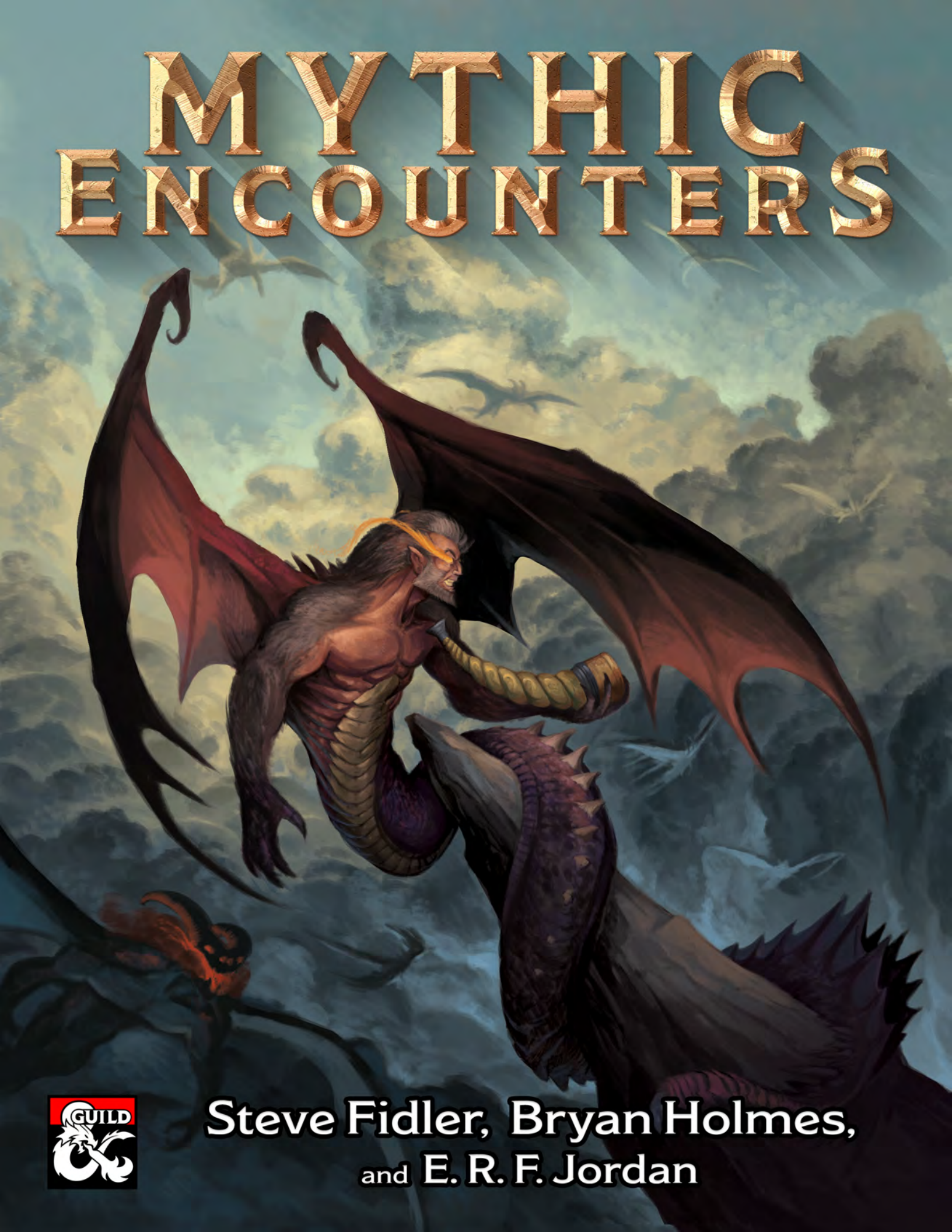
MYTHIC ENCOUNTERS



Steve Fidler, Bryan Holmes,
and E. R. F. Jordan

MYTHIC ENCOUNTERS



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Important Information:

Throughout this book, we've placed hyperlinks to other sections of the book for convenience. Any text that is formatted like this: *hyperlink* or hyperlink is a clickable link.

In addition, many creature statistics, lair actions, regional effects, and rewards reference spells found in *Xanathar's Guide to Everything*. These spells will be noted with the superscript XGE, as such: *mythic spell* XGE

Any references to content from *Mythic Odysseys of Theros* will use the superscript MOT, as such: Arasta MOT

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Introduction

Alustriel Silverhand, Elminster Aumar, Varja

Safahr... err, I mean... Blackstaff. Heroes from our history, all of them. You walk the hallowed halls of Conclave and stand before these giants—or at least their statues—and wonder what it takes to be a hero?

Listen, Silverymoon is full of those who would do good in the face of evil. If a gang of thieves worked their way into the city, our citizens would report them before they become a problem. Should a dragon fly overhead, you bet our guards would begin asking for every mage in the city for potions to help resist elemental energies. These are acts that require community: we all work together or we die apart—and yet, heroes somehow rise above that rule.

So again, what does it take? Well, it takes a lot of bravery, a little bit of forethought, and a whole lot of luck. Those heroes didn't just stand forward against a dragon, or against a gang of ill intent: they fought the towering giants of evil in the world—devils and demons of legend, planar threats, and frightening monstrosities.

I guess what I'm saying is this: to be a hero of mythic proportions, you'll have to likely face your doom at the hands, fangs, claws, or gods-know-what else of equally mythic proportions.

— Arkhen the Icy, *Conclave of Silverymoon*

Mythic Encounters

A mythic encounter, as presented here, is a creature that is Challenge Rating 21 or higher and has a **mythic trait**. These creatures also come with lairs, lair actions, and are legendary creatures in their own right. We've taken a fight that was epic and turned it mythic by taking an exceptional creature from lore and adapting their own unique spin on the encounter.

What are Mythic Traits?

Mythic traits are the fuel that creates a mythic encounter. The mixture is: one part storyline-focused event, one part two-phase battle, and a dash of introducing a whole new way of battling your foe.

When a creature with a mythic trait is reduced to 0 hit points, it is instead reduced to 1 hit point. Then, it typically either regains all its hit points or gains temporary hit points equal to its maximum number of hit points. In some cases, a new goal for the fight appears, such as an exposed heart or other objective that must be cleared before the battle is truly over.

After activating its mythic trait, the creature gains access to **mythic actions**, and might also gain temporary passive benefits (as listed in its mythic trait). This mythic trait lasts until the creature completes a short or long rest (or is defeated), unless otherwise specified in the mythic trait text.

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Healing and Mythic Traits



When a mythic trait triggers, often the mythic creature heals or gains temporary hit points—reestablishing itself and renewing the fight. Some mechanics in Dungeons & Dragons fifth edition, such as the cantrip *chill touch*, prevent the recovery of hit points. It is recommended that if you are using a Mythic Encounter, you ignore this mechanic when a creature heals or gains temporary hit points from a mythic trait.

Otherwise, it's not quite a mythic challenge, is it?

What are Mythic Actions?

Mythic actions are a set of additional actions a creature gains access to after its mythic trait is triggered. Functionally identical to Legendary Actions, these actions can be used whenever the creature could take a legendary action—costing one or more legendary actions when used.

These actions introduce new mechanics to the encounter, such as additional spellcasting, more frequent lair actions, or entirely new attacks. They are also used to augment existing actions, such as additional chances to recharge a breath weapon.

The Reward For Defeating a Mythic Creature

Is being the famed slayer of a mythic beast not enough for you? How about knowing that your deeds are the subject of songs, stories told to children to teach them bravery and courage, and that somewhere a statue has been carved of your image?

No? Not enough? Alright. We've got more!

Mythic creatures carry with them rewards that match the effort and difficulty that one must invest in slaying them. Each creature detailed in this supplement provides one or more magic items or spells of mythic quality. These items and spells can be used or learned by any creature, but only truly mythic heroes can unlock their true potential.

Another reward for slaying a mythic creature is the *Boon of the Mythic Hero*. With this boon, you gain a number of benefits emulating those of a mythic creature. You also gain a unique way of interacting with the mythic items and spells you acquire from slaying these creatures, such as attuning for free or casting additional spells.

Creating your Own Mythic Creatures

Every mythic creature requires three things:

A Mythic Trait

This typically takes one of the following forms:

Mythic Trait (Mythic; Recharges after a Short or Long Rest). If the creature is reduced to 0 hit points, it is reduced to 1 hit point instead. The creature immediately gains temporary hit points equal to the creature's maximum hit points.

Additionally, while the creature possesses these temporary hit points, *any additional benefits it gains are listed here*.

Mythic Trait (Mythic). If the creature is reduced to 0 hit points, it does not die or fall unconscious. Instead, *a new objective appears*. If the creature takes a short or long rest before the objective is cleared, the fight resets.

Mythic Actions

Depending on the phrasing of the mythic trait, mythic actions are introduced in one of the following forms.

Temporary Hit Points. If the creature is a Mythic encounter, it can choose from the options below as additional legendary actions while it possesses temporary hit points from its *mythic trait*.

New Objective. If the creature is a Mythic encounter, it can choose from the options below as additional legendary actions after *their mythic is triggered, and the objective remains uncleared.*

Description Call-Out

Lastly, a mythic creature needs a narrative! A description of what occurs when the mythic trait triggers. This should be focused on narrative, telling the story of what happens to indicate the battle has shifted, and perhaps give hints on how the creature's tactics or attack patterns have changed, especially considering its new mythic actions.

Oh, and Rewards!

What is the point in fighting a truly mythic creature if there is no macguffin at the end to tantalize your party?

These rewards can take any number of forms, such as magic items, spells, or even boons! But don't let that limit you. Slaying a tyrannical dragon in their prime might just be what you need to seize the crown in a meritocratic society built on the strength of heroes!



Mythic Hero

For adventurers who manage to bring down one (or many) truly mythic creatures, consider rewarding them with the Boon of the Mythic Hero. This marks a turning point in the party's adventuring career. They are the vanquishers of god-like entities at their most dangerous, and that signifies being above and beyond the call of a typical hero. This boon not only represents their skill, but their thirst for greater and more epic challenges.

However, some people are simply born to be heroes! For those destined for greatness, the Mythic Ascendant background is just the right flavor to set your hero on their quest from day one.



Boon of the Mythic Hero

Bearers of this boon are granted a number of benefits. You can attune to one mythic quality magic item without requiring an attunement slot.

The first time you are reduced to 0 hit points, you are instead reduced to 1 hit point and gain a number of temporary hit points equal to your hit point maximum. Once this has happened, you can now perform the Mythic Acts below, as long as you have the temporary hit points gained from this feature:

Mythic Action. At the end of any turn in combat except your own, you can take a single action, choosing from the Attack, Cast a Spell, Dodge, or Hide actions, or you can move up to your speed without provoking opportunity attacks. Once you use this feature, you must complete a long rest before you can do so again.

Mythic Resilience. When you fail a saving throw, you can choose to succeed instead. Once you use this feature, you must complete a long rest before you can do so again.

Mythic Casting. When casting a spell with the mythic tag, you can cast it once without expending a spell slot. You can't cast a spell this way again until you finish a long rest.

Once you are reduced to 0 hit points and gain temporary hit points this way, you can't do so again until 10 days have passed.

Jeff Jacobs (Pixabay)

Mythic Ascendant

It's said heroes aren't born, they're forged. While there is truth to this saying, some are connected to an event that defined their childhood—one foretelling a terrible threat to come. You've been groomed to confront that looming future.

Skill Proficiencies: Athletics, Survival
Tool Proficiencies: Vehicles (land)
Languages: One language of your choice, often specifically to aid you against your foe
Equipment: A set of fine clothes, a written copy of the prophecy detailing your inevitable clash with your foe, an explorer's kit, and a belt pouch containing 5 gp

Feature: Destined for Greatness

Those who would see you confront and defeat the greater threat coming your way have spread news far and wide: there is a hero of destiny who will face this evil head on. Thanks to this legend, wherever you go people are willing to help you. You can maintain a modest lifestyle for free as long as you're in a village or other populated area.

Prophetic Event

Your legend started with a specific event in your life. This showed others that you are special: chosen by the gods to attain some greatness. This event can be rolled or chosen from the following or you can make up your own:

d6	Prophetic Event
1	The night you were born, something of cosmic importance happened, like a falling star or a dragon sighting.
2	No one knows who your parents were: you were found abandoned but protected by a goodly monster.
3	CRACK! THOOM! Lightning struck you as a child. Somehow, you were unharmed, except for a burn mark that closely resembles the icon of a god.
4	When evil threatened your home, you stood shaking with a stolen weapon in hand. Before the day was over, you felled the invading leader—an impressive feat for a child.
5	A sickness was taking people in a distant land, a curse that wasn't broken until you arrived. You're not sure why it stopped, but you became a local hero that day.
6	The right person in the right place can make all the difference in the world. That was you, there when that monster attacked. A monster somehow connected to your prophecy.

Clash of Titans

Roll 1d4 and 1d10 or pick from the lists below to see what threat you've been called to combat.

The d4 determines which Destiny table to roll on, and the d10 determines the result.

1d10	Destiny Result 1
1	Acererak
2	Adamastor
3	Aspect of the Earthmother
4	Baphomet
5	Brassheart
6	Claugiyliamatar
7	Demogorgon
8	Eco
9	Fraz-Urb'luu
10	Geryon

1d10	Destiny Result 2
1	Graz'zt
2	Hepheremos
3	Hutijin
4	Icingdeath
5	Ileuthra
6	Tazmikella & Ilnezhara
7	Iymrith
8	Jewel of the Great Caliph
9	Juiblex
10	Itzigra'tz

1d10	Destiny Result 3
1	Klauth
2	Maelestor Rex
3	Unit Zero
4	Miirym
5	Moloch
6	Mother
7	Orcus
8	Palarandusk
9	Slarkrethel
10	Spirit of Hotenow

1d10	Destiny Result 4
1	Xanscilathampos
2	Yeenoghu
3	Ygorl, Lord of Entropy
4	Zariel
5	Zuggtmoy
6	Zuthnagoti
7	Arasta MOT
8	Tromokratis MOT
9	Hythonia the Cruel MOT
10	Roll again, twice!

Suggested Characteristics

Mythic Ascendants are those who see the touch of destiny in every action, every day. They aren't necessarily someone who accepts this: some ascendents like to resist their destiny while others prefer to embrace it. Thanks to their upbringing, they often are very focused and skilled beyond what others might presume about them, giving them a larger-than-life presence.



d8	Personality Trait
1	I'm all about generosity. Others have shown me it my whole life, it's only fair I do the same.
2	Resisting my destiny takes up most of my time. It might not be that I want to ignore it—rather to see how far I can stretch destiny.
3	Hero? Yeah, that's me, baby! WHO NEEDS SAVING?
4	The ebb and flow of destiny is a mysterious one. I don't put as much stock in divination as I do actions.
5	It doesn't matter how much it imposes on me: if I see someone in need, I help out.
6	Since most of my basic needs are taken care of, I'm known to spend my treasure in very glorious ways.
7	Oh, you know me. I'm sort of a big deal.
8	I hate the limelight. It was thrust upon me. I never asked for this.

d6	Ideal
1	**Destiny.** The gods have a plan for all of us. (*Lawful*)
2	**People.** What good is protecting the world if not for the people within it? (*Neutral*)
3	**Duty.** When you're called to arms, you answer the call. Always. (*Good*)
4	**Ego.** The only thing that stands between you and doom is me. (*Evil*)
5	**Civilization.** Stand against threats, even if it's only to protect yourself. (*Neutral*)
6	**Rebellion.** Exist outside the system—it's way more fun here. (*Chaotic*)

d6	Bond
1	While everyone thinks I'm the hero because of destiny, I do it because I have a younger sibling I want to protect.
2	Good, bad—I don't really know what this threat is. While I train to confront it, I wonder—is it doing the same? Are we so different?
3	I'm going with the flow, for sure, but I wonder what comes next? What happens AFTER I conquer this threat?
4	I'm an orphan, but that doesn't mean I lack a family. I've found people, friends, and I've collected them. I do this for my family.
5	I'm told time and time again that it's my job to end this menace. I don't see why that expectation falls on me. So I ran away.
6	Oh, I'm supposed to stop this threat? GREAT! If I can stop an apocalyptic foe, then nothing will be strong enough to stop me!

d6	Flaw
1	I expect everything to be done for me.
2	There's no reasonable way, in my mind, I can fail BEFORE I meet my foe.
3	Ignoring destiny has a price, and I just don't care what it is.
4	The prophecy can be read two ways: one where I'm the hero and one where I'm… something else.
5	I'm the GREATEST THING ALIVE! (Wait, I don't get it. How is that a flaw?)
6	Quite frankly, if you disagree with me, you're on the wrong side of destiny.



WARMTAIL

Mythic Foes

Without further ado, a mythic hero needs mythic foes. In this section, we've presented 36 different creatures of Challenge Rating 21 or higher from the *Monster Manual, Volo's Guide to Monsters, Mordenkainen's Tome of Foes,* and other published books to let you make your adventures of truly mythic proportions.

Acererak

Acererak is a plane-travelling lich and one of the most powerful beings to ever have existed. As a lich, he is a robed skeletal being with a large crown studded with gemstones stolen from many gods of death. Around his neck, he carries a large talisman that resembles a horned face with an open mouth. As with all liches, if Acererak fails to consume souls regularly he becomes a demilich. In this form he becomes a giant skull with gemstones for eyes and teeth. In life, he was sired by a balor, making him a cambion.

Ideal. "Others strive to please or even become gods. Such small minds, if that is the greatest power they can imagine."

Bond. "My deathtrap dungeons feed me with the failures of incompetent 'heroes'."

Flaw. "My intellect is so far beyond mere mortals, it's difficult to do anything but underestimate them."

> For DMs wanting to know more about Acererak, the lich is featured in a number of modules across the history of Dungeons & Dragons. Acererak appears in *S1 - Tomb of Horrors* for 1st edition and *Return to the Tomb of Horrors* for 2nd edition. In 4th edition, Acererak appears in *Revenge of the Giants*, *Tomb of Horrors*, and *Open Grave*. Finally, *Tomb of Annihilation* for 5th edition uses Acererak as the primary antagonist.



Felipe Gaona

Acererak's Lair

While most liches haunt their seat of power in life or some forbidden tomb hidden in the wilds, Acererak's plans are much more grandiose and require an equally grandiose lair. Acererak is infamous for creating complex and intricate dungeons, designed to strain adventurers to their limits before breaking them. Each one of these dungeons involved magical construction, the process of which sends the displaced material to a demiplane of Acererak's creation. Thus, with each dungeon crafted by his spells, his demiplane grows. Currently, his demiplane is a dark and stormy island nearly eight miles across, floating in an endless void.

Lair Actions. On initiative count 20 (losing initiative ties), Acererak can take a lair action to cause one of the following magical effects; he can't use the same effect two rounds in a row:

- Acererak rolls a d8 and regains a spell slot of that level or lower. If he has no spent spell slots of that level or lower, nothing happens.
- Acererak targets one creature it can see within 30 feet of it. A crackling cord of negative energy tethers him to the target. Whenever Acererak takes damage, the target must make a DC 18 Constitution saving throw. On a failed save, Acererak takes half the damage (rounded down), and the target takes the remaining damage. This tether lasts until initiative count 20 on the next round or until Acererak or the target is no longer in Acererak's lair.
- Acererak calls forth the spirits of creatures that died in his lair. These apparitions materialize and attack one creature that Acererak can see within 60 feet of him. The target must succeed on a DC 18 Constitution saving throw, taking 52 (15d6) necrotic damage on a failed save, or half as much damage on a successful one. The apparitions then disappear.

Regional Effects. The region containing Acererak's lair is warped by him, which creates one or more of the following effects:

- Spells that restore hit points only restore half as many within 1 mile of his lair.
- When conjuration magic is cast within 1 mile of his lair, Acererak chooses which creatures are summoned.
- Divination magic within 1 mile of his lair is subject to the approval of Acererak. Any information gleaned from divination magic comes directly from the lich himself.

Acereak as a Mythic Encounter

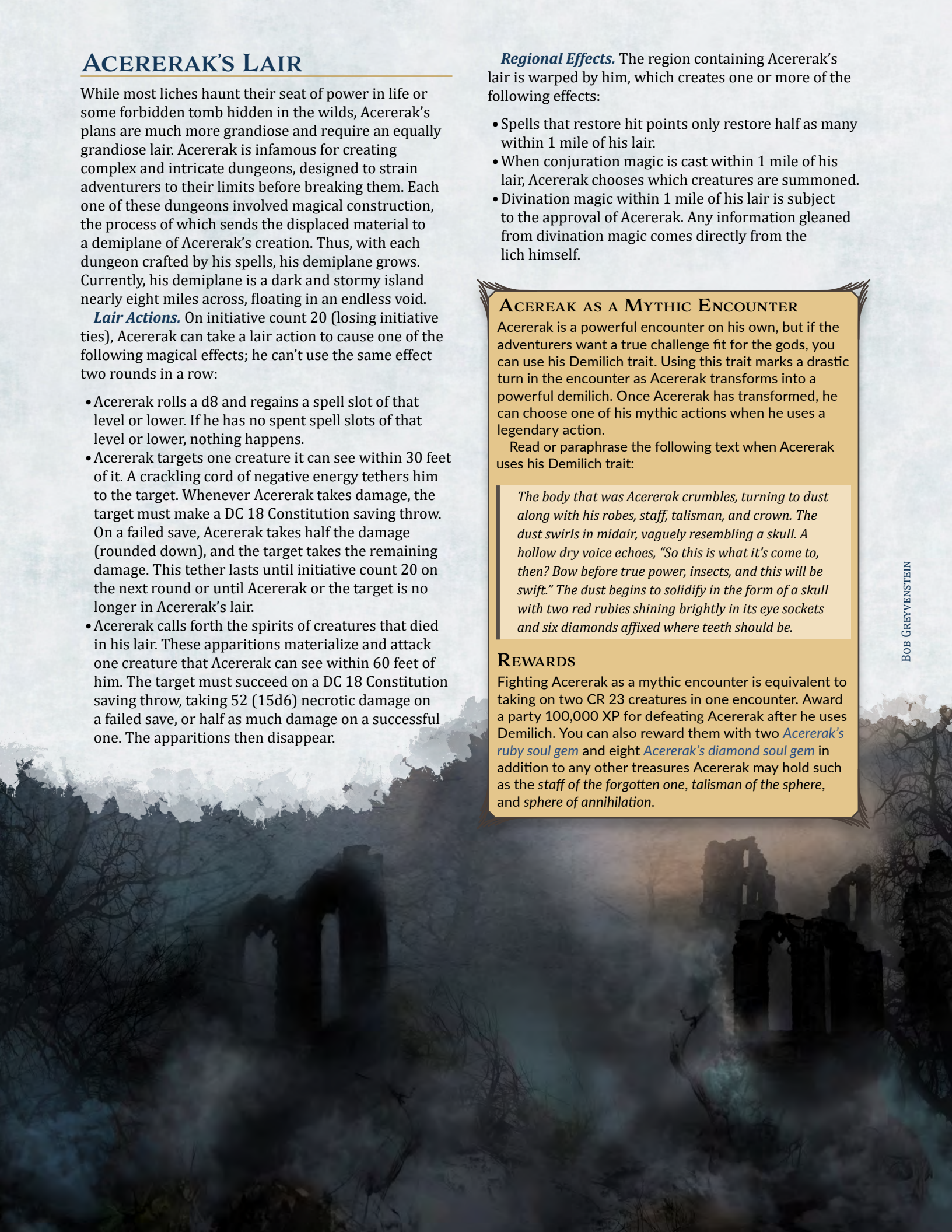
Acererak is a powerful encounter on his own, but if the adventurers want a true challenge fit for the gods, you can use his Demilich trait. Using this trait marks a drastic turn in the encounter as Acererak transforms into a powerful demilich. Once Acererak has transformed, he can choose one of his mythic actions when he uses a legendary action.

