained. A creature restrained in this manner may repeat the saving throw at the start of each of its turns, ending the effect on a successful save.

MoAM Rages. A cluster of mushrooms releases a cloud of spores. All creatures within 10 feet of the cluster must make a DC15 Constitution Saving Throw or be Poisoned for one minute.

Mind-Altering Spores. The mushrooms on the bulette release spores in a 10-foot radius of the bulette. Affected creatures must make a DC 16 Wisdom saving throw or take 10 (3d6) psychic damage and become charmed by all fungi and the bulette. On a success, the creature takes half damage and is not charmed. A charmed creature may repeat the saving throw at the end of its turn, ending the effect on a success.



LIZARDFOLK VENOMSPITTER

Medium humanoid (lizardfolk), neutral

Armor Class 13 (natural armor)

Hit Points 41 (8d8 + 5)

Speed 30 ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	13 (+1)	12 (+1)	14 (+2)	14 (+2)

Skills Deception +6, Perception +6, Stealth +6

Damage Vulnerabilities none

Damage Resistances none

Damage Immunities poison

Senses passive Perception 16

Languages Draconic

Challenge 2 (450 XP)

Waterbound. These lizardfolk live and die by the water. While in water, their AC increases to 15, and they become vulnerable to Lightning damage.

Hold Breath. The lizardfolk venomspitter can hold its breath for 15 minutes.

These lizardfolk stick to the water, attacking at range to support their brethren on land.

ACTIONS

Multiattack. The lizardfolk makes one melee attack with its bite and one attack with either a claw or javelin.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) piercing damage and 2 (1d4) poison damage.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Javelin. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing Damage.

Hallucinogenic Spittle. Ranged Weapon Attack: +5 to hit, range 30/60 ft., one target. Hit: 12 (2d6 + 5) poison damage and the target must make a DC 13 Wisdom saving throw. On a failure, the target begins to hallucinate. When the hallucinating target makes an attack, it is unable to distinguish friend from foe and must target a randomly determined creature within the attack's range. A hallucinating creature repeats the saving throw at the end of each of its turns, ending the effect on a success.



SKISS-RYSSA, LIZARDFOLK WARRIOR-QUEEN

Medium humanoid (lizardfolk), chaotic evil

Armor Class 14 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	12 (+1)	12 (+2)	15 (+2)

Skills Deception +6, Perception +6

Damage Vulnerabilities cold

Damage Resistances fire

Damage Immunities poison

Senses passive Perception 16

Languages Draconic

Challenge 4 (1,100 XP)

Hold Breath. The lizardfolk venomspitter can hold its breath for 15 minutes.

ACTIONS

Multiattack. Skiss-Ryssa makes two attacks: one with her bite and one attack with either a claw or her halberd, or two attacks with her halberd.

Bite Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) piercing damage and 3 (1d4 + 1) poison damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) slashing damage.

Virickullis, Magic Halberd. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) piercing damage. Once per day when she hits, Skiss-Ryssa can deal an extra 10 (3d6) damage to the target and Skiss-Ryssa gains temporary hit points equal to the damage dealt.

Poisonous Spittle. Ranged Weapon Attack: +6 to hit, range 30/60 ft., one target. Hit: The target must make a DC 13 Constitution saving throw, taking 27 (6d8) poison damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

Skiss-Ryssa can take three 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. Skiss-Ryssa regains spent legendary actions at the start of her turn. Skiss-Ryssa can't use the same legendary action twice in consecutive turns.

Each time Skiss-Ryssa spends a legendary action, the totems in her lair flares with crimson light. These legendary actions are lost if her totems are destroyed.

Skewer. Skiss-Ryssa makes one attack with her halberd.

Sacrifice. One of Skiss-Ryssa's allies that she can see takes necrotic damage up to its current hit point total. For each point of damage dealt, Skiss-Ryssa heals 1 damage.