Read or paraphrase the following text when Acererak uses his Demilich trait:

> *The body that was Acererak crumbles, turning to dust along with his robes, staff, talisman, and crown. The dust swirls in midair, vaguely resembling a skull. A hollow dry voice echoes, "So this is what it's come to, then? Bow before true power, insects, and this will be swift." The dust begins to solidify in the form of a skull with two red rubies shining brightly in its eye sockets and six diamonds affixed where teeth should be.*

Rewards

Fighting Acererak as a mythic encounter is equivalent to taking on two CR 23 creatures in one encounter. Award a party 100,000 XP for defeating Acererak after he uses Demilich. You can also reward them with two *Acererak's ruby soul gem* and eight *Acererak's diamond soul gem* in addition to any other treasures Acererak may hold such as the *staff of the forgotten one*, *talisman of the sphere*, and *sphere of annihilation*.



Bob Greyvenstein

Acererak

Medium undead, neutral evil

Armor Class 21 (natural armor)
Hit Points 285 (30d8 + 150)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	20 (+5)	27 (+8)	21 (+5)	20 (+5)

Saving Throws Con +12, Int +15, Wis +12
Skills Arcana +22, History +22, Insight +12, Perception +12, Religion +15
Damage Resistances cold, lightning
Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing damage from nonmagical attacks
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, stunned
Senses truesight 120 ft., passive Perception 22
Languages Abyssal, Common, Draconic, Dwarvish, Elvish, Giant, Infernal, Primordial, Undercommon
Challenge 23 (50,000 XP)

Special Equipment. Acererak carries the *Staff of the Forgotten One*. He wears a *talisman of the sphere* and has a *sphere of annihilation* under his control.

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

Rejuvenation. Acererak's body turns to dust when he drops to 0 hit points and Demilich doesn't trigger. His equipment is left behind. Acererak gains a new body after 1d10 days, regaining all his hit points and becoming active again. The new body appears within 5 feet of Acererak's phylactery, the location of which is hidden.

Spellcasting. Acererak is a 20th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 23, +15 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *ray of frost*, *shocking grasp*
1st level (at will): *ray of sickness*, *shield*
2nd level (at will): *arcane lock*, *knock*
3rd level (at will): *animate dead*, *counterspell*
4th level (3 slots): *blight*, *ice storm*, *phantasmal killer*
5th level (3 slots): *cloudkill*, *hold monster*, *wall of force*
6th level (3 slots): *chain lightning*, *circle of death*, *disintegrate*
7th level (3 slots): *finger of death*, *plane shift*, *teleport*
8th level (2 slots): *maze*, *mind blank**
9th level (2 slots): *power word kill*, *time stop*
* Acererak casts these spells on himself before combat.

Turn Resistance. Acererak has advantage on saving throws against any effect that turns undead. If Acererak has temporary hit points from Demilich, he is instead immune to effects that turn undead.

Demilich (Mythic; Recharges after a Short or Long Rest). If Acererak is reduced to 0 hit points, he does not die or fall unconscious. Instead, his true form as a demilich is revealed. Acererak immediately ends all ongoing conditions and gains 285 hit points. His size changes to Tiny, his Strength becomes 1 (-5), he gains resistance to bludgeoning, piercing, and slashing damage from magical attacks, his walking speed becomes 0, and he gains a fly speed of 30 and can hover.

Actions

Paralyzing Touch. *Melee Spell Attack:* +15 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) cold damage, and the target must succeed on a DC 20 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.

Staff. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 10 (3d6) necrotic damage, or 8 (1d8 + 4) bludgeoning damage plus 10 (3d6) necrotic damage when used with two hands.

Invoke Curse. While holding the Staff of the Forgotten One, Acererak expends 1 charge from it and targets one creature he can see within 60 feet of him. The target must succeed on a DC 23 Constitution saving throw or be cursed. Until the curse is ended, the target can't regain hit points and has vulnerability to necrotic damage. *Greater restoration*, *remove curse* or similar magic ends the curse on the target.

Legendary Actions

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

At-Will Spell. Acererak casts one of his at-will spells.
Melee Attack. Acererak uses Paralyzing Touch or makes one melee attack with his staff.
Frightening Gaze (Costs 2 Actions). Acererak fixes his gaze on one creature he can see within 10 feet of him. The target must succeed on a DC 20 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends on it, the target is immune to Acererak's gaze for the next 24 hours.
Talisman of the Sphere (Costs 2 Actions). Acererak uses his *talisman of the sphere* to move the *sphere of annihilation* under his control up to 90 feet.
Disrupt Life (Costs 3 Actions). Each creature within 20 feet of Acererak must make a DC 20 Constitution saving throw against this magic, taking 42 (12d6) necrotic damage on a failed save, or half as much damage on a successful one.

Mythic Actions

If Acererak is a Mythic encounter, he can choose from the options below as additional legendary actions once he has used his Demilich trait.

Flight. Acererak flies up to half his flying speed.
Cloud of Dust. Acererak magically swirls his dusty remains. Each creature within 10 feet of Acererak, including around corners, must succeed on a DC 20 Constitution saving throw or be blinded until the end of Acererak's next turn. A creature that succeeds on the saving throw is immune to this effect until the end of Acererak's next turn.
Energy Drain (Costs 2 Actions). Each creature within 30 feet of Acererak must make a DC 20 Constitution saving throw. On a failed save, the creature's hit point maximum is magically reduced by 10 (3d6). If a creature's hit point maximum is reduced to 0 by this effect, the creature dies. A creature's hit point maximum can be restored with the *greater restoration* spell or similar magic.
Vile Curse (Costs 3 Actions). Acererak targets one creature he can see within 30 feet of him. The target must succeed on a DC 20 Wisdom saving throw or be cursed. Until the curse ends, the target has disadvantage on attack rolls and saving throws. The target can repeat the saving throw at the end of each of its turns, ending the curse on a success.



Adamastor as a Mythic Encounter

Adamastor is a powerful encounter on its own, but if the adventurers want a true challenge fit for the gods, you can use its Astral Effluence trait. Using this trait marks a drastic turn in the encounter as Adamastor releases a build up of arcane energies it keeps stored within its digestive demiplane. Once Adamastor has used this trait, it can choose one of its mythic actions when he uses a legendary action.

Read or paraphrase the following text when Adamastor uses his Astral Affluence trait:

> *Against the black void, just the hulking dreadnought and all those that remain to stand against it can be seen. There is an overwhelming sense of dread—until the gigantic eyeball rolls backwards and the muscles go slack. The creature seems defeated. Then, from deep within the gullet of the monster, a sound rumbles outward. Suddenly, an explosive emission of energy escapes the mouth of Adamastor. A great rainbow colored nebula erupts and expands outward, destroying the black sphere that surrounds you. With the destruction of the event horizon, the creature's eye rolls forward once more, revitalized and filled with hatred against a brilliant new nebula.*

Rewards

Fighting Adamastor as a mythic encounter is equivalent to fighting two CR 21 creatures in one encounter. Award a party 66,000 XP for defeating Adamastor after it uses its Astral Effluence trait. You can also reward them with the *stomach of donjon* and the spell *Waethra's warm welcome* in addition to any other treasures that spill from its demiplane.

Adamastor

Astral dreadnoughts were created by powerful beings as a way of seeking out and defeating their greatest threats. These alien monsters hold an extraplanar dimension within their bodies, scooping creatures into their great maw and digesting them via magical siphoning.

Many creatures will hunt the dreadnought, as after defeating them the contents of their stomach are left floating in the astral sea, making them mobile treasure hoards. Adamastor is one of the eldest of its kind, and rumors of the size of the treasure within the beast have yet to accurately describe its true value.

As a force of nature, Adamastor has no ideals, bonds, or flaws. Its nature is either beyond comprehension, or as simple and singularly focused as "destruction."

Adamastor's Lair

A nearly black sphere with a 120-foot radius is centered upon Adamastor. The creature has attained a bulk so great that space warps around it. This sphere possesses an event horizon that prevents creatures from leaving the lair without the use of magic. When on its home plane, the elemental's lair is a six mile region centered upon itself.

Nikki Dawes

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

- Adamastor spins the event horizon. All creatures standing on the event horizon must succeed on a DC 19 Dexterity saving throw or fall prone.
- Adamastor chooses one creature it can see. That creature is moved 30 feet to an unoccupied space of Adamastor's choosing as astral winds shift their position.
- Locking the gaze of a creature it can see, Adamastor casts *confusion* without the need for components or concentration. This effect lasts until the next time Adamastor takes a lair action.

Regional Effects. The region containing Adamastor's lair is warped by the dreadnought, which creates one or more of the following effects:

- The outer perimeter of the sphere is solid. This event horizon allows any material to pass into the lair, but nothing can leave without the aid of magic. Silver cords do pass through the event horizon.
- Gravity within the black sphere pushes outwards in all directions from Adamastor. Creatures can walk on the event horizon as though it were solid ground.
- The event horizon blocks all lines of sight to the world outside the lair. Creatures and objects within the sphere cannot be targeted by those outside the sphere, and vice versa.
- Divination spells cannot cross the event horizon.

Adamastor

Gargantuan monstrosity (titan), unaligned

Armor Class 20 (natural armor)
Hit Points 297 (17d20 + 119)
Speed 15 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	25 (+7)	5 (-3)	14 (+2)	18 (+4)

Saving Throws Dex +5, Wis +9
Skills Perception +9
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, stunned
Senses darkvision 120 ft., passive Perception 19
Languages —
Challenge 21 (33,000 XP)

Antimagic Cone. Adamastor's opened eye creates an area of antimagic, as in the *antimagic field* spell, in a 150-foot cone. At the start of each of its turns, Adamastor decides which way the cone faces. The cone doesn't function while the Adamastor's eye is closed or while Adamastor is blinded.

Astral Entity. Adamastor can't leave the Astral Plane, nor can it be banished or otherwise transported out of the Astral Plane.

Demiplanar Donjon. Any creature or object that Adamastor swallows is transported to a demiplane that can be entered by no other means except a *wish* spell or this creature's Donjon Visit ability. A creature can leave the demiplane only by using magic that enables planar travel, such as the *plane shift* spell. The demiplane resembles a stone cave roughly 1,000 feet in diameter with a ceiling 100 feet high. Like a stomach, it contains the remains of Adamastor's past meals. Adamastor can't be harmed from within the demiplane. If Adamastor dies, the demiplane disappears, and everything inside it appears around the corpse. The demiplane is otherwise indestructible.

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

Magic Weapons. Adamastor's weapon attacks are magical.

Sever Silver Cord. If Adamastor scores a critical hit against a creature traveling through the Astral Plane by means of the *astral projection* spell, Adamastor can cut the target's silver cord instead of dealing damage.

Astral Effluence (Mythic; Recharges after a Short or Long Rest). If Adamastor is reduced to 0 hit points, it regains 297 hit points and releases a cloud of magical energy.

Actions

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

Bite. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 36 (5d10 + 9) piercing damage. If the target is a creature of Huge size or smaller and this damage reduces it to 0 hit points or it is incapacitated, Adamastor swallows it. The swallowed target, along with everything it is wearing and carrying, appears in an unoccupied space on the floor of Adamastor's Demiplanar Donjon.

Claw. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 19 (3d6 + 9) slashing damage.

Legendary Actions

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

Claw. Adamastor makes one claw attack.
Donjon Visit (Costs 2 Actions). One creature that is Huge or smaller that the Adamastor can see within 60 feet of it must succeed on a DC 19 Charisma saving throw or be magically teleported to an unoccupied space on the floor of Adamastor's Demiplanar Donjon. At the end of the target's next turn, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.
Psychic Projection (Costs 3 Actions). Each creature within 60 feet of the Adamastor must make a DC 19 Wisdom saving throw, taking 15 (2d10 + 4) psychic damage on a failed save, or half as much damage on a successful one.

Mythic Actions

If Adamastor is a Mythic encounter, it can choose from the options below as additional legendary actions after it uses its Astral Effluence feature.

Arcane Charge (Costs 3 Actions). Every spellcaster within 60 feet of Adamastor rolls 1d8 and loses the highest level spell slot they have, but no higher than their roll. All creatures take lightning damage equal to the combined total of spell slots lost.
Bite. Adamastor makes one bite attack.
Charge. Adamastor moves up to its speed and can immediately take another legendary or mythic action (provided it has actions remaining).



Aspect of the Earthmother

Tales of monstrous beasts seen at sea, told over ale in a fishing tavern, are as commonplace as stories of ghosts over a campfire. Island regions, such as the Moonshea, are in no short supply of these fanciful tales. In truth, much of the culture and mythos of the Ffolk and Northlanders of the Moonshea have been shaped by close encounters with such beasts and the respect for the sea they command—believing them to be children of the Earthmother.

The story of the leviathan is just one of these tales. It is said to be a supermassive whale that overwhelms even the largest ships in size and speed, using its heft to create massive tidal waves to capsize boats. These stories spun into myths (now known to be true) about the leviathan: that it acted as a safeguard of the seas around the Moonshea Ises and against incursions upon its lands from Malar's own aspects. After the leviathan was slain by Kazgaroth in 1345 DR, agents devout to Malar and his aspects used an artifact (a heart-shaped golden idol) gifted to them by Malar to trap the leviathan's body within it, hoping it could never reincarnate. In the end, the will of the Earthmother was persistent, and the leviathan's body reformed around the artifact—but its power was bridled, and it was unable to stand against Malar or his aspects again.

A leviathan is a force of nature, and lacks the sentience required to form bonds, ideals, and flaws.

GRANDFAILURE

For DMs wanting to know more about the Leviathan, Earthmother, Kazgoroth or the history of the Moonshae Isles can look to these books: *Moonshae* and *Darkwalker on Moonshae* by Douglas Niles, and *The Grand History of the Realms* by Brian R. James and Ed Greenwood.

Aspect of the Earthmother's Lair

A leviathan typically lairs within the Elemental Plane of Water, but not so for the child of the Earthmother. Instead, the Aspect of the Earthmother calls the entire region within 6 miles of the coasts of the Moonshea Isles its lair.

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

- If the leviathan is swimming within water in its lair, it can receive the blessing of the Earthmother and immediately end one condition affecting it.
- The leviathan casts the spell *storm sphere* [XGE]. Its spellcasting ability for this spell is Constitution (spell save DC 24). The leviathan ends its concentration on this spell when it uses another lair action.
- Water currents and winds within 120 feet of the leviathan become unpredictable and rampant. Ranged attacks that travel through this area have disadvantage on their attack rolls until the leviathan takes another lair action.

Regional Effects. The region containing the Aspect of the Earthmother's lair is warped by the creature's primordial magic, creating the following magical effects:

- Within 1 mile of the leviathan's lair, predatory animals form packs that mimic the structure of wolf packs, even if they would otherwise be solitary.
- Within 6 miles of the leviathan's lair, a unicorn can always be found.
- The leviathan can alter the weather at will in a 6-mile radius centered on his lair. The effects are identical to the *control weather* spell.

When Aspect of the Earthmother dies, all of these regional effects fade immediately.

The Aspect as a Mythic Encounter

A leviathan is a powerful encounter on its own, but if the adventures want a true challenge fit for the gods, you can use the Aspect of the Earthmother's Unchained trait. Using this trait marks a drastic turn in the encounter as the artifact holding its soul trapped loses its grip. Once the leviathan has used this trait, it can choose one of its mythic actions when it uses a legendary action.

Read or paraphrase the following text when Aspect of the Earthmother uses its Unchained trait:

When exposing the heart:

> *As the hulking leviathan succumbs to your overwhelming might, a glimmer of gold becomes exposed within its wounds. The leviathan's serpentine body uncoils, exposing the heart to you, inviting you to finish it off.*

When the heart is destroyed:

> *As the golden idol is destroyed; sparks of lightning and small maelstroms appear from within the leviathan's body. The skin of the leviathan begins to glow with patterns and runes as the wounds on its body heal. As the elemental's power peaks, you get the sense it is stronger than ever before.*

Rewards

Fighting Aspect of the Earthmother as a mythic encounter is equivalent to fighting two CR 22 creatures in one encounter. Award a party 82,000 XP for defeating the leviathan after using Unchained. You can also reward them with the *leviathan hide armor*, *Kazgorath's lie*, or the *fractured golden idol* in addition to any other treasures that the leviathan may hold.

YURI_B

Aspect of the Earthmother

Gargantuan elemental, neutral

Armor Class 17
Hit Points 328 (16d20 + 160)
Speed 40 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	24 (+7)	30 (+10)	2 (-4)	18 (+4)	17 (+3)

Saving Throws Wis +10, Cha +9
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 22 (41,000 XP)

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

Partial Freeze. If the leviathan takes 50 cold damage or more during a single turn, the leviathan partially freezes; until the end of its next turn, its speeds are reduced to 20 feet, and it makes attack rolls with disadvantage.

Siege Monster. The leviathan deals double damage to objects and structures (included in Tidal Wave).

Unchained (Mythic). When the leviathan is reduced to 0 hit points, it does not die or fall unconscious. Instead, the damage exposes a golden heart idol. This idol has an AC of 20 and 50 hit points. It is immune to all bludgeoning, piercing, and slashing damage from nonmagical attacks, and all conditions. If it is forced to make a saving throw, treat all its ability scores as 10 (+0). When the idol is destroyed, the leviathan is restored to 328 hit points and gains a flying speed equal to its swim speed. If the leviathan takes a short or long rest before the idol is destroyed, its body heals and the idol is covered again.

Water Form. The leviathan 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

Multiattack. The leviathan makes two attacks: one with its slam and one with its tail.

Slam. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 15 (1d10 + 10) bludgeoning damage plus 5 (1d10) acid damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 16 (1d12 + 10) bludgeoning damage plus 6 (1d12) acid damage.

Tidal Wave (Recharge 6). While submerged, the leviathan magically creates a wall of water centered on itself. The wall is up 250 feet long, up to 250 feet high, and up to 50 feet thick. When the wall appears, all other creatures within its area must each make a DC 24 Strength saving throw. A creature takes 33 (6d10) bludgeoning damage on failed save, or half as much damage on a successful one.

At the start of each of the leviathan's turns after the wall appears, the wall, along with any other creatures in it, moves 50 feet away from the leviathan. Any Huge or smaller creature inside the wall or whose space the wall enters when it moves must succeed on a DC 24 Strength saving throw or take 27 (5d10) bludgeoning damage. A creature takes this damage no more than once on a turn. At the end of each turn the wall moves, the wall's height is reduced by 50 feet, and the damage creatures take from the wall on subsequent rounds is reduced by 1d10. When the wall reaches 0 feet in height, the effect ends.

A creature caught in the wall can move by swimming. Because of the force of the wave, though, the creature must make a successful DC 24 Strength (Athletics) check to swim at all during that turn.

Legendary Actions

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

Move. The leviathan moves up to its speed.
Slam (Costs 2 Actions). The leviathan makes one slam attack.

Mythic Actions

If the Aspect of the Earthmother is a Mythic encounter, it can choose from the options below as additional legendary actions after its golden heart idol has been destroyed.

Earthmother's Charge. The leviathan channels power directly from the Earthmother, allowing it to charge forward in a sudden burst of speed. The leviathan moves in a straight line up to its swim or fly speed. Each creature whose space it moves through during this movement must succeed on a DC 24 Dexterity saving throw or take 35 (10d6) bludgeoning damage. A creature that takes damage in this way is pushed in the direction that the leviathan is moving, ending in the nearest unoccupied space to the leviathan at the end of its movement.

Earthmother's Swarm. *Ranged Weapon Attack:* +13 to hit, reach 60 ft., four targets. *Hit:* 14 (4d4 + 4) piercing damage.

Call of the Earthmother (Costs 3 Actions). The leviathan shrieks out, a sound which can be heard for up to 6 miles. Each creature within 120 feet of the leviathan must succeed on a DC 24 Constitution saving throw, or become stunned until the end of its next turn. Creatures that succeed this saving throw are deafened until the end of their next turn instead.



DANIEL COMERCI

Baphomet

Baphomet, also known as The Horned King, is a great hulking minotaur with blood-red eyes and smaller sets of horns surrounding his larger ones. These traits express themselves in his followers as well, with cultists gaining horns and crimson eyes. His great glaive Heartcleaver leaves great swaths of destruction in its wake.

Ideal. "Enter my labyrinth, prey. Prove you can escape by killing me."

Bond. "Civilization is a lie—a pen used to hold back true strength."

Flaw. "I embrace my savage instincts, even when my cunning mind would serve me better."

For DMs wanting to know more about Baphomet, each edition has had some content dedicated to the Horned King. In 1st edition, *Monster Manual II*, and *Monster Mythology* both possess a small amount of lore. For 2nd edition the accessor *On Hallowed Ground* gave a little more information about his realm. In 3rd edition, the *Book of Vile Darkness* and *Fiendish Codex 1* give a lot of information about Baphomet. With 4th edition, information about Baphomet was mostly found in *Dragon 369*. Finally for 5th edition, *Mordenkainen's Tome of Foes* features information about the demon prince while *Out of the Abyss* has his presence.

Baphomet's Lair

The Lyktion, also known as the Endless Maze, can be found deep within the Abyss. Inhabited by the cultists and demons who follow Baphomet, this three-dimensional labyrinth traps unfortunate souls for eternity. Even those who find their way through this puzzle and to the edge have only a moat between them and the rest of the Abyss.