Dispel Magic (costs 2 actions). Any ongoing spell effects of 5th level or lower end if they are within 50 feet of the shamanic stone circle. This does not include spells cast by her Lizardfolk allies or those cast by a druid, ranger, or other caster who draws their magic from nature.



LIZARDFOLK ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 16 (3d8 + 3)

Speed 20 ft.

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

Skills Athletics +5

Damage Immunities poison

Condition Immunities charmed, exhaustion, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 1/4 (50 XP)

Undead Fortitude If damage reduces the zombie 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 zombie drops to 1 hit point instead.

These fallen Lizardfolk have been reanimated through profane rituals. They serve as the first line of defense for their clan, swarming enemies so their living counterparts.

ACTIONS

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage plus 4 (1d6+1) cold damage. On a hit, target is Restrained.



ELDRITCH EYE

Medium undead, lawful evil

Armor Class 16 (natural armor)

Hit Points 80 (10d10 + 25)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	1 (-5)	16 (+3)	3 (-4)	12 (+1)	1 (-5)

Skills Perception +6

Damage Vulnerabilities cold

Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Senses truesight 100 ft., passive Perception 16

Languages understands the languages of its caster, but cannot speak

Challenge 4 (1,100 XP)

Occluding Haze. A humid shimmering haze surrounds the eldritch eye. Any creature that is not adjacent to the eldritch eye suffers disadvantage when making an attack roll against it.

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

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

The Eldritch Eye is a sentry set up by powerful casters of dark magic, often hags or necromancers. They serve both as surveillance and fire support.

Magical Sentry. The eldritch eyes are linked to the enchanted basalt below them and have a movement speed of 0 (but can look in any direction). However, the arcane energies radiating from the rock occlude their location, making them hard to target from afar.

ACTIONS

Eldritch Gaze. The eldritch eye gazes upon a creature it can see and chooses one of the following:

- **Tainted Gaze of Fire.** The targeted creature must succeed on a DC 13 Dexterity saving throw or take 10 (2d4 + 5) fire damage plus 10 (2d4 + 5) necrotic damage.
- **Withering Glance.** The targeted creature must succeed on a DC 13 Constitution saving throw or lose all resistances; they also take 16 (2d4 + 11) necrotic damage, and their speed is halved. The speed and resistance effects last until the end of the target's next turn.
- **Telekinetic Blast.** The eldritch eye chooses one creature within 50 feet of it. The target must make a DC 14 Strength saving throw, at disadvantage if it is flying. On a failure, the creature takes 11 (2d4 + 6) force damage and is pushed 20 feet in a direction chosen by the eye. If the target is not flying or levitating, it must end the forced movement on a solid surface.
- **Baleful Teleportation.** The targeted creature must succeed on a DC 14 Charisma saving throw or take 6 (2d4 + 2) force damage and be teleported up to 30 feet to a position chosen by the eldritch eye within line of sight.

GRAEMOURNA THE HAG

See the Introduction of the Caverns Deep adventure (*free on the Dwarven Forge website*) for Graemourna's tragic tale. Graemourna most closely resembles a green hag in appearance, but she is something different.

Rhyming Terror. Graemourna likes to speak as if she were reading from a fairy tale book or poem, often rhyming her words or phrasing things unusually.

Cruel. Graemourna delights in the suffering of others. Like other hags, she sees disfigurement as beauty and beauty as horrid. She wants to see her diseases and poisons transform the world into what she believes it should be... a terrible future if it comes true.



APPENDIX A: MONSTER TILES

GRAEMOURNA THE HAG

Medium fey, neutral evil

Armor Class 18 (natural armor)

Hit Points 176 (16d8 + 104)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	16 (+3)	18 (+4)	14 (+2)	16 (+3)

Saving Throws Wisdom +6

Skills Deception +7, Insight +6, Perception +6, Stealth +9

Damage Vulnerabilities none

Damage Immunities cold, poison

Senses Darkvision 60 ft., passive Perception 16

Languages Auran, Common, Giant, Sylvan

Challenge 10 (5,900 XP)

Driftstone. Graemourna has enchanted a driftstone, allowing her to fly atop it. If the driftstone is ever more than 50 feet away from her, it instantly vanishes and reappears at her side or under her feet, whichever Graemourna prefers. The driftstone is immune to magical effects or damage from spells but can be targeted by weapon attacks. It has AC 20 and 50 hit points. If destroyed, it magically reforms eight hours later.