Lair Actions. On initiative count 20 (losing initiative ties), Baphomet can take a lair action to cause one of the following magical effects; he can't use the same effect two rounds in a row:

- Baphomet seals one doorway or other entryway (including spell effects like *dimension door*) within the lair. The opening must be unoccupied. It is filled with solid stone for 1 minute or until Baphomet creates this effect again.
- Baphomet chooses a room within the lair that is no larger in any dimension than 100 feet. Until the next initiative count 20, gravity is reversed within that room. Any creatures or objects in the room when this happens fall in the direction of the new pull of gravity, unless they have some means of remaining aloft. Baphomet can ignore the gravity reversal if he's in the room, although he likes to use this action to land on a ceiling to attack targets flying near it.
- Baphomet casts *mirage arcane*, affecting a room within the lair that is no larger in any dimension than 100 feet. The effect ends on the next initiative count 20.

Regional Effects. The region containing Baphomet's lair is warped by his magic, creating one or more of the following effects:

- Plant life within 1 mile of the lair grows thick and forms walls of trees, hedges, and other flora in the form of small mazes.
- Beasts within 1 mile of the lair become frightened and disoriented, as though constantly under threat of being hunted, and might lash out or panic even when no visible threat is nearby.
- Creatures who rest within 1 mile of the lair must succeed on a DC 18 Wisdom saving throw or gain the following flaw, which can be removed by a *greater restoration* or *wish* spell, or when Baphomet is defeated: "Only a fool would trust someone weaker than themselves."

Baphomet as a Mythic Encounter

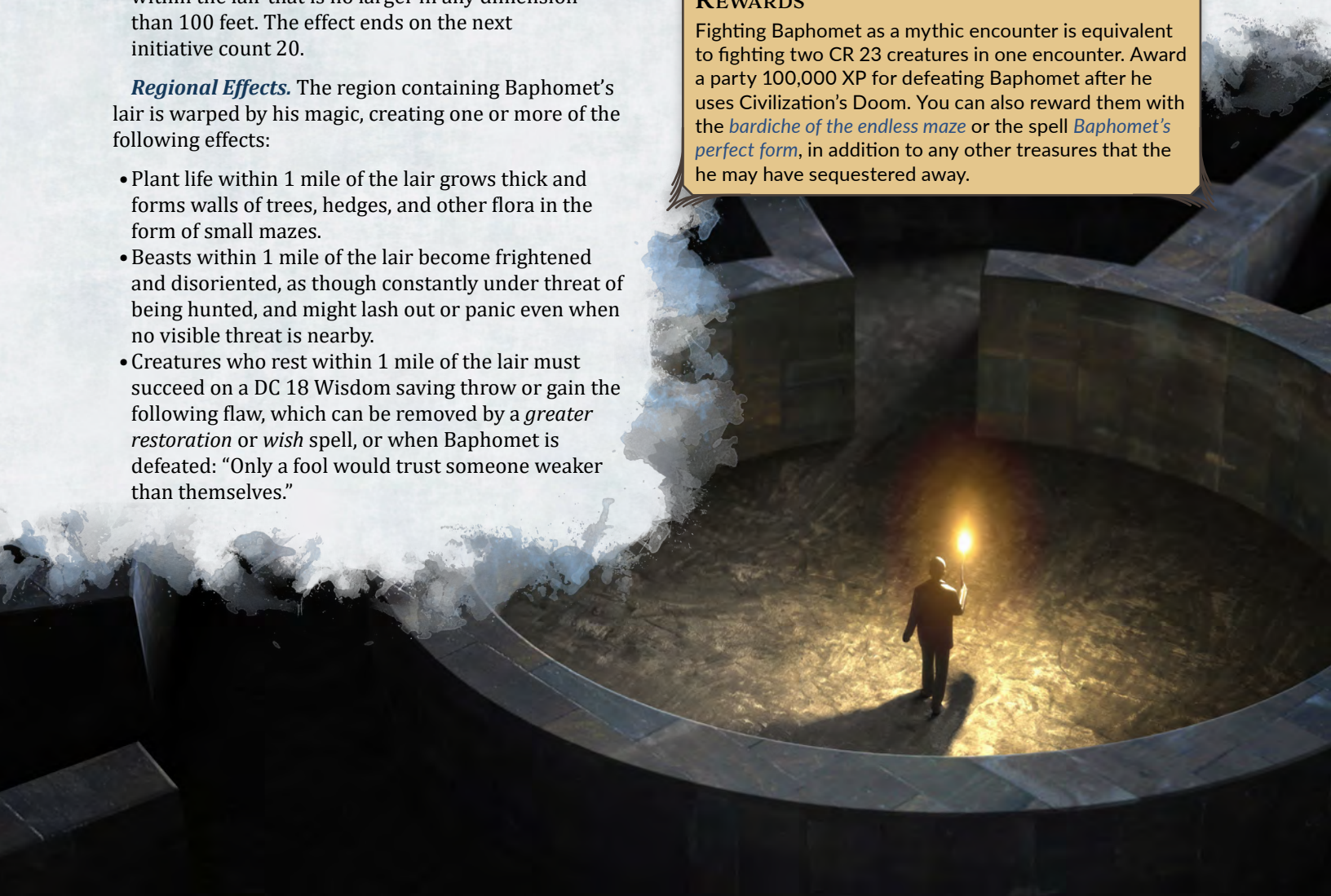
Baphomet is a powerful encounter on his own, but if the adventurers want a true challenge fit for the gods, you can use his Civilization's Doom trait. Using this trait marks a drastic turn in the encounter as Baphomet forces his layer of the abyss to express itself around him. Once Baphomet has used this trait, he can choose from one of his mythic actions when he uses a legendary action.

Read or paraphrase the following text when Baphomet uses his Civilization's Doom trait:

> *Guttural sounds tell you Baphomet is starting to get tired—at least, as much as the 20-foot tall minotaur can tire. Fighting in this way hasn't granted the great fiend the edge he is used to. Grabbing Heartcleaver and raising it above his great horns, Baphomet calls out to the Abyss.*
>
> *The light all around you begins to fluctuate, like liquid metal and fractures of glass. The entire region you were fighting in looks exactly the same, but looking around, Baphomet and your companions are missing. Walking about, you fall through fractals of reality, moving from one chamber to another within an ephemeral maze.*
>
> *And still, you feel the Horned King hunting you—feel the rumbling of his great bulk as he shifts through the reality maze. Your battle is far from over.*

Rewards

Fighting Baphomet as a mythic encounter is equivalent to fighting two CR 23 creatures in one encounter. Award a party 100,000 XP for defeating Baphomet after he uses Civilization's Doom. You can also reward them with the *bardiche of the endless maze* or the spell *Baphomet's perfect form*, in addition to any other treasures that the he may have sequestered away.



Mopic

Baphomet

Huge fiend (demon), chaotic evil

Armor Class 22 (natural armor)
Hit Points 275 (19d12 + 152)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	26 (+8)	18 (+4)	24 (+7)	16 (+3)

Saving Throws Dex +9, Con +15, Wis +14
Skills Intimidation +17, Perception +14
Damage Resistances cold, fire lightning
Damage Immunities poison; bludgeoning, piercing, and slashing damage from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses truesight 120 ft., passive Perception 24
Languages all, telepathy 120 ft.
Challenge 23 (50,000 XP)

Charge. If Baphomet moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 16 (3d10) piercing damage. If the target is a creature, it must succeed on a DC 25 Strength saving throw or be pushed up to 10 feet away and knocked prone.

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

At will: *detect magic*
3/day each: *dispel magic*, *dominate beast*, *hunter's mark*, *maze*, *wall of stone*
1/day each: *teleport*

Labyrinthine Recall. Baphomet can perfectly recall any path he has traveled, and he is immune to the *maze* spell.

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

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

Magic Weapons. Baphomet's weapon attacks are magical.

Reckless. At the start of his turn, Baphomet can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

Civilization's Doom (Mythic; Recharges after a Short or Long Rest). If Baphomet is reduced to 0 hit points, he does not die or fall unconscious. Instead, he is reduced to 1 hit point and an ethereal labyrinth appears on the battlefield, filling an 120-foot radius sphere centered on Baphomet. This area counts as his lair. Baphomet immediately gains 275 temporary hit points. While he possesses these temporary hit points, whenever a creature within 120 feet of Baphomet moves 20 feet or more, it must roll 1d12 to note which section of the lair it is in. Creatures in one section cannot see or target creatures or objects in other sections. Due to the nature of the maze, a creature cannot enter the same space as another creature, even if they are in different sections.

Whenever Baphomet makes this roll, he can choose the result. A creature can use its action to make a DC 23 Wisdom (Survival) check. Success allows it to choose another creature within the lair and move to its section.

Actions

Multiattack. Baphomet makes three attacks: one with Heartcleaver, one with his bite, and one with his gore attack.

Heartcleaver. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) slashing damage.

Bite. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 19 (2d8 + 10) piercing damage.

Gore. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) piercing damage.

Frightful Presence. Each creature of Baphomet's choice that is within 120 feet of him and aware of him must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. These later saves have disadvantage if Baphomet is within line of sight of the creature.

If a creature succeeds on any of these saves or the effect ends on it, the creature is immune to Baphomet's Frightful Presence for the next 24 hours.

Legendary Actions

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

Heartcleaver Attack. Baphomet makes a melee attack with Heartcleaver.
Charge (Costs 2 Actions). Baphomet moves up to his speed, then makes a gore attack.

Mythic Actions

If Baphomet is a Mythic encounter, he can choose from the options below as additional legendary actions while he possesses temporary hit points from his Civilization's Doom trait.

Explore. Baphomet rolls 1d12 to change his location in his lair. He cannot choose the result of this roll.
Bellow. Baphomet unleashes a loud warcry. Baphomet uses his Frightful Presence trait, which affects creatures in all sections of his lair, even if they can't see him.
Dimensional Cleave. Baphomet makes a melee attack with Heartcleaver. If he deals damage with this attack, roll 1d12 and move the target to that section of the lair.

Brassheart

A phoenix is a creature of raw power—an eternal flame made physical. The birdlike visage is only a noble form chosen by the elemental, something that properly represents the pure power and chaos of fire. Brassheart is one of the greatest of its kind, larger than other elder fire elementals and second only to the archomentals like Imix.

As a force of nature, Brassheart has no ideals, bonds, or flaws. Its nature is either beyond comprehension, or as simple and singularly focused as "destruction."

Brassheart's Lair

A creature like Brassheart chooses a lair as close to its own form as possible, prompting it to settle in the volcanoes of Chult. Between the active lava chambers, many worshippers in the form of firenewts, and even an adult red dragon guardian, Brassheart has no intentions of moving from this home.

When on its home plane, the elemental's lair is a six mile region centered upon itself.

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

- A column of fire is dragged through the lair. Place ten 10-foot-by-10-foot panels down into unoccupied spaces as a series of horizontal walls. They do not need to be connected. This fire remains until Brassheart uses another lair action. Creatures who start their turn within the wall or move through it for the first time on their turn take 28 (8d6) fire damage.
- All metal weapons and armor in the lair heat up as though affected by the *heat metal* spell. Creatures wearing metal armor suffer 9 (2d8) fire damage at the start of their turn, and creatures holding metal items in their hands must drop their weapon or suffer 9 (2d8) fire damage. This lasts until Brassheart uses another lair action.
- Wind moves through the lair, causing the fires to burn higher. When resolving fire damage, rolls of 1 or 2 are treated as a 3.

Regional Effects. The region containing Brassheart's lair is warped by the elemental's magic, which creates one or more of the following effects:

- Water within six miles of Brassheart's lair is always exceptionally warm. Creatures don't suffer damage from this, but bubbles start to form as though the water is near boiling.
- Flammable objects become dried and desiccated within 6 miles of the lair. Grasses are exceptionally prone to burning.
- The ground within 6 miles of the lair glows with an orange light, as though a fire burns just under the surface. This provides enough illumination to create dim light within 6 miles of the lair.

If Brassheart dies, the effects of the lair end immediately.

Brassheart as a Mythic Encounter

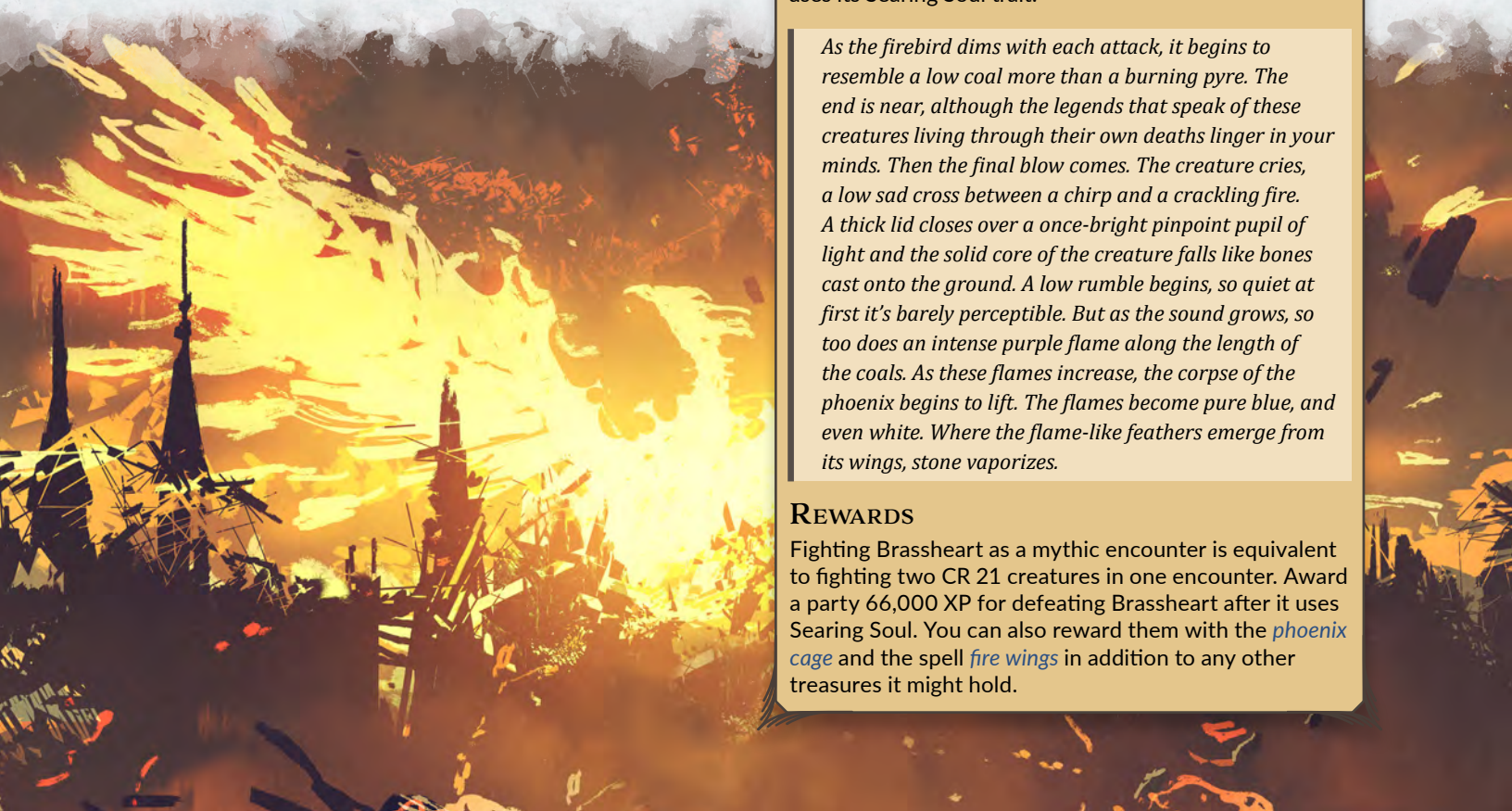
Brassheart is a powerful encounter on its own, but if the adventurers want a true challenge fit for the gods, you can use its Searing Soul trait. Using this trait marks a drastic turn in the encounter as Brassheart's fury is unleashed. Once Brassheart has used this trait, it can choose one of its mythic actions when he uses a legendary action.

Read or paraphrase the following text when Brassheart uses its Searing Soul trait:

> *As the firebird dims with each attack, it begins to resemble a low coal more than a burning pyre. The end is near, although the legends that speak of these creatures living through their own deaths linger in your minds. Then the final blow comes. The creature cries, a low sad cross between a chirp and a crackling fire. A thick lid closes over a once-bright pinpoint pupil of light and the solid core of the creature falls like bones cast onto the ground. A low rumble begins, so quiet at first it's barely perceptible. But as the sound grows, so too does an intense purple flame along the length of the coals. As these flames increase, the corpse of the phoenix begins to lift. The flames become pure blue, and even white. Where the flame-like feathers emerge from its wings, stone vaporizes.*

Rewards

Fighting Brassheart as a mythic encounter is equivalent to fighting two CR 21 creatures in one encounter. Award a party 66,000 XP for defeating Brassheart after it uses Searing Soul. You can also reward them with the *phoenix cage* and the spell *fire wings* in addition to any other treasures it might hold.



GRANDFAILURE

Brassheart

Gargantuan elemental, neutral

Armor Class 18
Hit Points 245 (14d20 + 98)
Speed 20 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	26 (+8)	25 (+7)	2 (-4)	21 (+5)	18 (+4)

Saving Throws Wis +10, Cha +9
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 21 (33,000 XP)

Fiery Death and Rebirth. When Brassheart dies, it explodes. Each creature within 60-feet of it must make a DC 20 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one. The fire ignites flammable objects in the area that aren't worn or carried.

The explosion destroys Brassheart's body and leaves behind an egg-shaped cinder that weighs 5 pounds. The cinder is blazing hot, dealing 21 (6d6) fire damage to any creature that touches it, though no more than once per round. The cinder is immune to all damage, and after 1d6 days, it hatches a new phoenix.

Fire Form. Brassheart can move through a space as narrow as 1 inch wide without squeezing. Any creature that touches Brassheart or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, Brassheart can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage. With a touch, Brassheart can also ignite flammable objects that aren't worn or carried (no action required).

Flyby. Brassheart doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Illumination. Brassheart sheds bright light in a 60-foot radius and dim light for an additional 30 feet.

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

Siege Monster. Brassheart deals double damage to objects and structures.

Searing Soul (Mythic; Recharges after a Short or Long Rest). If Brassheart is reduced to 0 hit points, it is instead reduced to 1 hit point. Brassheart immediately gains 245 hit points and explodes as though it had died (without leaving behind an egg).

Actions

Multiattack. Brassheart makes two attacks: one with its beak and one with its fiery talons.

Beak. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 15 (2d6 + 8) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Fiery Talons. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) fire damage.

Legendary Actions

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

Peck. Brassheart makes one beak attack.
Move. Brassheart moves up to its speed.
Swoop (Costs 2 Actions). Brassheart moves up to its speed and attacks with its fiery talons.

Mythic Actions

If Brassheart is a Mythic encounter, it can choose from the options below as additional legendary actions after its Searing Soul ability is used.

Conflagrate (Costs 3 Actions). Brassheart attempts to burn all the breathable air from the area. Creatures within 40 feet of Brassheart must succeed on a DC 20 Constitution saving throw or gain a level of heat sickness. A creature with a heat sickness level greater than its Constitution modifier falls unconscious.

A creature loses a level of heat sickness each time they complete a long rest. *Lesser restoration* removes one level of heat sickness, while *greater restoration* removes all levels.

Grab. Brassheart moves up to its flying speed, and can try to grapple one Large or smaller creature during this movement.
Molten Molt (Costs 2 Actions). Brassheart moves up to its flying speed and chooses 1d6 spaces directly below its path. These spots are filled with a hot magma that counts as difficult terrain. A creature that starts its turn within one of these spaces or moves within 5 feet of one suffers 5 (1d10) fire damage.

Bob Greyvenstein



Claugiyliamatar

"CLOG-ee-lee-uh-MAT-ar"

"Old Gnawbone", the moniker given to Claugiyliamatar, is a fitting one, for she undoubtedly would be found with a dead or near-dead creature or two hanging between her teeth—a morsel to suckle on or consume later. Claugiyliamatar is a cunning and ancient green dragon who resides in the Deeping Cave of Kryptgarden Forest, north of Waterdeep and hugged on the west by the Sword Mountains. She is a solitary dragon, fending off incursions from would-be dragonslayers, rivals, and potential mates all the same. Despite this, she works with criminal agents in both Neverwinter and Waterdeep. These agents are known as the Gnawbones, as a way of manipulating the politics and social standings of each city—a favorite pastime of the ancient dragon.

Until recently, she spent most of her time awake watching her scrying orbs which focused on the nobles and leaders of each city, imagining herself in their roles. One of Claugiyliamatar's greatest ambitions was to take the form of a noble woman, entrancing other socialites with her mystery and becoming the focus of their rumors and fascinations. A primary goal for the Gnawbones was to, on her order, seek out magic items and treasures that would allow her to change into a human form. Sometime around 1489 DR, she came into possession of an *emerald cloak of shapeshifting*, a legendary item that grants her the ability to change shape in the same fashion as other ancient dragons. This is her most prized possession. Since obtaining it, her dealings with the Gnawbones have become more scarce and limited, leading some to believe she has left Kryptgarden.

Ideal. "I manipulate even the wisest people into unknowingly giving me riches, destroying my enemies, and securing my lands."

Bond. "I will weave my lies and manipulations until one day my noble woman persona is alluring and captivating to everyone."

Flaw. "I insist on keeping my lair close to my goals, and I cannot accept that my presence in Kryptgarden isn't enough to scare away all threats."

For DMs wanting to know more about Claugiyliamatar, the ancient green dragon is featured in the Adventurer's League module "Corruption in Kryptgarden" (DDEP1-1) for the *Tyranny of Dragons* campaign storyline by Teos Abadia. More information can be found in *Dragon 233* "Wyrms of the North: Claugiyliamatar" written by Ed Greenwood, as well as the 3rd edition sourcebook *City of Splendors: Waterdeep* by Eric L. Boyd.

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Claugiyliamatar's Lair

Deeping Cave, the center of Claugiyliamatar's lair, is located within the Kryptgarden Forest. From here, her dominion extends to the natural borders created by the River Mirar, Sword Coast, and the Dessarin in all directions except east, where the edge of High Forest and the Evermoors mark its limits. The lair itself is overgrown, and areas without natural camouflage are instead warded with illusory magic.

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

- Grasping roots and vines erupt in a 20-foot radius centered on a point on the ground that the dragon can see within 120 feet of it. That area becomes difficult terrain, and each creature there must succeed on a DC 15 Strength saving throw or be restrained by the roots and vines. A creature can be freed if it or another creature takes an action to make a DC 15 Strength check and succeeds. The roots and vines wilt away when the dragon uses this lair action again or when the dragon dies.
- 1d4 + 1 illusory green kobolds appear to run into the area. These kobolds move and attack on initiative count 20 (including this turn). Attacks made by the kobolds deal psychic damage instead of their normal damage type. An illusory kobold is destroyed when it takes damage or fails a saving throw.
- Magical fog billows around one creature the dragon can see within 120 feet of it. The creature must succeed on a DC 15 Wisdom saving throw or be charmed by the dragon until initiative count 20 on the next round.

Regional Effects. The region containing Claugiyliamatar's lair is warped by her magic, which creates one or more of the following effects:

- The latent taint of Claugiyliamatar's experiments with illusion magic have suffused the land near her lair. The DC to determine the true nature of an illusion within 1 mile of the lair is increased by 5.
- Within 1 mile of its lair, the dragon leaves no physical evidence of its passage unless it wishes to. Tracking it there is impossible except by magical means. In addition, it ignores difficult terrain and damage from plants in this area that are neither magical nor creatures. The plants remove themselves from the dragon's path.
- Rodents and birds within 1 mile of the dragon's lair serve as the dragon's eyes and ears. Deer and other large game are strangely absent, hinting at the presence of an unnaturally hungry predator.

If Claugiyliamatar dies, the rodents and birds lose their supernatural link to her immediately, while the other effects fade over 1d10 days.

Old Gnawbone as a Mythic Encounter

Claugiyliamatar is a powerful encounter on her own, but if the adventurers want a true challenge fit for the gods, you can use her Deceitful Presence. Using this trait marks a drastic turn in the encounter as Claugiyliamatar's form is revealed to be an illusion created by Deceitful Presence, and the true dragon appears. Once Claugiyliamatar has used this trait, she can choose one of her mythic actions when she uses a legendary action.

Read or paraphrase the following text when Claugiyliamatar uses her Deceitful Presence trait:

> *As you approach Claugiyliamatar's hulking frame, collapsed in a lifeless heap, it begins to fade from your view. Struck with bewilderment, the entirety of the form suddenly disappears, leaving behind a lingering green fog. The sudden realization dawns on you, as your breath from the effort slowly returns, that what you just fought was a deception - a trick. As loud footfalls bear down on your position, you have just enough time to turn and ready yourself before an enormous fanged maw emerges from the edge of your vision, the corpse of a robed scholar caught dangling between her teeth.*

Rewards

Fighting Claugiyliamatar as a mythic encounter is equivalent to fighting two CR 23 creatures in one encounter. Award a party 100,000 XP for defeating Claugiyliamatar after she uses Deceitful Presence. You can also reward them with the *heart of the ancient green* or *emerald cloak of shapeshifting*, in addition to any hoard or other treasures she might hold.



Jack Holliday

Claugiyliamatar

Gargantuan dragon, lawful evil

Armor Class 21 (natural armor)
Hit Points 385 (22d20 + 154)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	25 (+7)	20 (+5)	17 (+3)	19 (+4)

Saving Throws Dex +8, Con +14, Wis +10, Cha +11
Skills Deception +11, Insight +10, Perception +17, Persuasion +11, Stealth +8
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Common, Draconic, Alzhedo, Chondathan, Illuskan, Espraur, Thieves' Cant
Challenge 23 (50,000 XP)

Amphibious. Claugiyliamatar can breathe air and water.

Deceitful Presence (Mythic; Recharges after a Short or Long Rest). If Claugiyliamatar is reduced to 0 hit points, she is not defeated. Instead, her body disappears into a puff of wispy green fog, revealing it to be an illusion of her form. Claugiyliamatar reappears within 120 feet of where her illusion was killed, with her full 385 hit points, and immediately takes the Lingering Gas mythic action.

Innate Spellcasting. Claugiyliamatar's innate spellcasting ability is Charisma (spell save DC 19). She can innately cast the following spells, requiring no material components:

At will: *alter self*
1/day each: *invisibility*, *legend lore*, *protection from energy*, *true seeing*

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

Spellcasting. Claugiyliamatar is an 8th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). She has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *mending*, *produce flame*
1st level (4 slots): *cure wounds*, *detect magic*, *entangle*, *speak with animals*
2nd level (3 slots): *animal messenger*, *pass without trace*
3rd level (3 slots): *dispel magic*, *plant growth*
4th level (2 slots): *blight*, *locate creature*, *stoneskin*

Actions

Multiattack. Claugiyliamatar can use her Frightful Presence. She then makes three attacks: one with her bite and two with her claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 10 (3d6) poison damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 22 (4d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of Claugiyliamatar's choice that is within 120 feet of Claugiyliamatar and aware of her must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Claugiyliamatar's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5–6). Claugiyliamatar exhales poisonous gas in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 77 (22d6) poison damage on a failed save, or half as much damage on a successful one.

Change Shape (emerald cloak of shapeshifting). Claugiyliamatar magically polymorphs into a humanoid or beast that has a challenge rating no higher than her own, or back into her true form. She reverts to her true form if she dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (Claugiyliamatar's choice). However, the emerald cloak must be borne by the new form, though it's shape, coloration, and size can be altered how she sees fit. No matter how she alters the cloak, the insignia remains visible.

In a new form, Claugiyliamatar retains her alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Her statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

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

Detect. Claugiyliamatar makes a Wisdom (Perception) check.
Tail Attack. Claugiyliamatar makes a tail attack.
Wing Attack (Costs 2 Actions). Claugiyliamatar beats her wings. Each creature within 15 feet of Claugiyliamatar must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. Claugiyliamatar can then fly up to half her flying speed.

Mythic Actions

If Claugiyliamatar is a Mythic encounter, she can choose from the options below as additional legendary actions as long as she has used her Deceitful Presence trait.

Lingering Gas. Claugiyliamatar builds within her a dense poison. She immediately rolls to recharge her Poison Breath action. Additionally, the next time she uses the Poison Breath action, the gas lingers in the air until the start of her next turn. Any creature that starts its turn in the area of the breath must make a DC 22 Constitution saving throw, taking 35 (10d6) poison damage on a failed save, or half as much damage on a successful one.
Illusory Minion. Claugiyliamatar casts *major image*. Wisdom is her spellcasting modifier for this spell (spell save DC 19). If she's already concentrating on *major image*, she can instead use this action to manipulate the spell.
Virulence (Costs 2 Actions). Claugiyliamatar generates a potent mixture of poison and magic within her. Until the end of her next turn, poison damage that Claugiyliamatar deals to creatures ignores resistance to poison damage and treats immunity as resistance instead.

Demogorgon

As the most powerful of all demon lords, Demogorgon is the very existence of chaos and madness made physical. With two great gibbering heads, those who look upon Demogorgon are themselves filled with confusion. Swinging his long suckered tentacles, he reaps destruction in large swaths. His large, webbed feet cause entire civilizations to quake at the very feeling of his approach. He is terror and destruction incarnate.

Ideal. "There is only one inevitable truth: everything will be drawn into the Abyss."

Bond. "Do you feel that? The tickle at the back of your little brain? That's me. Follow me into madness."

Flaw. "I rely on my brute chaos, presuming everything will go my way."

For DMs wanting to know more about Demogorgon, his presence in D&D stretches back across all editions. The following books provide more information about the Lord of Madness:

Monster Manual (1st edition), *Monster Mythology* and *The Planes of Chaos (2nd edition)*, *The Book of Vile Darkness* and *Fiendish Codex I (3rd edition)*, *Monster Manual 2* and *Demonomicon (4th edition)*, and *Mordenkainen's Tome of Foes (5th edition)*.



Demogorgon Lair

Twin twisted spires, each topped with a skull shaped minaret, sink deep into an Abyssal ocean. Here, Demogorgon lairs and plots his actions against rival demon lords. After spending enough time in any location, his mere presence begins to twist the area around him, creating secondary lairs that fade away after he abandons them.

Lair Actions. On initiative count 20 (losing initiative ties), Demogorgon can take a lair action to cause one of the following effects; he can't use the same effect two rounds in a row:

- Demogorgon creates an illusory duplicate of himself, which appears in his own space and lasts until initiative count 20 of the next round. On his turn, Demogorgon can move the illusory duplicate a distance equal to his walking speed (no action required). The first time a creature or object interacts physically with Demogorgon (for example, by hitting him with an attack), there is a 50 percent chance that the illusory duplicate is affected, not Demogorgon himself, in which case the illusion disappears.
- Demogorgon casts the *darkness* spell four times at its lowest level, targeting different areas with the spell. Demogorgon doesn't need to concentrate on the spells, which end on initiative count 20 of the next round.
- Demogorgon chooses up to six creatures. Each creature must make a DC 23 Wisdom saving throw. For each creature that failed its saving throw, Demogorgon swaps its position with another creature that failed its saving throw.

Regional Effects. The region containing Demogorgon's lair is warped by his magic, creating one or more of the following effects:

- The area within 6 miles of the lair becomes overpopulated with lizards, poisonous snakes, and other venomous beasts.
- Beasts within 1 mile of the lair become violent and crazed—even creatures that are normally docile.
- Creatures who rest within 1 mile of the lair must succeed on a DC 23 Wisdom saving throw or gain the following flaw, which can be removed by a *greater restoration* or *wish* spell, or when Demogorgon is defeated: "Everytime I'm sure of something, another voice in my head knows the opposite to be true."

Wizards of the Coast

Demogorgon

Huge fiend (demon), chaotic evil

Armor Class 22 (natural armor)
Hit Points 406 (28d12 + 224)
Speed 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	26 (+8)	20 (+5)	17 (+3)	25 (+7)

Saving Throws Dex +10, Con +16, Wis +11, Cha +15
Skills Insight +11, Perception +19
Damage Resistances cold, fire, lightning
Damage Immunities poison; bludgeoning, piercing, and slashing damage from nonmagical attacks.
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses truesight 120 ft., passive Perception 29
Languages all, telepathy 120 ft.
Challenge 26 (90,000 XP)

Innate Spellcasting. Demogorgon's spellcasting ability is Charisma (spell save DC 23). Demogorgon can innately cast the following spells, requiring no material components:

At will: *detect magic*, *major image*
3/day each: *dispel magic*, *fear*, *telekinesis*
1/day each: *feeblemind*, *project image*

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

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

Magic Weapons. Demogorgon's weapon attacks are magical.

Two Heads. Demogorgon has advantage on saving throws against being blinded, deafened, stunned, and knocked unconscious.

Twin Consensus (Mythic; Recharges after a Short or Long Rest). If Demogorgon is reduced to 0 hit points, he does not die or fall unconscious. Instead, he is reduced to 1 hit point as his twin minds come to an agreement: they are in danger and must work together to overcome this threat. Demogorgon immediately gains 406 temporary hit points. While he possesses these temporary hit points, he benefits from the effects of the *haste* spell, which lasts until Demogorgon completes a short or long rest. Additionally, he can take a total of 4 legendary actions each round.

Actions

Multiattack. Demogorgon makes two tentacle attacks.

Tentacle. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 28 (3d12 + 9) bludgeoning damage. If the target is a creature, it must succeed on a DC 23 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Gaze. Demogorgon turns his magical gaze toward one creature that he can see within 120 feet of him. That target must make a DC 23 Wisdom saving throw. Unless the target is incapacitated, it can avert its eyes to avoid the gaze; if it does so, it automatically succeeds on the save and can't see Demogorgon until the start of his next turn. If the target looks at him in the meantime, it must immediately make the save.

If the target fails the save, the target suffers one of the following effects of Demogorgon's choice or at random:

1. **Beguiling Gaze.** The target is stunned until the start of Demogorgon's next turn or until Demogorgon is no longer within line of sight.
2. **Hypnotic Gaze.** The target is charmed by Demogorgon until the start of Demogorgon's next turn. Demogorgon chooses how the charmed target uses its actions, reactions, and movement. Because this gaze requires Demogorgon to focus both heads on the target, he can't use his Maddening Gaze legendary action until the start of his next turn.
3. **Insanity Gaze.** The target suffers the effect of the *confusion* spell without making a saving throw. The effect lasts until the start of Demogorgon's next turn. Demogorgon doesn't need to concentrate on the spell.

Demogorgon as a Mythic Encounter

Demogorgon is a powerful encounter on his own, but if the adventurers want a true challenge fit for the gods, you can use his Twin Consensus trait. Using this trait marks a drastic turn in the encounter as Demogorgon's minds come to an agreement. Once Demogorgon has used this trait, he can choose one of his mythic actions when he uses a legendary action.

Read or paraphrase the following text when Demogorgon uses his Twin Consensus trait:

> *The towering calamity is difficult to gauge, but even now it seems like the mad prince is pushed to his limits. Taking one giant step back, Demogorgon's heads begin to communicate in their own unique language. The battle continues. but where the lumbering giant was once brutal and savage, he now begins to fight with perfect efficacy. Whatever mental paroxysms that occured within the demon prince before, he seems to have taken a second wind and come to an agreement with himself. Fighting with a clear mind.*

Rewards

Fighting Demogorgon as a mythic encounter is equivalent to fighting two CR 26 creatures in one encounter. Award a party 180,000 XP for defeating Demogorgon after he uses Twin Consensus. You can also reward them with the *mask of the mad monkey* in addition to any other treasures.

Legendary Actions

Demogorgon can take 2 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. Demogorgon regains spent legendary actions at the start of his turn.

Tail. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) bludgeoning damage plus 11 (2d10) necrotic damage.
Maddening Gaze. Demogorgon uses his Gaze action, and must choose either the Beguiling Gaze or the Insanity Gaze effect.

Mythic Actions

If Demogorgon is a Mythic encounter, he can choose from the options below as additional legendary actions while he possesses temporary hit points from his Twin Consensus trait.

Swinging Arm. Demogorgon makes a tentacle attack.
Consume Magic. Demogorgon glows with a faint purple haze. Before the start of his next turn, if he successfully makes a saving throw against a spell, he regains a use of one of his innate spells from the following list: *dispel magic, fear, telekinesis*. Once used, Demogorgon cannot use this ability again until the start of his next turn.

Eco

Eco is a white-winged female solar with silver skin. Her hair is golden like sunbeams and her voice is like a small choir in perfect tune. Light seems to emanate from her very presence. Eco, sometimes called "The Guardian", watches the doorway to the celestial prison of a god stripped of his divinity. Even though this fall from grace, he is still on par with the power of a solar.

Ideal. "Service is the only purpose a solar knows."
Bond. "I will give my life, if need be, to prevent the fallen from escaping his prison."
Flaw. "My faith in my own ability is absolute."

> For DMs wanting to know more about Eco, the solar is featured in the 3rd edition module *The Bastion of Broken Souls*, in which she is the gateway to the prison holding Desayeus.

Eco as a Mythic Encounter

Eco is a powerful encounter on her own, but if the adventurers want a true challenge fit for the gods, you can use her Celestial Prison. Using this trait marks a drastic turn in the encounter as Eco is rendered unconscious while Desayeus controls her body. Once Eco has used this trait, Desayeus can choose one of his mythic actions when he uses a legendary action.

Read or paraphrase the following text when Eco uses her Celestial Prison trait:

> *The angel sputters as the final stroke is drawn, her celestial essence leaking onto the ground all around her. She looks up with a confused expression upon her face, only able to whisper, "You fools!" before slumping to the floor. Her body begins to immolate, her body and soul to be reborn—but something goes wrong. The process is interrupted.*
>
> *The figure stands. There are parts of her body where skin, hair, and cloth have burned away. Within these 'windows' into her body, another angel is visible—also a solar, but with black wings instead of white. Wearing clothing similar to Eco's, he begins stretching and feeling how his new body functions. "Thank you for that. Oh, and don't worry, Eco is in here," he says, tapping the temple of his head, "but while she recuperates, I think I'll take over from here. Now bow as you witness the rebirth of a once-god."*

Rewards

Fighting Eco as a mythic encounter is equivalent to fighting two CR 21 creatures in one encounter. Award a party 66,000 XP for defeating Desayeus after Eco uses her Celestial Prison. You can also reward them with the *bow of the solar* or *floating weapon of the solar* (as either a greatsword or warhammer) in addition to the *cloak of displacement* and *bracers of defense* that she wears or any other treasures that the she may hold.



Eco's Lair

The glow of Eco's Luminescence trait functions as her lair. Desayeus cannot use these abilities while in control of Eco's body.

Lair Actions. On initiative count 20 (losing initiative ties), Eco can take a lair action to cause one of the following magical effects; she can't use the same effect two rounds in a row:

- Eco chooses a creature within her lair that she can see. The creature must succeed on a DC 22 Charisma saving throw or be banished to a demiplane until Eco uses another lair action. Creatures sent to this demiplane can only escape by using magic spells, abilities, or items.
- Eco creates a doorway anywhere within her lair. She can take actions against any creature as though she were standing in that space as well as her own.
- Eco throws Bramam, her flying greatsword. The sword makes an attack against any creature Eco can see within her lair, then returns to her. Bramam doesn't benefit from Eco's Angelic Weapons trait when this lair action is used.

Regional Effects. The region containing Eco's lair is warped by her, which creates one or more of the following effects:

- Eco can become a doorway by spending 1 minute in ritual concentration. This allows creatures to walk into the demiplane serving as a celestial prison holding Desayeus, the God Who Was.
- Undead cannot cross the boundary into her lair. At the start of any undead creature's turn, if they are within her lair, it must spend its turns trying to move as out of the lair if it can. It also can't take reactions until it leaves this lair. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Bob Greyvenstein

Eco

Large celestial, lawful good

Armor Class 23 (natural armor + *bracers of defense*)
Hit Points 243 (18d10 + 144)
Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	26 (+8)	25 (+7)	25 (+7)	30 (+10)

Saving Throws Int +14, Wis +14, Cha +17
Skills Perception +14
Damage Resistances radiant; bludgeoning, piercing, and slashing damage from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses truesight 120 ft., passive Perception 24
Languages all, telepathy 120 ft.
Challenge 21 (33,000 XP)

Special Equipment. Eco has a *cloak of displacement*, *bracers of defense*, and uses a *floating weapon of the solar* called Bramam, named for a friend of hers. If Eco dies, her equipment disappears to the heavens, awaiting her return.

Angelic Weapons. Eco's weapon attacks are magical. When Eco hits with any weapon, the weapon deals an extra 6d8 radiant damage (included in the attack).

Cloak of Displacement. Attack rolls against Eco have disadvantage. If Eco takes damage, this effect stops until the start of her next turn.

Divine Awareness. Eco knows if she hears a lie.

Innate Spellcasting. Eco's spellcasting ability is Charisma (spell save DC 25). She can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *invisibility* (self only)
3/day each: *blade barrier*, *dispel evil and good*, *resurrection*
1/day each: *commune*, *control weather*, *force cage*

Luminescence. Eco creates a bright light in a 60-foot radius and dim light 60 feet beyond that. Magical darkness in this area is automatically dispelled. This light is centered on her as long as she is conscious, and it goes out if she is unconscious.

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

Celestial Prison (Mythic; Recharges after a Short or Long Rest). If Eco is reduced to 0 hit points, she is instead reduced to 1 hit point and Desayeus takes control of her body like a puppet as he attempts to break through the doorway. Eco gains 243 temporary hit points, and her greatsword transforms into a warhammer (it keeps all the same statistics, but deals bludgeoning damage instead of slashing). She regains all expended spell slots. A Soul Totem appears around Eco's neck. This totem grants Eco/Desayeus +3 on all ability checks, attack rolls, and saving throws. This totem shatters when Desayeus is killed.

If at any time Eco possesses more hit points than temporary hit points, she will attempt to reassert control over her body. If he still possesses his totem, Desayeus has disadvantage on all ability checks, attack rolls, and saving throws. Otherwise, Eco successfully regains control.

Actions

Multiattack. Eco makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 25 (4d6 + 11) slashing damage plus 27 (6d8) radiant damage.

Slaying Longbow. *Ranged Weapon Attack:* +13 to hit, range 150/600 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage plus 27 (6d8) radiant damage. If the target is a creature that has 100 hit points or fewer, it must succeed on a DC 15 Constitution saving throw or die.

Flying Sword. Eco releases her greatsword to hover magically in an unoccupied space within 5 feet of her. If Eco can see the sword, she can mentally command it as a bonus action to fly up to 50 feet and either make one attack against a target or return to her hands. If the hovering sword is targeted by any effect, Eco is considered to be holding it. The hovering sword falls if Eco dies.

Healing Touch (4/Day). Eco touches another creature. The target magically regains 40 (8d8 + 4) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Legendary Actions

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

Teleport. Eco magically teleports, along with any equipment she is wearing or carrying, up to 120 feet to an unoccupied space she can see.

Searing Burst (Costs 2 Actions). Eco emits magical, divine energy. Each creature of her choice in a 10-foot radius must make a DC 23 Dexterity saving throw, taking 14 (4d6) fire damage plus 14 (4d6) radiant damage on a failed save, or half as much damage on a successful one.

Blinding Gaze (Costs 3 Actions). Eco targets one creature she can see within 30 feet of it. If the target can see her, the target must succeed on a DC 15 Constitution saving throw or be blinded until magic such as the *lesser restoration* spell removes the blindness.

Mythic Actions

If Desayeus is in control of Eco, he can choose from the options below as additional legendary actions while he possesses temporary hit points from the Celestial Prison trait. He must have his Soul Totem to use these actions.

Rebirth of the Totem. Clutching his totem, Desayeus bursts with intense light. All creatures who can see Desayeus within 60 feet must succeed on a DC 25 Wisdom saving throw or be blinded until the end of their next turn.

Divine Protection. Clutching his totem, Desayeus ends any ongoing conditions affecting him.

Arcane Empowerment. Clutching his totem, Desayeus calls out the name of a spell of 5th level or lower and learns it. On subsequent turns, he can cast that spell as though he had prepared it and had a slot available. If he uses this ability again before casting the spell, it is replaced by the new spell.



Fraz-Urb'luu

Resembling a gargoyle nearly 12 feet in stature, the thick frame of Fraz-Urb'luu sports dangerously-pointed ears, claws, and wings. However, this form is rarely worn by the Prince of Lies: he more frequently uses magic to obscure his true form, taking on the role of characters who are cunningly crafted from his own devious mind.

Ideal. "Reality is nothing but a veil before your eyes. Shame you'll never understand that."
Bond. "Seeding discord through the mortal realms should be its own reward."
Flaw. "Losing myself in a role can sometimes go too far."

> For DMs wanting to know more about Fraz-Urb'luu, the following books possess more information about the Prince of Lies: *The Book of Vile Darkness*, *Fiendish Codex 1*, *Out of the Abyss*, *Mordenkainen's Tome of Foes*, as well as *Dragon 333*.