Ice Walk. Graemourna can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost her extra movement.

Legendary Resistance (3/Day). If Graemourna fails a saving throw, she can choose to succeed instead.

Innate Spellcasting. Graemourna's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). Graemourna can innately cast the following spells, requiring no material components:

At will: bestow curse, misty step 3/day; cone of cold, ice storm, wall of ice 1/day; control weather, freezing sphere.

Spellcasting. Graemourna is a 12th level spellcaster. Her spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). Graemourna has the following wizard spells prepared:

Cantrips (at will): chill touch, minor illusion, poison spray, ray of frost

1st level (4 slots): expeditious retreat, hideous laughter

2nd level (3 slots): alter self, detect thoughts, mirror image

3rd level (3 slots): counterspell, dispel magic, fear, stinking cloud

4th level (3 slots): arcane eye, ice storm, fire shield

5th level (2 slots): cloudkill, dominate person

6th level (1 slot): globe of invulnerability, mass suggestion

ACTIONS

Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one target.

Hit. 13 (2d8 + 4) slashing damage plus 7 (2d6) cold damage.

Mushroom Cloud. Graemourna creates a 20-foot-radius sphere of spores centered on a point within 60 feet. The sphere spreads around corners, and its area is heavily obscured. It lasts for 1d4 rounds or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. When a creature enters the cloud for the first time on a turn or starts its turn there, it takes 11 (2d8) poison damage.

REACTIONS

Bestow Curse (Recharge 4-6). When a creature successfully hits Graemourna with a spell or weapon attack roll, the hag may cast bestow curse on the creature. The spell does not require concentration when cast this way.

LEGENDARY ACTIONS

Graemourna can take three 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. Graemourna regains spent legendary actions at the start of her turn. Graemourna can't use the same legendary action twice in consecutive turns.

Freeze the Flesh. Graemourna attacks with ray of frost, making the attack roll with advantage.

Poison the Living. Graemourna attacks with poison spray. The target of the spell has disadvantage on the saving throw. If the target fails the saving throw, they must make an Exposure check.

Concealed by Spores. Graemourna takes the mushroom cloud action centered on herself. The cloud deals double damage for its duration.

Rotten Mind (costs 2 actions). Graemourna may cast the spell cloudkill or stinking cloud, using an available spell slot. If Graemourna is already concentrating on a spell when rotten mind is used, she may concentrate on both spells without ending either. When Graemourna must make a concentration check, she makes a separate check for each spell. Graemourna may not use rotten mind if she is already concentrating on two spells.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Graemourna takes a lair action to cause one of the following effects; Graemourna can't use the same effect two rounds in a row.

Aura of Frost. The ground around Graemourna radiates body-numbing cold. Creatures within 5 feet of the hag must make a DC 16 Constitution saving throw or be slowed (as the slow spell). A creature affected by this effect may repeat the saving throw at the end of each of its turns, ending the effect on a success.

Mind-Altering Spores. Cadaver cap mushrooms sprout and release spores in a 20-foot-radius sphere centered on a point within 60 feet of Graemourna. Creatures in the area must make a DC 16 Charisma saving throw or take 10 (3d6) psychic damage and become charmed by Graemourna. A creature succeeding at the saving throw takes half damage and is not charmed. A charmed creature may repeat the saving throw at the end of its turn, ending the effect on a save.

Fungal Repair. A sickly purple mushroom rises from the ground in or adjacent to the square Graemourna occupies. Graemourna eats the foul mushroom, regaining 15 hit points.



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