Fraz-Urb'luu's Lair

As with the other demon lords, simply residing somewhere long enough eventually twists it, changing the surrounding area into a lair that resembles his Abyssal realm of Hollow's Heart. Stonework turns ivory and becomes coated with dust, while architecture takes on a stretched and strange appearance.

Lair Actions. On initiative count 20 (losing initiative ties), Fraz-Urb'luu can take a lair action to cause one of the following effects; he can't use the same effect two rounds in a row:

- Fraz-Urb'luu causes up to five doors within the lair to become walls, and an equal number of doors to appear on walls where previously there were none.
- Fraz-Urb'luu chooses one humanoid within his lair and instantly creates a simulacrum of that creature (as if created with the *simulacrum* spell). This simulacrum obeys Fraz-Urb'luu's commands and is destroyed on the next initiative count 20.
- Fraz-Urb'luu creates a wave of anguish. Each creature he can see within the lair must succeed on a DC 23 Wisdom saving throw or take 33 (6d10) psychic damage.

Regional Effects. The region containing Fraz-Urb'luu's lair is warped by his magic, creating one or more of the following effects:

- Intelligent creatures within 1 mile of the lair frequently see hallucinations of long-dead friends and comrades that vanish after only a brief glimpse.
- Roads and paths within 6 miles of the lair twist and turn back on themselves, making navigation in the area exceedingly difficult.
- Creatures who rest within 1 mile of the lair must succeed on a DC 23 Wisdom saving throw or gain the following flaw, which can be removed by a *greater restoration* or *wish* spell, or when Fraz-Urb'luu is defeated: "Compulsive liar doesn't begin to cover what I do. I'm not even sure what's true anymore."

DENZORR

Fraz-Urb'luu

Large fiend (demon), chaotic evil

Armor Class 18 (natural armor)
Hit Points 337 (27d10 + 189)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	12 (+1)	25 (+7)	26 (+8)	24 (+7)	26 (+8)

Saving Throws Dex +8, Con +14, Int +15, Wis +14
Skills Deception +15, Perception +14, Stealth +8
Damage Resistances cold, fire, lightning
Damage Immunities poison; bludgeoning, piercing, and slashing damage from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses truesight 120 ft., passive Perception 24
Languages all, telepathy 120 ft.
Challenge 24 (62,000 XP)

Innate Spellcasting. Fraz-Urb'luu's spellcasting ability is Charisma (spell save DC 23). Fraz-Urb'luu can innately cast the following spells, requiring no material components:

At will: *alter self* (can become Medium-sized when changing his appearance), *detect magic*, *dispel magic*, *phantasmal force*
3/day each: *confusion*, *dream*, *mislead*, *programmed illusion*, *seeming*
1/day each: *mirage arcane*, *modify memory*, *project image*

Legendary Resistance (3/Day). If Fraz-Urb'luu fails a saving throw, he can choose to succeed instead.

Magic Resistance. Fraz-Urb'luu has advantage on saving throws against spells and other magical effects.

Magic Weapons. Fraz-Urb'luu's weapon attacks are magical.

Undetectable. Fraz-Urb'luu can't be targeted by divination magic, perceived through magical scrying sensors, or detected by abilities that sense demons or fiends.

Web of Lies (Mythic; Recharges after a Short or Long Rest). If Fraz-Urb'luu is reduced to 0 hit points, he is reduced to 1 hit point instead and his mastery over illusions is revealed. He immediately gains 337 hit points. At the start of each of his turns, Fraz-Urb'luu automatically casts *mirror image* using no action or components, unless he has duplicates remaining from a previous use of the spell.

Actions

Multiattack. Fraz-Urb'luu makes three attacks: one with his bite and two with his fists.

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

Fist. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) bludgeoning damage.

Legendary Actions

Fraz-Urb'luu can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Fraz-Urb'luu regains spent legendary actions at the start of his turn.

Tail. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) bludgeoning damage. If the target is a Large or smaller creature, it is also grappled (escape DC 24). The grappled target is also restrained. Fraz-Urb'luu can grapple only one creature with his tail at a time.

Phantasmal Killer (Costs 2 Actions). Fraz-Urb'luu casts *phantasmal killer*, no concentration required.

Fraz-Urb'luu as a Mythic Encounter

Fraz-Urb'luu is a powerful encounter on his own, but if the adventurers want a true challenge fit for the gods, you can use his Web of Lies trait. Using this trait marks a drastic turn in the encounter as Fraz-Urb'luu's tricks and illusions become even more troublesome. Once Fraz-Urb'luu has used this trait, he can choose one of his mythic actions when he uses a legendary action.

Read or paraphrase the following text when Fraz-Urb'luu uses his Web of Lies trait:

> *Fraz-Urb'luu has been a frustratingly slippery foe. As you and your companions land blow after blow, it seems the demon is able to create illusion after illusion to match. The fiend rarely fights in his own skin. But standing over Fraz-Urb'luu's dead corpse, a feeling of satisfaction begins to germinate—and just as a smile reaches your lips, the sound of clapping causes your heart to sink. "Oh, my. You've taught me so much. Your fighting styles, your favourite spells... Oh, I'm going to have so much fun impersonating you all—ruining your good names and making the whole world hate you." Fraz-Urb'luu hasn't even been fighting you this whole time. The dead body fades from view, leaving the demon prince perched high above you.*

Rewards

Fighting Fraz-Urb'luu as a mythic encounter is equivalent to fighting two CR 24 creatures in one encounter. Award a party 124,000 XP for defeating Fraz-Urb'luu after he uses Web of Lies. You can also reward them with the *staff of Fraz-Urb'Luu* as well as any other treasures he may covet.

Mythic Actions

If Fraz-Urbl'luu is a Mythic encounter, he can choose from the options below as additional legendary actions after his Web of Lies trait is triggered. If Fraz-Urb'luu uses a mythic action, he cannot use the same mythic action before the start of his next turn.

Not Who You Think I Am (Costs 2 Actions). Fraz-Urb'luu begins to glow with a blue nimbus of energy. Before the start of his next turn, if Fraz-Urb'luu takes damage from a weapon attack, he chooses a creature within 120 feet that he can see. The target swaps places with Fraz-Urb'luu and takes the attack instead.

Careful With Your Magic (Costs 2 Actions). Fraz-Urb'luu begins to glow with a green nimbus of energy. Before the start of his next turn, if Fraz-Urb'luu would fail a saving throw against a spell, he chooses a creature within 120 feet that he can see. The target swaps places with Fraz-Urb'luu and is affected by the spell instead.

Now You See Me. Fraz-Urb'luu targets a creature within 120 feet that he can see. The target must succeed on a DC 23 Charisma saving throw or swap positions and have a glamour placed upon them: to all other creatures without truesight, the target looks like Fraz-Urb'luu and the demon looks like the target. Unless the target is immune to the charmed condition, it cannot share any information about this transformation with anyone.

At the end of each of its turns, the creature can attempt a new saving throw, ending the effect on itself on a success.



Geryon as a Mythic Encounter

Geryon is a powerful encounter on his own, but if the adventurers want a true challenge fit for the gods, you can use his Stygia's Blessing trait. Using this trait marks a drastic turn in the encounter as Geryon invokes the power of Stygia to protect him. Once Geryon has this blessing, he can choose one of his mythic actions when he uses a legendary action.

Read or paraphrase the following text when Geryon uses his Stygia's Blessing trait:

> *With each blow, Geryon falls back further and further. His skin and scales are cracked and bloodied, wings torn. The devil seems to be nearing his final end. He screams out, "No! I will not fall to those who are weaker than me!", and a metamorphosis begins to take place. Ice crystals begin to form over his body, quickly forming plate mail made of Stygian black ice. As Blood drips from between the plates, Geryon begins to laugh. Flexing his ice coated claws and testing the weight of his new armor, he takes on the stance of a feral animal backed into a corner.*

Rewards

Fighting Geryon as a mythic encounter is equivalent to fighting two CR 22 creatures in one encounter. Award a party 82,000 XP for defeating Geryon after he uses Stygia's Blessing. You can also reward them with the *horn of the bull*, *tonguelash*, or the sentient weapon *Sever* in addition to any other treasures he may hold.

Geryon

With enormous wings, this huge devil towers over his foes with his serpentine body. Two massive sets of claws tip each of his arms and are horrifically well suited to rending flesh and bone. Occasionally, he covers one arm with a horn that summons slaves to his side.

Ideal. "Through brute strength, take whatever you want. If someone wants to stop me, they better have the strength to do so."

Bond. "I will have Stygia, and when I do Levistus will suffer."

Flaw. "My arrogance is only matched by my rage."

> For DMs wanting to know more about Geryon, the following books are recommended: *A Paladin in Hell*, *a Guide to Hell*, and *Manual of the Planes* from 2nd edition, *Fiendish Codex II* and the *Book of Vile Darkness* from 3rd edition, and *Mordenkainen's Tome of Foes* from 5th edition.

Geryon's Lair

Coldsteel, the ancient fortress in Stygia, is where Geryon prefers to plot out his revenge against Asmodeus and Levistus. However, wherever Geryon rests for more than a few days, the world twists to fit his needs. Ice begins to form, temperatures drop, and powerful winds transform the area for 1 mile around. This fades a few days after Geryon moves on.

Marcel Budde

Lair Actions. On initiative count 20 (losing initiative ties), Geryon can take a lair action to cause one of the following effects; he can't use the same effect two rounds in a row:

- Geryon causes a blast of cold to burst from the ground at a point he can see within 120 feet of him. The cold fills a cube, 10 feet on each side, centered on that point. Each creature in that area must succeed on a DC 21 Constitution saving throw or take 28 (8d6) cold damage.
- Geryon targets one creature he can see within 60 feet of him. The target must succeed on a DC 21 Wisdom saving throw or become restrained for 1 minute. The target can end the effect on itself early if it deals any amount of damage to one or more of its allies.
- Geryon casts the *banishment* spell.

Regional Effects. The region containing Geryon's lair is warped by his magic, creating one or more of the following effects:

- Intelligent creatures within 1 mile of the lair frequently see shimmering portals leading to places they consider safe. Passing through a portal always deposits a traveler somewhere in Stygia.
- Freezing gales of wind howl around the area within 1 mile of the lair.
- Howls and screams fill the air within 1 mile of the lair. Any creature that finishes a short or long rest in this area must succeed on a DC 21 Wisdom saving throw or derive no benefit from the rest.

Geryon

Huge fiend (devil), lawful evil

Armor Class 19 (natural armor)
Hit Points 300 (24d12 + 144)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	17 (+3)	22 (+6)	19 (+4)	16 (+3)	23 (+6)

Saving Throws Dex +10, Con +13, Wis +10, Cha +13
Skills Deception +13, Intimidation +13, Perception +10
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered
Damage Immunities cold, fire, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses truesight 120 ft., passive Perception 20
Languages all, telepathy 120 ft.
Challenge 22 (41,000 XP)

Innate Spellcasting. Geryon's innate spellcasting ability is Charisma (spell save DC 21). He can innately cast the following spells, requiring no material components:

At will: *alter self* (can become Medium when changing his appearance), *detect magic*, *geas*, *ice storm*, *invisibility* (self only), *locate object*, *suggestion*, *wall of ice*
1/day each: *divine word*, *symbol* (pain only)

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

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

Magic Weapons. Geryon's weapon attacks are magical.

Regeneration. Geryon regains 20 hit points at the start of his turn as long as he does not possess temporary hit points from Stygia's Blessing. If he takes radiant damage, this trait doesn't function at the start of his next turn. Geryon dies only if he starts his turn with 0 hit points and doesn't regenerate.

Stygia's Blessing (Mythic; Recharges after a Short or Long Rest). If Geryon is reduced to 0 hit points, he is reduced to 1 hit point instead as he pulls part of Stygia to his aid. Geryon immediately gains 300 temporary hit points. While he possesses these temporary hit points, his AC becomes 22, his weapon attacks deal an extra 7 (2d6) cold damage, and he gains resistance to necrotic damage.

Actions

Multiattack. Geryon makes two attacks: one with his claws and one with his stinger.

Claws. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 23 (4d6 + 9) slashing damage. If the target is Large or smaller, it is grappled (escape DC 24) and restrained until the grapple ends. Geryon can grapple one creature at a time. If the target is already grappled by Geryon, the target takes an extra 27 (6d8) slashing damage.

Stinger. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one creature. *Hit:* 14 (2d4 + 9) piercing damage, and the target must succeed on a DC 21 Constitution saving throw or take 13 (2d12) poison damage and become poisoned until it finishes a short or long rest. The target's hit point maximum is reduced by an amount equal to half the poison damage it takes. If its hit point maximum drops to 0, it dies. This reduction lasts until the poisoned condition is removed.

Teleport. Geryon magically teleports, along with any equipment he is wearing and carrying, up to 120 feet to an unoccupied space he can see.

Legendary Actions

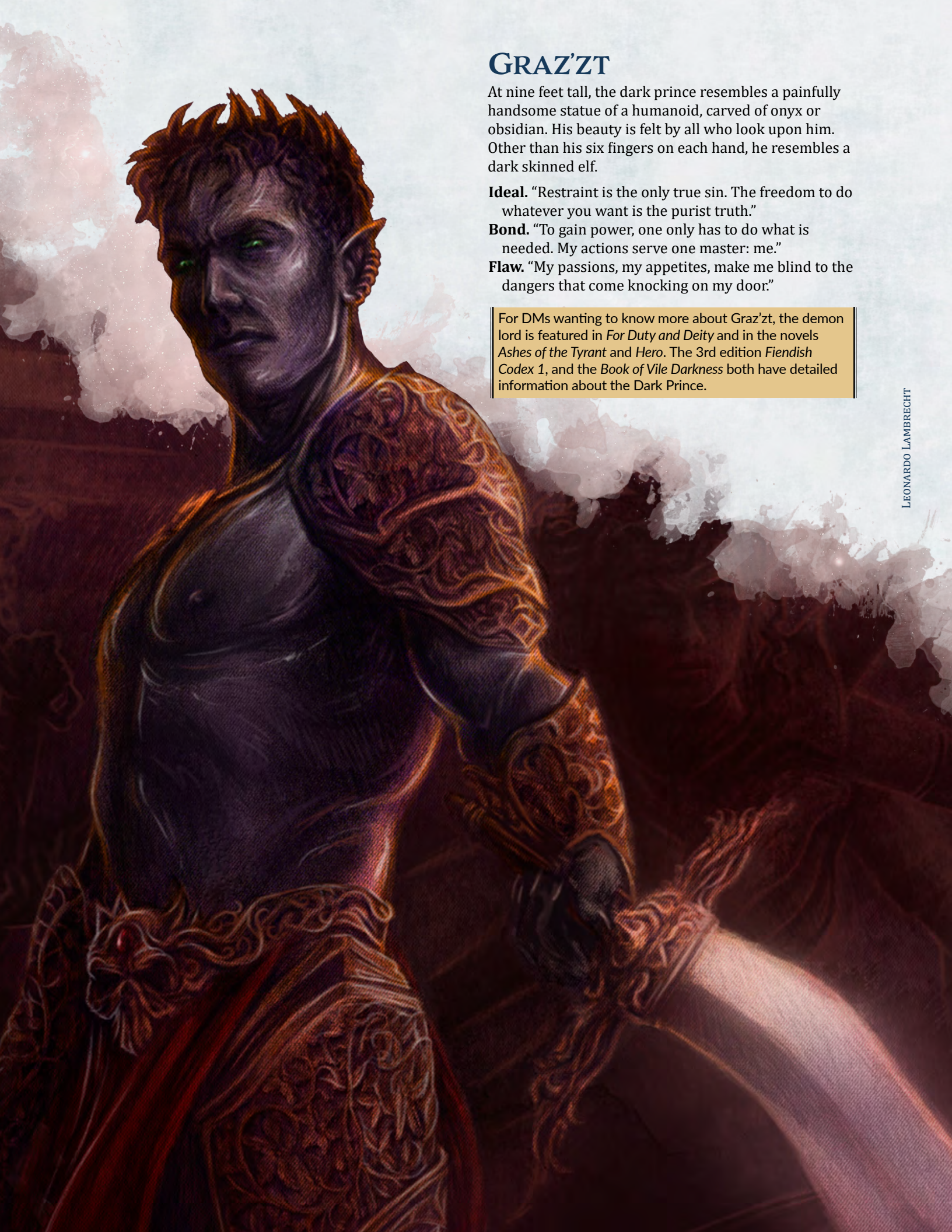
Geryon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Geryon regains spent legendary actions at the start of his turn.

Infernal Glare. Geryon targets one creature he can see within 60 feet of him. If the target can see Geryon, the target must succeed on a DC 23 Wisdom saving throw or become frightened of Geryon until the end of its next turn.
Swift Sting (Costs 2 Actions). Geryon attacks with his stinger.
Teleport. Geryon uses his Teleport action.

Mythic Actions

If Geryon is a Mythic encounter, it can choose from the options below as additional legendary actions while he possesses temporary hit points from his Stygia's Blessing trait.

Ice Spike. *Ranged Spell Attack:* +10 to hit, range 60 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 7 (2d6) cold damage. If the target is Large or smaller, it is restrained by the spike until the start of Geryon's next turn.
Icewall. Geryon places four contiguous 10-foot-by-10-foot panels of ice anywhere within 120 feet of him. This ice wall is immune to all damage and lasts until the start of Geryon's next turn.
Icy Resistance (Costs 2 Actions). Geryon regains a use of his Legendary Resistance trait. Until the start of his next turn, if his AC is greater than 19, it is reduced to 19. Once Geryon uses this mythic action, he cannot use it again until the start of his next turn.



Graz'zt

At nine feet tall, the dark prince resembles a painfully handsome statue of a humanoid, carved of onyx or obsidian. His beauty is felt by all who look upon him. Other than his six fingers on each hand, he resembles a dark skinned elf.

Ideal. "Restraint is the only true sin. The freedom to do whatever you want is the purist truth."
Bond. "To gain power, one only has to do what is needed. My actions serve one master: me."
Flaw. "My passions, my appetites, make me blind to the dangers that come knocking on my door."

For DMs wanting to know more about Graz'zt, the demon lord is featured in *For Duty and Deity* and in the novels *Ashes of the Tyrant* and *Hero*. The 3rd edition *Fiendish Codex 1*, and the *Book of Vile Darkness* both have detailed information about the Dark Prince.

Leonardo Lambrecht

Graz'zt's Lair

The Argent Palace, the most decorated structure in all of the Abyss, serves as Graz'zt's primary abode. However, given time to work, he can twist any region to his hedonistic ways.

Lair Actions. On initiative count 20 (losing initiative ties), Graz'zt can take a lair action to cause one of the following effects; he can't use the same effect two rounds in a row:

- Graz'zt casts the *command* spell on every creature of his choice in the lair. He needn't see each one, but he must be aware that an individual is in the lair to target that creature. He issues the same command to all the targets.
- Smooth surfaces within the lair become as reflective as a polished mirror. Until a different lair action is used, creatures within the lair have disadvantage on Dexterity (Stealth) checks made to hide, as well as Wisdom (Perception) and Intelligence (Investigation) checks.

Regional Effects. The region containing Graz'zt's lair is warped by his magic, creating one or more of the following effects:

- Flat surfaces within 1 mile of the lair that are made of stone or metal become highly reflective, as though polished to a shine. These surfaces become supernaturally mirrorlike.
- Wild beasts within 6 miles of the lair break into frequent conflicts and coupling, mirroring the behavior that occurs during their mating seasons.
- Creatures who rest within 1 mile of the lair must succeed on a DC 23 Wisdom saving throw or gain the following flaw, which can be removed by *greater restoration* or *wish* spell, or when Graz'zt is defeated: "I find it very difficult to hold back on emotions. They burst forth, with fiery passion."

Graz'zt as a Mythic Encounter

Graz'zt is a powerful encounter on his own, but if the adventurers want a true challenge fit for the gods, you can use his Argent Blessing trait. Using this trait marks a drastic turn in the encounter as Graz'zt taps into his well of power in the Abyss. Once Graz'zt has this blessing, he can choose one of his mythic actions when he uses a legendary action.

Read or paraphrase the following text when Graz'zt uses his Argent Blessing trait:

> *The demon lord wipes the blood streaming from his lips, his laughter betraying some level of amusement. "You know, I truly haven't felt this alive in quite a long time. It's a shame, I really hate having to end this." As he lifts a hand, the air shimmers all around him. His former silk clothing, regal yet torn, is replaced by elegant black full plate—leather boots replaced by metallic ones. A long flowing cape with a six fingered hand embroidered in red elongates from his shoulders. If you didn't have his full attention before, the Dark Prince seems attentive now.*

Rewards

Fighting Graz'zt as a mythic encounter is equivalent to fighting two CR 24 creatures in one encounter. Award a party 124,000 XP for defeating Graz'zt after he uses Argent Blessing. You can also reward them with *wave of sorrow* or *Graz'zt's ebony mask* in addition to any other treasures.



Graz'zt

Large fiend (demon, shapechanger), chaotic evil

Armor Class 20 (natural armor)
Hit Points 346 (33d10 + 165)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	21 (+5)	23 (+6)	21 (+5)	26 (+8)

Saving Throws Dex +9, Con +12, Wis +12
Skills Deception +15, Insight +12, Perception +12, Persuasion +15
Damage Resistances cold, fire, lightning
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses truesight 120 ft., passive Perception 22
Languages all, telepathy 120 ft.
Challenge 24 (62,000 XP)

Shapechanger. Graz'zt can use his action to polymorph into a form that resembles a Medium humanoid, or back into his true form. Aside from his size, his statistics are the same in each form. Any equipment he is wearing or carrying isn't transformed.

Innate Spellcasting. Graz'zt's spellcasting ability is Charisma (spell save DC 23). He can innately cast the following spells, requiring no material components:

At will: *charm person*, *crown of madness*, *detect magic*, *dispel magic*, *dissonant whispers*
3/day each: *counterspell*, *darkness*, *dominate person*, *sanctuary*, *telekinesis*, *teleport*
1/day each: *dominate monster*, *greater invisibility*

Legendary Resistance (3/Day). If Graz'zt fails a saving throw, he can choose to succeed instead.

Magic Resistance. Graz'zt has advantage on saving throws against spells and other magical effects.

Magic Weapons. Graz'zt's weapon attacks are magical.

Argent Blessing (Mythic; Recharges after a Short or Long Rest). If Graz'zt is reduced to 0 hit points, he is reduced to 1 hit point as he is draped in new armor summoned from his palace. He immediately gains 346 temporary hit points. While he possesses these temporary hit points, whenever a creature that is under the charmed condition uses an action, bonus action, or reaction, if Graz'zt wishes, the creature must first succeed on a DC 23 Wisdom saving throw or it becomes incapacitated until the end of its turn.

Actions

Multiattack. Graz'zt attacks twice with the Wave of Sorrow.

Wave of Sorrow (Greatsword). *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage plus 10 (3d6) acid damage.

Teleport. Graz'zt magically teleports, along with any equipment he is wearing or carrying, up to 120 feet to an unoccupied space he can see.

Legendary Actions

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

Attack. Graz'zt attacks once with the Wave of Sorrow.
Dance, My Puppet! One creature charmed by Graz'zt that he can see must use its reaction to move up to its speed as Graz'zt directs.
Sow Discord. Graz'zt casts *crown of madness* or *dissonant whispers*.
Teleportation. Graz'zt uses his Teleport action.

Mythic Actions

If Graz'zt is a Mythic encounter, he can choose from the options below as additional legendary actions while he possesses temporary hit points from his Argent Blessing trait.

Worship Me. Graz'zt targets a creature within 120 feet that he can see and who can also see him. The target must succeed on a DC 23 Wisdom saving throw or it becomes charmed by Graz'zt. It can make a new saving throw at the end of each of it's turns, ending the effect on a success.
Give In to Your Greed. Graz'zt targets a creature he can see within 120 feet. That creature must succeed on a DC 23 Wisdom saving throw or become overwhelmed by a powerful feeling of envy. Graz'zt chooses an item he can see. The target must spend their action trying to get that item and once they have it, prevent all from taking it from them. At the end of each of its turns, the target can attempt a new saving throw, ending the effect on a success.
Passionate Rage. Graz'zt attacks twice with the Wave of Sorrow.



Hepheremos

The empyreans are the offspring of gods, or so it's said. The celestial titans once dominated the plane of Arborea, but as the ages rolled on they seemed to leave their homelands for the mists of history. They became legends while their children are one of the last living remnants of their legacy.

Empyreans are pure beings. They are exceptional in all respects: exceptionally strong, swift, tough, smart, wise, and beautiful. These beings are above and beyond the abilities of most mortals, seemingly perfect. However, this comes with a drawback: their purity means they are capable of wild and violent emotional swings that dominate the area around them.

Hepheremos is exceptionally typical, then, for an empyrean. The rumor is that the blood of Polyphemos (one of the eldest titans) flows through her veins.

Ideal. "Life is meant to be enjoyed—to be lived!"
Bond. "I travel where the fates guide me."
Flaw. "It is impossible for me to turn away from a challenge."

WARMTAIL

Hepheremos's Lair

Most creatures possess a lair because dwelling in a location twists it to suit their form. The lair of an Empyrean occurs simply because the world around them bends and becomes pliable. Whatever they want or need tends to happen. An empyrean's lair is much smaller than that of other creatures, only 120 feet, centered on the empyrean.

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

- Hepheremos begins listing off legendary feats she has accomplished, intimidating most mortal creatures. Any creature who can see and hear her must succeed on a DC 22 Wisdom save or suffer disadvantage on attack rolls made against Hepheremos until she uses her next lair action.
- Hepheremos flashes a smile, throws out a compliment, and gives a smoldering look. All creatures who can see and hear Hepheremos must succeed on a DC 22 Wisdom save or become charmed by her. This effect lasts until Hepheremos uses her next lair action.
- Hepheremos utters a challenge to whomever thinks they can defeat her. All creatures who can see and hear Hepheremos must succeed on a DC 22 Wisdom save or immediately move their speed towards her.

Regional Effects. The region containing Hepheremos's lair is warped by her magic, which creates one or more of the following effects:

- While happy, a 1 mile wide area surrounding her experiences beautiful weather: clear skies, perfect temperatures, and exceptionally timely precipitation.
- While sad, a 1 mile wide area surrounding her experiences dreary, dull weather: fog collects, the skies darken, and an unending rain trickles down from heavy clouds.
- While engrossed in any given activity, these weather patterns are accompanied by passionate bursts of weather. If Hepheremos is finding herself romantically attracted to a creature, flowers bloom and small creatures gather. If she is depressed, plants wilt and creatures lay down as though waiting to die. If she is puzzled, the air seems to hang, as though unsure what to do next.

If Hepheremos dies, the effects of the lair end immediately.

Hepheremos as a Mythic Encounter

Hepheremos is a powerful encounter on her own, but if the adventurers want a true challenge fit for the gods, you can use her Darkness Falls. Using this trait marks a drastic turn in the encounter as Hepheremos has intense bouts of self doubt and is filled with godly rage. Once Hepheremos has used this trait, she can choose one of her mythic actions when she uses a legendary action.

Read or paraphrase the following text when Hepheremos uses her Darkness Falls trait:

> *Until now, the fight has been light-hearted and almost friendly. The titan wasn't playing with you, but there was a certain amount of chivalry involved. However, most creatures can only be pushed so far—and now you've done just that. The skies darken and the wind picks up, giving a clear insight into the rage that's now building up within the titan. She looks down as something wet hits her hand: a drop of blood. The first you've seen, and from the look on her face, she can't recall that last time someone managed that feat.*

Rewards

Fighting Hepheremos as a mythic encounter is equivalent to fighting two CR 23 creatures in one encounter. Award a party 100,000 XP for defeating Hepheremos after she uses Darkness Falls. You can also reward them with the *maul of stunning bolts*, in addition to any other treasures she might hold.



Bob Greyvenstein

Hepheremos

Huge celestial (titan), unaligned

Armor Class 22 (natural armor)
Hit Points 313 (19d12 + 190)
Speed 50 ft., fly 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	21 (+5)	30 (+10)	21 (+5)	22 (+6)	27 (+8)

Saving Throws Str +17, Int +12, Wis +13, Cha +15
Skills Insight +13, Persuasion +15
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Senses truesight 120 ft., passive Perception 16
Languages all
Challenge 23 (50,000 XP)

Innate Spellcasting. Hepheremos's innate spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *greater restoration*, *pass without trace*, *water breathing*, *water walk*
1/day each: *commune*, *dispel evil and good*, *earthquake*, *fire storm*, *plane shift* (self only)

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

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

Magic Weapons. Hepheremos's weapon attacks are magical.

Darkness Falls (Mythic; Recharges after a Short or Long Rest). If Hepheremos is reduced to 0 hit points, she does not die or fall unconscious. Instead, she becomes fueled by the blood of her ancient titan ancestors. She regains 313 hit points, and any spells or conditions affecting her end immediately.

Actions

Multiattack (only usable once Darkness Falls has triggered). Hepheremos can make two attacks, in any combination of her maul or bolt.

Maul. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 31 (6d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be stunned until the end of the Hepheremos' next turn.

Bolt. *Ranged Spell Attack:* +15 to hit, range 600 ft., one target. *Hit:* 24 (7d6) damage of one of the following types (Hepheremos' choice): acid, cold, fire, force, lightning, radiant, or thunder.

Legendary Actions

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

Attack. Hepheremos makes one attack. If her Darkness Falls has triggered, she can instead make two attacks.
Bolster. Hepheremos bolsters all non-hostile creatures within 120 feet of her until the end of her next turn. Bolstered creatures can't be charmed or frightened, and they gain advantage on ability checks and saving throws until the end of Hepheremos's next turn.
Trembling Strike (Costs 2 Actions). Hepheremos strikes the ground with her maul, triggering an earth tremor. All other creatures on the ground within 60 feet of Hepheremos must succeed on a DC 25 Strength saving throw or be knocked prone.

Mythic Actions

If Hepheremos is a Mythic encounter, she can choose from the options below as additional legendary actions after her Darkness Falls trait is used.

Thunderstruck. Hepheremos uses her bolt attack. The damage type must be thunder. If she hits, the target and all creatures within 5 feet of the target must succeed on a DC 25 Strength saving throw or be knocked prone.
Emotional Pain. Hepheremos' emotional state wracks a creature with sympathetic pangs. Choose a creature Hepheremos can see within 120 feet. The creature must succeed on a DC 22 Wisdom saving throw or become stunned until the end of its next turn.
Allies Everywhere. Calling upon the heavens, Hepheremos summons a battle-ready angel (see below).

Battle-Ready Angel

Medium celestial, lawful good

Armor Class 18 (natural armor)
Hit Points 66 (12d8 + 12)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	11 (+0)	17 (+3)	18 (+4)

Saving Throws Wis +6, Cha +7
Skills Investigation +3, Perception +6
Damage Resistances fire, radiant
Condition Immunities charmed, exhaustion, frightened
Senses truesight 120 ft., passive Perception 16
Languages all
Challenge 5 (1,800 XP)

Flyby. The angel doesn't provoke an opportunity attack when it flies out of an enemy's reach.

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

Actions

Multiattack. The angel makes two melee attacks. It also uses Battlefield Inspiration.

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, plus 18 (4d8) radiant damage. If the target is within 5 feet of any of the angel's allies, the target takes an extra 2 (1d4) radiant damage.

Battlefield Inspiration. The angel chooses up to three creatures it can see within 30 feet of it. Until the end of the angel's next turn, each target can add a d4 to its attack rolls and saving throws.



Hutijin

In the Nine Hells, nearly every devil is out for itself. That's why it's so surprising that a pit fiend, particularly one with a short and explosive temper, has such devoted loyalty to his master Mephistopheles. As a pit fiend, Hutijin has leathery brown skin, segmented into scales for additional armor. His wings, horns, and tail are much sharper and more pointed than that of a normal pit fiend. Finally, while all pit fiends' eyes glow with a fiery glow, Hutijin's eyes are so bright they practically radiate heat.

Ideal. "Believe in the chain of command, and you'll earn your reward."
Bond. "Face your own flaws, and surround yourself with those who mitigate them for you."
Flaw. "With my allies at my side, I believe we are invincible."

Hutijin's Lair

Most devils don't possess a lair, save for the noble lords who lead their evil kind. Hutijin, as a favored servant of his lord Mephistopheles, bucks this trend by having a small keep in Cania that he can call home. On the Material Plane, Hutijin can turn any keep, castle, or fort into a lair with enough time.

Lair Actions. On initiative count 20 (losing initiative ties), Hutijin can take a lair action to cause one of the following effects; he can't use the same effect two rounds in a row:

- Hutijin targets a creature within 30 feet that can see and hear him. Hutijin uses his telepathy to make a promise to that creature. The target must succeed on a DC 22 Wisdom saving throw, or they become charmed by Hutijin. This lasts until the devil takes his next lair action.
- Hutijin uses his Teleport action.
- Hutijin recharges his Fearful Voice immediately.

Regional Effects. The region containing Hutijin lair is warped by its magic, creating one or more of the following effects:

- Creatures within 1 mile of his lair becoming conniving and greedy, willing to do anything to achieve their means.
- Within 1 mile of his lair, fiends loyal to Hutjin from Cania can cross over to the Material Realm without being summoned by magic.
- The temperature within 1 mile of his lair drops dramatically, refusing to go above freezing. All water within 1 mile of his lair that isn't contained freezes over.

Hutijin as a Mythic Encounter

Hutijin is a powerful encounter on his own, but if the adventurers want a true challenge fit for the gods, you can use his Cania's Blessing trait. Using this trait marks a drastic turn in the encounter as Hutijin is sent power from Cania via Mephistopheles. Once Hutijin has this blessing, he can choose one of his mythic actions when he uses a legendary action.

Read or paraphrase the following text when Huitijin uses his Cania's Blessing trait:

> *Even with the power and prowess of a pit fiend, Hutijin's rage is not enough to overcome the challenge before him. Smashing his massive mace into the ground, the fiend takes a knee. "My end will not be at the hands of some pathetic mortal!"*
>
> *As if in response, the air is filled with an invisible laughter. A voice like liquid honey, smelling of brimstone, speaks: "Take my boon, Hutijin—a reward for your loyalty. But I warn you, if you lose, we'll know who is truly pathetic." Hutijin looks confused for a moment. His lips mouth a word—"Mephistopheles?"—but his confusion is short-lived as his body undergoes a rapid change.*
>
> *His brown skin turns blue, scales frosting along their edges. His wings, thick and leathery things, are replaced with those made of ice. His claws and horns become craggy and irregular. Finally, his molten red eyes change to a hotter violet blue. The Duke's lip begins to curl in what you can only guess is a smile.*

Rewards

Fighting Hutijin as a mythic encounter is equivalent to fighting two CR 21 creatures in one encounter. Award the party 66,000 XP for defeating Hutijin after he uses Cania's Blessing. You can also reward them with the *tome of Mephistopheles*, in addition to any hoard or other treasures he might hold.

Jack Holliday

Hutijin

Large fiend (devil), lawful evil

Armor Class 19 (natural armor)
Hit Points 200 (16d10 + 112)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	15 (+2)	25 (+7)	23 (+6)	19 (+4)	25 (+7)

Saving Throws Dex +9, Con +14, Wis +11
Skills Intimidation +14, Perception +11
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses truesight 12 ft., passive Perception 21
Languages all, telepathy 120 ft.
Challenge 21 (33,000 XP)

Infernal Despair. Each creature within 15 feet of Hutijin that isn't a devil makes saving throws with disadvantage.

Innate Spellcasting. Hutijin's innate spellcasting ability is Charisma (spell save DC 22). He can innately cast the following spells, requiring no material components:

At will: *alter self* (can become Medium when changing his appearance), *animate dead*, *detect magic*, *hold monster*, *invisibility* (self only), *lightning bolt*, *suggestion*, *wall of fire*
3/day: *dispel magic*
1/day each: *heal*, *symbol* (hopelessness only)

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

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

Magic Weapons. Hutijin's weapon attacks are magical.

Regeneration. Hutijin regains 20 hit points at the start of his turn. If he takes radiant damage, this trait doesn't function at the start of his next turn. Hutijin dies only if he starts his turn with 0 hit points and doesn't regenerate.

Cania's Blessing (Mythic; Recharges after a Short or Long Rest). If Hutijin is reduced to 0 hit points, he is reduced to 1 hit point instead as he calls the power of Cania to his aid. He immediately gains 200 temporary hit points. While he possesses these temporary hit points, his AC becomes 21 and any creature who hits Hutijin with a melee attack suffers 9 (2d8) cold damage. All of Hutijin's weapon attacks deal an extra 9 (2d8) cold damage in addition to all other damage dealt.

Actions

Multiattack. Hutijin makes four attacks: one with his bite, one with his claw, one with his mace, and one with his tail.

Bite. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) piercing damage. The target must succeed on a DC 22 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points, and it takes 10 (3d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage.

Mace. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) bludgeoning damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) bludgeoning damage.

Teleport. Hutijin magically teleports, along with any equipment he is wearing and carrying, up to 120 feet to an unoccupied space he can see.

Reactions

Fearful Voice (Recharge 5–6). In response to taking damage, Hutijin utters a dreadful word of power. Each creature within 30 feet of him that isn't a devil must succeed on a DC 22 Wisdom saving throw or become frightened of him 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. A creature that saves against this effect is immune to Hutijin's Fearful Voice for 24 hours.

Legendary Actions

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

Attack. Hutijin attacks once with his mace.
Lightning Storm (Costs 2 Actions). Hutijin releases lightning in a 20-foot radius. All other creatures in that area must each make a DC 22 Dexterity saving throw, taking 18 (4d8) lightning damage on a failed save, or half as much damage on a successful one.
Teleport. Hutijin uses his Teleport action.

Mythic Actions

If Hutijin is a Mythic encounter, it can choose from the options below as additional legendary actions while he possesses temporary hit points from his Cania's Blessing trait.

General's Stance. Hutijin takes on a martial stance, holding his mace in a defensive way. Until the start of his next turn, any creature who moves into Hutijin's reach provokes an opportunity attack.
Summon Aid. Hutijin summons aid from the Nine Hells. A devil of CR 10 or lower appears in an unoccupied location Hutijin can see within 120 feet. Once this action has been used, it cannot be used again until the summoned creature is dead.
Slow Ice. Hutijin summons power from Cania, targeting a creature he can see within 120 feet and conjuring ice to form at its feet. The creature must succeed on a DC 22 Dexterity saving throw or have its movement speed reduced to 0. This lasts until any creature within reach uses its action to break the ice.

Icingdeath

Ingeloakastimizilian, better known as Icingdeath, was a lazy white dragon in life, possessed of a powerfully stubborn soul. After his death, he was exploited by a cold witch Hedrun Arnsfirth and after her defeat by the cult of the dragon as well. When Icingdeath died, he was an ancient dragon—but residual magic and a powerful hatred has ensured the dragon persisted long after multiple deaths. Now the dragon has become a paragon of undeath.

When encountered, Icingdeath uses his magics to look like a more youthful white dragon, claiming to be an upstart that's hoarding the title of Icingdeath for itself. This clever ruse has worked on a number of adventuring bands thus far.

Ideal. "Death hasn't stopped me, so how could any living creature?"

Bond. "The name Icingdeath will be known across the Sword Coast and beyond as the greatest terror in history."

Flaw. "My ego quite possibly rivals that of Tiamat herself."

For DMs wanting to know more about Icingdeath, the dragon is featured in the novel *The Crystal Shard* by R A Salvatore and in the 3rd / 4th edition adventure *Legacy of the Crystal Shard*. The witch Hedrun features in the 5e playtest adventure "Dead in Thay" which was updated and included in *Tales from the Yawning Portal*.



Icingdeath's Lair

The former lair of Icingdeath was an ice covered cavern found somewhere in the region of Icewind Dale. It was well known and raided by treasure hunters, causing Icingdeath to abandon it. Being older and now a little wiser, Icingdeath has built a new lair in the sea of moving ice.

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

- Icingdeath chooses a location he can see. A 20-foot radius sphere of fog expands around that point, heavily obscuring vision. Any creature who ends their turn in the fog must succeed on a DC 12 Constitution saving throw or take 10 (3d6) cold damage. Winds of 20 miles per hour disperse the fog.
- Shaking his lair, Icingdeath forces jagged ice shards to fall on all creatures. Roll a single attack roll with a +7 bonus. Any creatures with an AC equal to or lower than this roll suffer 10 (3d6) piercing damage.
- Icingdeath causes a slick layer of ice to form on all surfaces. Any creatures moving within the lair must succeed on a DC 12 Dexterity check if they move more than half their speed.

Regional Effects. The region containing Icingdeath's lair is warped by his magic, which creates one or more of the following effects:

- A cold fog obscures the land 6 miles within his lair.
- Blizzards whip about whenever Icingdeath is present in his lair.
- New icebergs seem to sprout out of nowhere, crashing into one another.

If Icingdeath dies, these effects fade after 1 day. Icebergs persist until they are smashed into oblivion.

Icingdeath

Gargantuan dragon, chaotic evil

Armor Class 20 (natural armor)
Hit Points 333 (18d20 + 144)
Speed 40 ft., burrow 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	26 (+8)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +6, Con +14, Wis +7, Cha +8
Skills Perception +13, Stealth +6
Damage Resistances necrotic
Damage Immunities cold, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23
Languages Common, Draconic
Challenge 20 (25,000 XP)

Ice Walk. Icingdeath 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 him extra movement.

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

Heat Death (Mythic; Recharges after a Short or Long Rest). If Icingdeath is reduced to 0 hit points, he is reduced to 1 hit point instead as his dracolich form is revealed. Icingdeath immediately gains 333 temporary hit points, his breath weapon deals necrotic damage instead of cold, and creatures that have saved against his Frightful Presence can be affected once more.

Magic Resistance. While Icingdeath has temporary hit points from Heat Death, he has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. Icingdeath can use its Frightful Presence. He then makes three attacks: one with his bite and two with his claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 9 (2d8) cold damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of Icingdeath's choice that is within 120 feet of him and aware of him must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Icingdeath's Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5–6). Icingdeath exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 72 (16d8) cold damage on a failed save, or half as much damage on a successful one.

Icingdeath as a Mythic Encounter

Icingdeath is a powerful encounter on his own, but if the adventurers want a true challenge fit for the gods, you can use his Heat Death. Using this trait marks a drastic turn in the encounter as Icingdeath sheds his flesh and reveals his undead form. Once Icingdeath has used this trait, he can choose one of his mythic actions when he uses a legendary action.

Read or paraphrase the following text when Icingdeath uses his Heat Death trait:

> *Rearing up, the white dragon unleashes a blast of cold breath upwards. His many wounds begin to fester and split, flesh sloughing off of his body and onto the floor. But no blood soaks into the ice and snow; instead, the flesh fades from view. A powerful illusion hid the true power of Icingdeath: the cold creature standing before you is made of nothing but bones, with two blue pinpoints of light in empty eye sockets. The dracolich begins to laugh a cold, heartless chuckle.*

Rewards

Fighting Icingdeath as a mythic encounter is equivalent to fighting two CR 20 creatures in one encounter. Award a party 50,000 XP for defeating Icingdeath after he uses Heat Death. You can also reward them with the *heart of the ancient white*, *northlander's axe of felling*, and *skull of Ingeloakastimizilian*, in addition to any hoard or other treasures Icingdeath might hold.

Legendary Actions

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

Detect. Icingdeath makes a Wisdom (Perception) check.
Tail Attack. Icingdeath makes a tail attack.
Wing Attack (Costs 2 Actions). Icingdeath beats his wings. Each creature within 15 feet of Icingdeath must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. Icingdeath can then fly up to half his flying speed.

Mythic Actions

If Icingdeath is a Mythic encounter, he can choose from the options below as additional legendary actions as long as he has temporary hit points remaining from Heat Death.

Recharge Breath Weapon. Icingdeath attempts to recharge his breath weapon.
Quick Escape (Costs 2 Actions). Icingdeath repositions himself. Using either his burrowing or swimming speed, he dives down and emerges elsewhere. This movement does not trigger opportunity attacks.
Lair Attack (Costs 3 Actions). Icingdeath immediately uses one of his lair actions. He cannot choose the same action he chose last.



Ileuthra

Ileuthra is a celestial brass dragon who wanders the planes in pursuit of knowledge. In particular, Ileuthra loves games, with a fondness for the most challenging among them. This research into games grants him a keen mind for tactics, which solidified his seat representing brass dragons in Protanther's council during the Tyranny of Dragons. Otherwise, Ileuthra is believed to spend the majority of his time in his lair in the House of Knowledge, learning from Oghma, the Lord of Knowledge.

Ideals. "What use is knowledge if you don't share it with others?"

Bonds. "By mastering all there is to understand, I seek to elevate myself above the stigma against other brass dragons."

Flaws. "My time spent among the planes and studying has resulted in me becoming detached from other dragons, even others of my kind."

> For DMs wanting to know more about Ileuthra, the ancient brass dragon is mentioned in the official campaign "Rise of Tiamat" from the *Tyranny of Dragons* storyline.

Ileuthra's Lair

Ileuthra's lair is located in Oghma's divine realm, the House of Knowledge. It can be accessed from about a dozen invisible portals scattered to remote locations in Faerun. At least three monasteries of Oghma are known to be built on or near these portals, and rumors point towards a fourth existing in the caverns beneath Candlekeep. The House of Knowledge is a library of infinite knowledge, and is thought to contain a truespeech index of the true names of all creatures, objects, and places in existence, even that of the Red Knight and other deities ascended from mortal beings.

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

- The library shelves rattle and shake as 3d4 + 1 magical books are thrown at creatures hostile to Ileuthra within 120 feet of him. A book deals 3 (1d4 + 1) bludgeoning damage to its target. The books all strike simultaneously, and Ileuthra must spread them evenly among targets within range.
- All the lights within 120 feet of Ileuthra suddenly dim, then reignite in a brilliant flash of light. Creatures in the area must succeed on a DC 15 Constitution saving throw or be blinded until initiative count 20. Celestials and creatures that are immune to radiant damage automatically succeed on this saving throw.
- Tendril-like strings of words stretch up from the ground and attempt to grapple creatures of Ileuthra's choice within 120 feet of him. Targets must succeed on a DC 15 Strength saving throw or become grappled and restrained by the words. A creature restrained this way can use its action to repeat this saving throw, breaking free early on a successful save. Any creatures still restrained by this effect when it is used again take 11 (2d10) psychic damage.

Wizards of the Coast

Regional Effects. The region containing Ileuthra's lair contains the latent divine magic of Oghma, which creates one or more of the following effects:

- Any ability checks made to recall knowledge within the House of Knowledge are made with advantage. However, if a creature fails their ability check, their mind becomes muddled and clouded for the effort, making all Intelligence checks and saving throws with disadvantage for the next hour.
- When read, books within the House of Knowledge have a 50% chance of having their text magically altered to speak of Ileuthra in high regard, regardless of the topic the book is expected to cover. A second read by the same creature dispels this effect for that creature, and the book can be read normally.
- Creatures within the House of Knowledge are unable to tell a lie, as the truth can be found in any book within the house. Should a creature tell a lie, knowingly or not, a book (likely containing the truth of the matter) flies off the shelf and hits the creature for 3 (1d4 + 1) bludgeoning damage.

If Ileuthra dies, for the next 1d10 days, books have a 50% chance of speaking of Ileuthra's noble end the first time they are read. All other regional effects remain, as they are properties of the House of Knowledge.

Ileuthra as a Mythic Encounter

An ancient brass dragon is a powerful encounter on its own, but if the adventures want a true challenge fit for the gods, you can use Ileuthra's Gambit. Using this trait marks a drastic turn in the encounter as Ileuthra reveals this first phase of combat as a calculated sacrificial move. Once Ileuthra has used this trait, he can choose from one of his mythic actions when he uses a legendary action.

Read or paraphrase the following text when Ileuthra uses her Gambit trait:

> *As Ileuthra falls, you can see a calculated smile on his face. His physical form begins to fade and glow, and a loud popping sound is heard, immediately followed by the opening of a portal. Ileuthra is drawn in, and you feel a pulling sensation on your body. The gate begins to swirl and everything in its vicinity starts moving towards the portal, including you! As you cross its threshold, you are shunted into what looks like a library, lined with orbs of light and a subtle diffuse glow in the air. Ileuthra emerges from behind a rack of books, cackling knowingly. Not one of the wounds you rendered on his form is visible, and he looks pristine and renewed.*

Rewards

Fighting Ileuthra as a mythic encounter is equivalent to fighting two CR 20 creatures in one encounter. Award a party 50,000 XP for defeating Ileuthra after he uses Gambit. You can also reward them with the *heart of the ancient brass*, *archon's breastplate*, and *lexicon of names* (one of each), in addition to any hoard he may covet.



Dusan Kostic

Word Archon

Medium celestial, lawful good

Armor Class 17 (natural armor)
Hit Points 136 (16d8 + 64)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	20 (+5)	20 (+5)

Saving Throws Wis +9, Cha +9
Skills Insight +9, Perception +9
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 120 ft., passive Perception 19
Languages All, telepathy 120 ft.
Challenge 10 (5,900 XP)

Angelic Weapons. The archon's weapon attacks are magical. When the archon hits with any weapon, the weapon deals an extra 4d8 radiant damage (included in the attack).

Innate Spellcasting. The archon's spellcasting ability is Charisma (spell save DC 17). The archon can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good*
1/day each: *commune*, *raise dead*

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

Quasiangelic Form. The archon has advantage on saving throws against poison, and cannot be set on fire or disintegrated. If the archon is reduced to 0 hit points, it becomes a normal book.

Actions

Multiattack. The archon makes two melee attacks.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage plus 18 (4d8) radiant damage.

Lecturous Lectern (Recharge 5-6). The archon speaks to a creature it can see within 120 feet in truespeech. If the target is a celestial, elemental, fey, or fiend, it is banished (as if it has failed its saving throw against the *banishment* spell). If the target is any other creature type, it must succeed on a DC 17 Wisdom saving throw or be stunned until the start of its next turn.

Ileuthra

Gargantuan celestial, neutral

Armor Class 20 (natural armor)
Hit Points 297 (17d20 + 119)
Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	21 (+5)	23 (+6)	19 (+4)

Saving Throws Dex +6, Con +13, Wis +8, Cha +10
Skills History +9, Religion +9, Perception +14, Persuasion +10, Stealth +6
Damage Immunities fire, radiant
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages All
Challenge 20 (75,000 XP)

Gambit (Mythic; Recharges after a Short or Long Rest). If Ileuthra is reduced to 0 hit points, he is reduced to 1 hit point instead. A portal to the House of Knowledge opens, which Ileuthra escapes through and drags the adventures along with him. Upon arrival, they are faced with a renewed Ileuthra, who gains 297 temporary hit points and immediately ends any ongoing conditions on himself. In addition, creatures that have successfully resisted his Frightful Presence can be affected once more. Ileuthra regains all expended uses of his Legendary Resistance trait.

As long as Ileuthra has temporary hit points from this trait, his Fire Breath action becomes Radiant Breath, and deals radiant damage.

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

1/day each: *banishment*, *dream*, *flame strike*, *hold monster*

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

Actions

Multiattack. Ileuthra can use his Frightful Presence. He then makes three attacks: one with his bite and two with his claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of Ileuthra's choice that is within 120 feet of Ileuthra and aware of him 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, with disadvantage if Ileuthra is within line of sight, 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 Ileuthra's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). Ileuthra uses one of the following breath weapons:

Fire Breath. Ileuthra exhales fire in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

Sleep Breath. Ileuthra exhales sleep gas in a 90-foot cone. Each creature in that area must succeed on a DC 21 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Legendary Actions

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

Detect. Ileuthra makes a Wisdom (Perception) check.
Tail Attack. Ileuthra makes a tail attack.
Wing Attack (Costs 2 Actions). Ileuthra beats his wings. Each creature within 15 ft. of Ileuthra must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. Ileuthra can then fly up to half his flying speed.

Mythic Actions

If Ileuthra is a Mythic encounter, he can choose from the options below as additional legendary actions once while he has temporary hit points gained from his Gambit trait.

Polymorph Book. Ileuthra targets a book he can see within 120 feet. The book immediately comes to life, taking on the stats of a word archon (see *sidebar*). This archon acts on its own turn, which it takes immediately after Ileuthra's, supporting Ileuthra and follows his commands to the best of its ability.
Legendary Resilience (Costs 2 Actions). Ileuthra regains an expended use of his Legendary Resistance trait.
Banishing Breath (Costs 3 Actions). Ileuthra exhales banishing magic in a 90-foot cone. Each creature in that area must succeed on a DC 21 Charisma saving throw or be banished, as described in the *banishment* spell. Ileuthra must maintain concentration on this effect for up to 1 minute, as if concentrating on the spell itself.



Eric Lofgren

Bruno Balixa

Itzigra'tz

Unlike alhoon pretenders, Itzigra'tz has given up everything that matters to a mind flayer to acquire the true mastery of undeath in the form of lichdom. In life, Itzigra'tz was exiled by its elder brain as a measure of protection for the colony against the illithid's destructive thoughts. Spurned, it spent centuries acquiring the magical talents needed to embrace the cold eternity of undeath.

The final apotheosis for the lich came when it returned to the colony it once called home. Slaying its former family, the best defense was put up by a trio of arcanists who had themselves become alhoons. In a dark ritual, Itzigra'tz built his phylactery from their mind stone, bathed in the death of the elder brain who cast it out.

Ideal. "Having been cast out and rejected by my own people, I've learned that all I need comes from within."

Bond. "Through mastery of both the arcane and psionic, I will be unrivaled on this or any other world."

Flaw. "My designs are so perfect, even random chance isn't a factor when calculating the odds of my defeat."

Itzigra'tz's Lair

Initially settling down in the ruins of its old home, the location was too remote for Itzigra'tz to reliably harvest souls for its phylactery. It wandered and found the lost drow city of Telnarquel, an ideal location for a lair as drow warriors would regularly seek the city out in small bands that were easily conquered by the lich.

Lair Actions. On initiative count 20 (losing initiative ties), Itzigra'tz can take a lair action to cause one of the following magical effects; Itzigra'tz can't use the same effect two rounds in a row:

- Itzigra'tz rolls a d8 and regains a spell slot of that level or lower. If it has no spent spell slots of that level or lower, nothing happens.
- Itzigra'tz targets one creature it can see within 30 feet of it. A crackling cord of negative energy tethers Itzigra'tz to the target. Whenever Itzigra'tz takes damage, the target must make a DC 18 Constitution saving throw. On a failed save, Itzigra'tz takes half the damage (rounded down), and the target takes the remaining damage. This tether lasts until initiative count 20 on the next round or until Itzigra'tz or the target is no longer in Itzigra'tz's lair.
- Itzigra'tz calls forth the spirits of drow that died in its lair. These apparitions materialize and attack one creature that Itzigra'tz can see within 60 feet of it. The target must succeed on a DC 18 Constitution saving throw, taking 52 (15d6) necrotic damage on a failed save, or half as much damage on a success. The apparitions then disappear.

Regional Effects. The region containing Itzigra'tz's lair is warped by undead psionic corruption, which creates one or more of the following effects:

- Ghostly drow wander the Underdark within 1 mile of the lair. They attack travellers as described in the third lair action. As with the ghosts of the lair action, these disappear after attacking as well.
- Plants wither and die on the surface directly above its lair, and for 1 mile surrounding that point.
- Creatures within 1 mile of the lair hear whispers—the surface thoughts of other creatures within the lair intruding upon their mind. Prolonged exposure to such intrusions cause paranoia and madness.



Itzigra'tz as a Mythic Encounter

Itzigra'tz is a powerful encounter on his own, but if the adventurers want a true challenge fit for the gods, you can use its Leashed Souls. Using this trait marks a drastic turn in the encounter as Itzigra'tz taps into its phylactery, consuming the illithid souls within to heighten its own terrifying powers. Once Itzigra'tz has used this trait, he can choose one of his mythic actions when he uses a legendary action.

Read or paraphrase the following text when Itzigra'tz uses his Leashed Souls trait:

> *It's impossible to read the face of the undead illithid before you. Pinpoints of purple light sit in long dead eye sockets. Yet the creature moves with desperation. Realizing how close it is to utter oblivion, something clicks on in the creature's mind. A horrific laughter begins to echo in your mind. "Fools. If my entire colony lacked the ability to destroy me when I was new to my power, what hope do you think you have now, with my centuries of experience?". It reaches into a pocket and pulls out a three-part crystal. Crushing it, three ghostly images of undead mind flayers, and an elder brain appear. Behind them, more illithid spirits fade into view. These are the ghosts of Itzigra'tz's past, slaves to the will of the lich.*

Rewards

Fighting Itzigra'tz as a mythic encounter is equivalent to fighting two CR 22 creatures in one encounter. Award a party 82,000 XP for defeating Itzigra'tz after he uses Leashed Souls. You can also reward them with a *mind stone fragment* or the spell *Ioulaum's longevity* in addition to any other treasures he may hold.

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Itzigra'tz

Medium undead (illithid), any evil alignment

Armor Class 17 (natural armor)
Hit Points 135 (18d8 + 54)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	20 (+5)	14 (+2)	16 (+3)

Saving Throws Con +10, Int +12, Wis +9
Skills Arcana +19, History +12, Insight +9, Perception +9
Damage Resistances cold, lightning, necrotic
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses truesight 120 ft, passive Perception 19
Languages Deep Speech, Common, Undercommon, telepathy 120ft.
Challenge 22 (41,000 XP)

Innate Spellcasting (Psionics). Itzigra'tz's innate spellcasting ability is Intelligence (spell save DC 20). It can innately cast the following spells, requiring no components.

At will: *detect thoughts*, *levitate*
1/day each: *dominate monster*, *plane shift* (self only)

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

Rejuvenation. If Itzigra'tz has a phylactery, it gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Magic Resistance. Itzigra'tz has advantage on saving throws against spells and other magical effects.

Spellcasting. Itzigra'tz is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). Itzigra'tz has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *prestidigitation*, *ray of frost*
1st level (4 slots): *detect magic*, *magic missile*, *shield*, *thunderwave*
2nd level (3 slots): *acid arrow*, *detect thoughts*, *invisibility*, *mirror image*
3rd level (3 slots): *animate dead*, *counterspell*, *dispel magic*, *fireball*
4th level (3 slots): *blight*, *dimension door*
5th level (3 slots): *cloudkill*, *scrying*
6th level (1 slot): *disintegrate*, *globe of invulnerability*
7th level (1 slot): *finger of death*, *plane shift*
8th level (1 slot): *dominate monster*, *power word stun*
9th level (1 slot): *power word kill*

Turn Resistance. Itzigra'tz has advantage on saving throws against any effect that turns undead.

Leashed Souls (Mythic; Recharges after a Short or Long Rest). If Itzigra'tz is reduced to 0 hit points, it is reduced to 1 hit point instead as it summons the souls of the alhoons and the elder brain that once belonged to the colony Itzigra'tz belonged to that it had trapped in a periapt of mind trapping.

When this happens, Itzigra'tz automatically loses any conditions of its choice, and gains 135 temporary hit points. While in possession of these temporary hit points, Itzigra'tz's AC increases by 2 as it becomes wrapped in spectral armor, and Itzigra'tz can take six legendary actions each round instead of three. Three of these actions must be mythic actions.

After Leashed Souls occurs, the drow ghosts listed in the lair and regional effects become mind flayer ghosts. Their attacks deal psychic damage instead of necrotic damage.

Actions

Tentacles. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 21 (3d10 + 5) psychic damage. If the target is Large or smaller, it is grappled (escape DC 15) and must succeed on a DC 20 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one incapacitated humanoid grappled by Itzigra'tz. *Hit:* 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, Itzigra'tz kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5–6). Itzigra'tz magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 18 Intelligence saving throw or take 27 (5d8 + 5) psychic damage and be stunned 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.

Paralyzing Touch. *Melee Spell Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) cold damage. The target must succeed on a DC 18 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.

Legendary Actions

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

Tentacles. Itzigra'tz makes one attack with its tentacles.
Extract Brain (Costs 2 Actions). Itzigra'tz uses Extract Brain.
Mind Blast (Costs 3 Actions). Itzigra'tz recharges its Mind Blast and uses it.
Cast Spell (Varies). For 1 action, Itzigra'tz can cast a 1st level spell. For 2 actions, Itzigra'tz can cast a 2nd level spell. For 3 actions, Itzigra'tz can cast a 3rd level spell OR cast a cantrip for each creature he can see. If Itzigra'tz casts cantrips in this way, he can only target a given creature with a cantrip once.

Mythic Actions

If Itzigra'tz is a Mythic encounter, it can choose from the options below as additional legendary actions while it possesses temporary hit points from its Leashed Souls trait. Once an action is used, it cannot be used again until the start of Itzigra'tz turn.

Break Concentration. The ghostly elder brain targets a creature within 120 feet of Itzigra'tz who is concentrating on a spell. The elder brain breaks the creature's concentration on a spell it has cast. The creature also takes 2 (1d4) psychic damage per level of the spell.
Spell Thief. The alhoons pick a creature within 120 feet of Itzigra'tz that can cast spells. The target must succeed on a DC 20 Intelligence saving throw or have a spell stolen from it. Roll 1d8 and choose a spell of that level or lower. The target suffers an amount of psychic damage equal to the roll and loses a spell slot of that level. Itzigra'tz can choose to cast this spell as though it had the spell prepared and without using a spell slot. If Itzigra'tz does not cast the spell before the end of its next turn, the spell is lost.
Illithid Ghosts. Mind flayer ghosts approach hostile creatures in the lair that Itzigra'tz can see. Roll 1d6 and make that many ghostly touch attacks. A ghostly touch is a melee spell attack that has a +6 bonus to hit, and deals 2d8 psychic damage to any target it hits.



Iymrith

Iymrith is a conniving ancient blue dragon who uses her considerable arcane capabilities to blend into other societies on the hunt for powerful magic items. Recently she tried to acquire the powerful Wyrmskull Throne from nearby giants, and even contacted a secretive society just to investigate what possessions she might covet.

Ideal. "Manipulation comes as easily to me as mouth-breathing does to everyone else."

Bond. "My only goal in life is to acquire magical items worthy of my greatness."

Flaw. "If pride comes before the fall, my fall will be the greatest in all of history."

> For DMs wanting to know more about Iymrith, she is featured in the 5th edition adventure *Storm King's Thunder*. Additionally, Ed Greenwood wrote an article about her in *Dragon 242* entitled "Wyrms of the North: Iymrith."

Iymrith's Lair

Blue dragons find dwelling in the desert to be most suitable to their natural talents, but a dragon who craves power as much as Iymrith has a much greater sense of pride in her lair. That's why only an ancient Netherese ruin is suitable enough for her magnificent presence. This ruin is found half buried in the northeast of Ascore in the Anauroch desert.

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

- Lightning charges around the lair, dancing around metallic items. This doesn't harm any creature except spellcasters. Whenever a spell of 1st level or higher is cast within her lair, the caster takes 1d6 lightning damage for each level of the spell (for example, a 3rd level spell deals 3d6 lightning damage). This damage cannot cause a creature to lose concentration on a spell. This lasts until Iymrith uses another lair action.

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- A cloud of sand swirls about in a 20-foot-radius sphere centered on a point Iymrith can see within 120 feet of her. The cloud spreads around corners. Each creature in the cloud must succeed on a DC 15 Constitution saving throw or be blinded 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.
- Iymrith causes magical items to randomly fire off. Any character with a magic item that has charges must roll a d6. On a 1, the magic item loses 1 charge and Iymrith either regains the use of one of her spells or can attempt to recharge her breath weapon (Iymrith's choice).

Regional Effects. The region containing Iymrith's lair is warped by her, which creates one or more of the following effects:

- Thunderstorms rage within 6 miles of the lair.
- Magical items glow softly to all creatures, as though they benefited from the *detect magic* spell.
- Hidden sinkholes form in and around Iymrith's lair. A sinkhole can be spotted from a safe distance with a successful DC 20 Wisdom (Perception) check. Otherwise, the first creature to step on the thin crust covering the sinkhole must succeed on a DC 15 Dexterity saving throw or fall 1d6 × 10 feet into the sinkhole.

Iymrith as a Mythic Encounter

Iymrith is a powerful encounter on his own, but if the adventurers want a true challenge fit for the gods, you can use her Weave Wraith. Using this trait marks a drastic turn in the encounter as Iymrith becomes pure arcane power. Once Iymrith uses this trait, she can choose one of her mythic actions when she uses a legendary action.

Read or paraphrase the following text when Iymrith uses her Weave Wraith trait:

> *As blood pours from between her scales, Iymrith realizes the danger before her has become a credible threat. Her draconic lips curl briefly as she quickly releases an incantation, creating a bright blue and white flash. Suddenly, you can see each and every scale on her hide has been carved with an arcane glyph. Her entire body becomes charged with pure arcane power, blue fire flowing through the markings. Then, the fire burns away her corporeal form and the dragon exists only as blue fire.*

Rewards

Fighting Iymrith as a mythic encounter is equivalent to fighting two CR 23 creatures in one encounter. Award a party 100,000 XP for defeating Iymrith after she uses Weave Wraith. You can also reward them with the *heart of the ancient blue*, *wraithscale*, or the spell *force burn* in addition to any other treasures that her hoard may hold.

Bruno Balixa

Iymrith

Gargantuan dragon, lawful evil

Armor Class 22 (natural armor)
Hit Points 481 (26d20 + 208)
Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	18 (+4)	17 (+3)	21 (+5)

Saving Throws Dex +7, Con +15, Wis +10, Cha +12
Skills Arcana+13 Perception +17, Stealth +7
Damage Immunities lightning
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Common, Draconic, Giant, Terran
Challenge 23 (50,000 XP)

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

Change Shape. Iymrith magically polymorphs into a female storm giant or back into her true form. She reverts to her true form if she dies. Any equipment she is wearing or carrying is absorbed or borne by the new form (Iymrith's choice).

In storm giant form, Iymrith retains her alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Her statistics are otherwise replaced by those of the new form.

Innate Spellcasting. Iymrith's spellcasting ability is Charisma (spell save DC 20). She can innately cast the following spells, requiring no material components:

1/day each: *counterspell*, *detect magic*, *ice storm*, *stone shape*, *teleport*

When she casts her *stone shape* spell, Iymrith can shape the targeted stone into a living gargoyle instead of altering the stone as described in the spell's description. This transformation is permanent and can't be reversed or dispelled. If she has temporary hit points from her Weave Wraith trait, she instead creates Stone Golems.

Weave Wraith (Mythic; Recharges after a Short or Long Rest). If Iymrith takes damage that would reduce her to 0 hit points, she is reduced to 1 hit point instead. Her arcane runes supplement her power. She immediately gains 481 temporary hit points, regains all uses of her spells, ends all conditions on herself, and her breath weapon recharges.

While possessing these temporary hit points, she has advantage on saving throws against spells and other magical effects and immunity to bludgeoning, piercing, and slashing damage from non-magical attacks. Whenever she succeeds on a saving throw against a spell or other magical effect, she regains 16 hit points.

Actions

Multiattack. Iymrith can use her Frightful Presence. She then makes three attacks: one with her bite and two with her claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 11 (2d10) lightning damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of Iymrith's choice that is within 120 feet of Iymrith and aware of her must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of their 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 Iymrith's Frightful Presence for the next 24 hours.

Lightning Breath (Recharge 5–6). Iymrith exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

If Imyrith has temporary hit points from her Weave Wraith trait, the line can be broken into two lines instead. The second line must begin where the first one ended. The combined length of both lines cannot exceed 120 feet.

Legendary Actions

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

Detect. Iymrith makes a Wisdom (Perception) check.
Tail Attack. Iymrith makes a tail attack.
Wing Attack (Costs 2 Actions). Iymrith beats her wings. Each creature within 15 feet of Iymrith must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. Iymrith can then fly up to half her flying speed.

Mythic Actions

If Iymrith is a Mythic encounter, she can choose from the options below as additional legendary actions while she possesses temporary hit points from her Weave Wraith trait.

Electric Field. Iymrith uses her breath weapon but instead of a line, it is a sphere centered on her with a 20-foot radius. She cannot use this action if her breath weapon is waiting to recharge.
Recharge Breath Weapon. Iymrith attempts to recharge her breath weapon.
Arcane Movement. Iymrith becomes incorporeal and moves up to her full speed. This movement does not provoke opportunity attacks.

Juiblex

Juiblex is a maddening pile of oozing gelatin, and is amorphous but always at least 9 feet tall or long. The fluids that comprise the form of Juiblex shimmer between a variety of shades of black, green, brown and blue, but all dark colors that blend into one ugly mess. Juiblex rarely communicates, even to its own cultists, instead choosing to transform things until they understand and think as the demon lord does.

Ideal. "Become part of me and know what it is to exist as part of the universe."
Bond. "I will consume all, and all will be Juiblex."
Flaw. "There is only consumption. All other things are extraneous."

> For DMs wanting to know more about Juiblex, the following sources are recommended: *Dungeon* 188, *Fiendish Codex I*, *The Book of Vile Darkness*, and *Mordenkainen's Tome of Foes*. Juiblex also was a force present in the 5th edition adventure *Out of the Abyss*.



Lluis Abadias

Juiblex's Lair

While the Slime Pits of the Abyss fester and bubble, filled with fungus and ooze, Juiblex's presence causes effluence to grow wherever it settles for too long. Given a few hours, unintelligent oozes fill the region around the Faceless Lord. After a few days, inedible slime molds slick every surface for miles.

Lair Actions. On initiative count 20 (losing initiative ties), Juiblex can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- Juiblex slimes a square area of ground it can see within the lair. The area can be up to 10 feet on a side. The slime lasts for 1 hour or until it is burned away with fire. When the slime appears, each creature in that area when it's created, or that moves into it for the first time on a turn, must succeed on a DC 21 Strength saving throw or become restrained.

  A restrained creature is stuck as long as it remains in the slimy area or until it breaks free. The restrained creature, or another creature that can reach it, can use its action to make a DC 21 Strength check, breaking free on a success.

  If the slime is set on fire, it burns away after 1 round. Any creature that starts its turn in the burning slime takes 22 (4d10) fire damage.
- Juiblex slimes a square area of ground it can see within the lair. The area can be up to 10 feet on a side. The slime lasts for 1 hour or until it is burned away with fire. When the slime appears, each creature in that area when it's created, or that moves into it for the first time on a turn, must succeed on a DC 21 Dexterity saving throw or fall prone and slide 10 feet in a random direction determined by a d8 roll.

  If the slime is set on fire, it burns away after 1 round. Any creature that starts its turn in the burning slime takes 22 (4d10) fire damage.
- A green slime (see *sidebar*) appears on a spot on the ceiling that Juiblex chooses within the lair. The slime disintegrates after 1 hour.

Regional Effects. The region containing Juiblex's lair is warped by its magic, creating one or more of the following effects:

- Small bodies of water, such as ponds or wells, within 1 mile of the lair turn highly acidic, corroding any object that touches them.
- Surfaces within 6 miles of the lair are frequently covered by a thin film of slime, which is slick and sticks to anything that touches it.
- Creatures who rest within 1 mile of the lair must succeed on a DC 18 Wisdom saving throw or gain the following flaw, which can be removed by a *greater restoration* or *wish* spell, or when Juiblex is defeated: "I must eat everything, making it part of me."

Juiblex as a Mythic Encounter

Juiblex is a powerful encounter on his own, but if the adventurers want a true challenge fit for the gods, you can use its Royal Resplendence trait. Using this trait marks a drastic turn in the encounter as Juiblex begins consuming everything in an effort to become bigger. Once Juiblex uses this trait, it can choose one of its mythic actions when it uses a legendary action.

Read or paraphrase the following text when Juiblex use its Royal Resplendence trait:

> *The quivering center-mass of the demon prince seems to attempt to flee, with enemies on all sides. Unsure of what to do, the Faceless Lord shrinks nearly to the size of a full grown human. Explosively, tendrils erupt from this small slime, attaching to nearby terrain. Acidic juices flow from these tentacles, dissolving any material they touch. The resulting fluids are pumped back towards Juiblex, who seems to gather strength from this process.*

Rewards

Fighting Juiblex as a mythic encounter is equivalent to fighting two CR 23 creatures in one encounter. Award a party 100,000 XP for defeating Juiblex after it uses Royal Resplendence. You can also reward them with the *staff of slime and many eyes*, or the spell *investiture of ooze* in addition to any other treasures Juiblex may hold.

Green Slime

This acidic slime devours flesh, organic material, and metal on contact. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches.

A patch of green slime covers a 5-foot square, has blindsight out to a range of 30 feet, and drops from walls and ceilings when it detects movement below it. Beyond that, it has no ability to move. A creature aware of the slime's presence can avoid being struck by it with a successful DC 10 Dexterity saving throw. Otherwise, the slime can't be avoided as it drops.

A creature that comes into contact with green slime takes 5 (1d10) acid damage. The creature takes the damage again at the start of each of its turns until the slime is scraped off or destroyed. Against wood or metal, green slime deals 11 (2d10) acid damage each round, and any nonmagical wood or metal weapon or tool used to scrape off the slime is effectively destroyed.

Sunlight, any effect that cures disease, and any effect that deals cold, fire, or radiant damage destroys a patch of green slime.

Juiblex

Huge fiend (demon), chaotic evil

Armor Class 18 (natural armor)
Hit Points 350 (28d12 + 168)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	23 (+6)	20 (+5)	20 (+5)	16 (+3)

Saving Throws Dex +7, Con +13, Wis +12
Skills Perception +12
Damage Resistances cold, fire, lightning
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, poisoned, prone, restrained, stunned, unconscious
Senses truesight 120ft., passive Perception 22
Languages all, telepathy 120 ft.
Challenge 23 (50,000 XP)

Foul. Any creature, other than an ooze, that starts its turn within 10 feet of Juiblex must succeed on a DC 21 Constitution saving throw or be poisoned until the start of the creature's next turn.

Innate Spellcasting. Juiblex's spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). Juiblex can innately cast the following spells, requiring no material components:

At will: *acid splash* (17th level), *detect magic*
3/day each: *blight*, *contagion*, *gaseous form*

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

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

Magic Weapons. Juiblex's weapon attacks are magical.

Regeneration. Juiblex regains 20 hit points at the start of its turn. If it takes fire or radiant damage, this trait doesn't function at the start of its next turn. Juiblex dies only if it starts its turn with 0 hit points and doesn't regenerate.

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

Royal Resplendence (Mythic; Recharges after a Short or Long Rest). If Juiblex is reduced to 0 hit points, it instead is reduced to 1 hit point as it undergoes a regenerative apotheosis. It immediately regains 350 temporary hit points and 35 tendrils erupt from Juiblex, extending up to 120 feet away. While these tendrils exist, Juiblex is immune to fire and radiant damage. Whenever Juiblex suffers at least 10 points of damage or more in a single turn, a tendril is destroyed.

If Juiblex's hit points are restored to 350, any remaining tendrils retract and Royal Resplendence recharges immediately.

Actions

Multiattack. Juiblex makes three acid lash attacks.

Acid Lash. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 21 (4d6 + 7) acid damage. Any creature killed by this attack is drawn into Juiblex's body, and the corpse is obliterated after 1 minute.

Eject Slime (Recharge 5–6). Juiblex spews out a corrosive slime, targeting one creature that it can see within 60 feet of it. The target must make a DC 21 Dexterity saving throw. On a failure, the target takes 55 (10d10) acid damage. Unless the target avoids taking any of this damage, any metal armor worn by the target takes a permanent –1 penalty to the AC it offers, and any metal weapon it is carrying or wearing takes a permanent –1 penalty to damage rolls. The penalty worsens each time a target is subjected to this effect. If the penalty on an object drops to –5, the object is destroyed.

Legendary Actions

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

Acid Splash. Juiblex casts *acid splash*.
Attack. Juiblex makes one acid lash attack.
Corrupting Touch (Costs 2 Actions). *Melee Weapon Attack:* +14 to hit, reach 10 ft., one creature. *Hit:* 21 (4d6 + 7) poison damage, and the target is slimed. Until the slime is scraped off with an action, the target is poisoned, and any creature, other than an ooze, is poisoned while within 10 feet of the target.

Mythic Actions

If Juiblex is a Mythic encounter, it can choose from the options below as additional legendary actions while it possesses temporary hit points from its Royal Resplendence and has at least one tendril still extended.

Move Tendril. Juiblex chooses an unoccupied space within 120 feet. A tendril lands at that location and splashes nearby spaces with acid. All creatures and objects within 5 feet of that point take 10 acid damage. All terrain in a 5-foot radius circle centered on the point becomes difficult terrain.
Slap. Juiblex chooses a creature within 120 feet, who is slapped by a tendril. The creature must succeed in a Strength contest with Juiblex, or be pushed up to 30 feet directly away from Juiblex.
Recharge Slime. Juiblex attempts to recharge its Eject Slime trait.



Klauth

This beyond-ancient red dragon has haunted the mountains west of Mirabar since the time of the Year of Rogue Dragons. Aside from long bouts of sleep (which are more frequent and for longer periods of time as of late), he spends his time there scrying upon his ancient enemies and relishing in their misfortunes. "Old Snarl", as he is known, owes his extraordinarily long life to a process he developed involving the consumption of red dragon eggs. Without a doubt, Klauth is one of the most fearsome dragons in all of Toril.

Ideal. "I am the oldest living dragon and thus the strongest. None can challenge me."

Bonds. "I will persist in this world at any cost except succumbing to the temptation of undeath."

Flaws. "I require much sleep to maintain myself, and when awake I must spend my time scrying just to keep myself apprised of threats, so I can't get much done."

For DMs who want to know more about Klauth, the red dragon is featured in the official 5th edition campaign *Storm King's Thunder*. More information can be found in *Dragon 244* "Wyrms of the North: Klauth" and *Dragon 424* "Eye on the Realms: The Dragon that Never Died", both written by Ed Greenwood.

Klauth as a Mythic Encounter

An ancient red dragon is a powerful encounter on its own, but if the adventures want a true challenge fit for the gods, you can use Klauth's Contingency Consume. Using this trait marks a drastic turn in the encounter as Klauth consumes red dragon eggs in a ritual to extend his life beyond natural means. Once Klauth uses this trait, he can choose one of his mythic actions when he uses a legendary action.

Read or paraphrase the following text when Klauth uses his Contingency Consume trait:

> *The enormous tyrant lets loose a ferocious wail, shaking the mountains loose of their snowcaps and crumbling stone walls around him. This wail reveals a previously hidden clutch of eggs within 100 feet of Klauth. He swoops towards them, grabs one massive egg in his mouth and clamps down on it, sending bits of shell and fluid spraying in all directions. The areas of his massive body where scales have been shed begin to glow with a fiery red light and his wounds begin to mend, reinvigorating him. The rumors of his profane ritual to extend his life appear to be unexaggerated.*

Rewards

Fighting Klauth as a mythic encounter is equivalent to fighting two CR 25 creatures in one encounter. Award a party 150,000 XP for defeating Klauth after he uses Contingency Consume.You can also reward them with the *heart of the ancient red*, *gauntlet of wands*, or the spell *Klauth's everlasting life* in addition to special equipment Klauth carries and anything his hoard might contain.

Wizards of the Coast

Klauth's Lair

The lair of "Old Snarl" is known as Klauthen Vale, located west of Mirabar and nestled in a valley between the mountains. It consists of numerous caves and is populated with large quantities of grazing herd beasts such as sheep, goats, and rothé.

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

- Magma erupts from a point on the ground Klauthcan see within 120 feet of him, creating a 20-foot-high, 5-foot-radius geyser. Each creature in the geyser's area must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.
- A tremor shakes the lair in a 60-foot radius around Klauth. Each creature other than Klauth on the ground in that area must succeed on a DC 15 Dexterity saving throw or be knocked prone.
- Volcanic gases form a cloud in a 20-foot-radius sphere centered on a point Klauth can see within 120 feet of him. The sphere spreads around corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its turn. While poisoned in this way, a creature is incapacitated.

Regional Effects. The region containing Klauth's lair is warped by his magic, which creates one or more of the following effects:

- Small earthquakes are common within 6 miles of Klauth's lair.
- Water sources within 1 mile of the lair are supernaturally warm and tainted by sulfur.
- The ambient temperature of the air and land within 1 mile of the lair are so warm that they can't ever reach temperatures below freezing. Cold damage spells and effects deal half as much damage as normal within this area.

If Klauth dies, these effects fade over the course of 1d10 days.



Bob Greyvenstein

Klauth

Gargantuan dragon, chaotic evil

Armor Class 22 (natural armor)
Hit Points 546 (28d20 + 252)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	18 (+4)	15 (+2)	23 (+6)

Saving Throws Dex +7, Con +16, Wis +9, Cha +13
Skills Perception +16, Stealth +7
Damage Immunities fire, cold (see Special Equipment)
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Common, Draconic
Challenge 25 (75,000 XP)

Special Equipment. Klauth carries a *wand of fireballs* and a *wand of lightning bolts* , and he wears a *ring of cold resistance*.

Contingency Consume (Mythic; Recharges after a Short or Long Rest). If Klauth takes damage that would reduce him to 0 hit points, he is reduced to 1 hit point instead. His rage spurred on by coming so close to death allows him to immediately gain 273 temporary hit points and take the Consume Egg mythic action. In addition, creatures that have successfully resisted his Frightful Presence can be affected once more. 10 red dragon eggs are revealed within 120 feet of Klauth. An egg has an AC of 20 and 50 hit points. It is immune to bludgeoning, piercing, and slashing damage from nonmagical attacks, fire, poison, and psychic damage, and all conditions. If it is forced to make a saving throw, treat all its ability scores as 10 (+0).

Dual Wand Wielder. If Klauth is carrying two wands, he can use an action to expend 1 charge from each wand, triggering the effects of both wands simultaneously.

Innate Spellcasting. Klauth's spellcasting ability is Charisma (spell save DC 22). He can innately cast the following spells, requiring no material components.

1/day each: *banishment*, *etherealness*, *find the path*, *locate object*, *prismatic spray*, *suggestion*

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

Spellcasting. Klauth is a 14th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *mending*, *minor illusion*, *prestidigitation*
1st level (4 slots): *comprehend languages*, *detect magic*, *expeditious retreat*, *identify*
2nd level (3 slots): *darkness*, *detect thoughts*, *Melf's acid arrow*
3rd level (3 slots): *clairvoyance*, *haste*, *nondetection**
4th level (3 slots): *greater invisibility*, *polymorph* (self only), *stoneskin*
5th level (2 slots): *Bigby's hand*, *cloudkill*, *scrying*
6th level (1 slot): *disintegrate*, *mass suggestion*
7th level (1 slot): *mirage arcane**

* Klauth casts these spells on himself before combat. *Mirage arcane* is used to hide Klauth's egg clutches when using his Contingency Consume trait.

Actions

Multiattack. Klauth can use his Frightful Presence. He then makes three attacks: one with his bite and two with his claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 14 (4d6) fire damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of Klauth's choice that is within 120 feet of Klauth and aware of him must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if Klauth is within line of sight, 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 Klauth's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). Klauth exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Detect. Klauth makes a Wisdom (Perception) check.
Tail Attack. Klauth makes a tail attack.
Wing Attack (Costs 2 Actions). Klauth beats his wings. Each creature within 15 ft. of Klauth must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. Klauth can then fly up to half his flying speed.

Mythic Actions

If Klauth is a Mythic encounter, he can choose from the options below as additional legendary actions once he has triggered his Contingency Consume trait.

Scorch Earth. Klauth flies up to his flying speed while taking his Fire Breath action. Instead of a cone, the breath's area consists of one 30-foot cube for every 20 feet he travels, which Klauth can arrange as he wishes. Each cube must have only one face adjacent to the face of another cube, and Klauth must fly in the same path as the cubes.
Imbue Wands. Klauth expends a spell slot, granting a wand he is carrying a number of charges equal to the slot level. If Klauth is holding two wands, he can choose to divide the charges between both wands in any way he chooses (for example, if he expends a 3rd level slot, he can grant one wand 1 charge and the other wand 2 charges).
Consume Egg (Costs 3 Actions). Klauth moves up to twice his speed towards an intact egg in his clutch and consumes it. Klauth regains 30 (2d20 + 9) hit points, and his Fire Breath action recharges.



Maelestor Rex

Black dragons are instinctually capricious, being driven and fueled by their powerful draconic abilities. Maelestor is a rare specimen of black dragon: he possesses an exceptional intellect which rivals that of the smartest wizards in the realm.

In his past, Maelestor made one major misstep: making a deal with a devil named Vesarius. Realizing his mortal soul was in danger, Maelestor Rex convinced a group of heroes to rid him of the fiendish influence that gripped his heart. Still, the temptation of adding the devil's power to his own always sits at the back of his mind.

Ideal. "Many make mistakes. The most intelligent learn enough from their mistakes to not make them twice."

Bond. "I wish to rid myself, once and for all, of Vesarius' influence."

Flaw. "If push comes to shove, I'll sign another devil's contract for the power I need right now."

> For DMs wanting to know more about Maelestor Rex, he is featured in the 2nd edition Advanced Dungeons & Dragons adventure *Hordes of Dragonspear*.

Maelestor Rex's Lair

The halls of Dragonspear castle hold many threats to any would-be heroes who delve its depths for fame or fortune. The terror known as Maelestor Rex has a lair somewhere below the castle, just past the roaring deep. An underground river allows Rex to easily slip into and out of the region.

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

- All ground within 90 feet of Maelestor softens, becoming difficult terrain for all creatures. At the start of its turn, a creature must succeed on a DC 15 Strength (Athletics) check or its speed becomes 0.
- With a great flap of his wings, wind pours through his lair. All nonmagical sources of light go out. All creatures must make a DC 15 Strength saving throw or be knocked prone.
- Magical darkness spreads from a point Maelestor chooses within 60 feet of it, filling a 15-foot-radius sphere until Maelestor dismisses it as an action, uses this lair action again, or dies. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of the effect's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

Regional Effects. The region containing Maelestor's lair is warped by his magic, which creates one or more of the following effects:

- The land within 6 miles of the lair takes twice as long as normal to traverse, as the plants grow thick and twisted and the swamps run thick with reeking mud.
- Fog lightly obscures the land within 6 miles of the lair.
- Fiendish effluvia hangs from plant life within 6 miles of the lair. Every tenday, small bands of abyssal chickens escape from the region, moving outwards.

If Maelestor dies, vegetation remains as it has grown and abyssal chickens continue to roam (but not spawn), but other effects fade over 1d10 days.

Maelestor Rex

Gargantuan dragon, chaotic evil

Armor Class 22 (natural armor)
Hit Points 367 (21d20 + 147)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	30 (+10)	15 (+2)	19 (+4)

Saving Throws Dex +9, Con +14, Wis +9, Cha +11
Skills Perception +16, Religion +16, Stealth +9
Damage Immunities acid
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Common, Draconic, Infernal
Challenge 23 (50,000 XP)

Amphibious. Maelestor can breathe air and water.

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

Infernal Empowerment (Mythic; Recharges after a Short or Long Rest). If Maelestor is reduced to 0 hit points, he is reduced to 1 hit point instead as he undergoes an infernal transformation, granting him incredible power through a devil's pact. He gains 367 temporary hit points and gains advantage on saving throws against spells and other magical effects, and the number of legendary actions he can take in one turn is six.

Spellcasting. Maelestor is an 18th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 23, +17 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *light*, *shocking grasp*
1st level (4 slots): *absorb elements*, *shield*
2nd level (3 slots): *invisibility*, *web*
3rd level (3 slots): *counterspell*, *dispel magic*
4th level (3 slots): *arcane eye*, *polymorph*
5th level (3 slots): *contact other plane*, *wall of force*
6th level (1 slot): *globe of invulnerability*, *mass suggestion*
7th level (1 slot): *forcecage*, *power word pain* XGE
8th level (1 slot): *dominate monster*, *illusory dragon* XGE
9th level (1 slot): *true polymorph*

Actions

Multiattack. Maelestor can use his Frightful Presence. He then makes three attacks: one with his bite and two with his claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 9 (2d8) acid damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of Maelestor's choice that is within 120 feet of Maelestor and aware of him must succeed on a DC 23 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of his turns, ending the effect on himself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Maelestor's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5–6). Maelestor exhales acid in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 67 (15d8) acid damage on a failed save, or half as much damage on a successful one.

Maelestor as a Mythic Encounter

Maelestor Rex is a powerful encounter on his own, but if the adventurers want a true challenge fit for the gods, you can use his Infernal Empowerment. Using this trait marks a drastic turn in the encounter as Maelstor taps into an infernal pact, binding his soul to that of the horned devil Vesarius. Once Maelestor Rex has used this trait, he can choose one of his mythic actions when he uses a legendary action.

Read or paraphrase the following text when Maelestor Rex uses his Infernal Empowerment trait:

> *Maelestor's body is ravaged, thick scales cut from his body and the smell of burning refuse thick in the air from magical wounds. A pained look in the creature's eyes flashes once, green light shimmering over the large orbs surveying the destruction all around him. As though speaking to some unseen creature, Rex cries out: "Fine. Do it. Aid me, and my power is yours!" Whatever force he's speaking with begins to laugh with invisible lips. Suddenly, all the wounds on Rex's body begin to stitch themselves—not closing, but overgrowing with cancerous scales. The dragon's horn begins to curl, with new smaller horns growing asymmetrically around his brow. Severed appendages regrow with a more fiendish appearance. Like some sort of dragon-devil spat out by hell, Maelestor seems bent on your utter destruction.*

Rewards

Fighting Maelestor Rex as a mythic encounter is equivalent to fighting two CR 23 creatures in one encounter. Award a party 100,000 XP for defeating Maelestor Rex after he uses his Infernal Empowerment. You can also reward them with the *heart of the ancient black*, *dragonspear*, or the spell *Maelestor's plant growth* in addition to anything his hoard might contain.

Legendary Actions

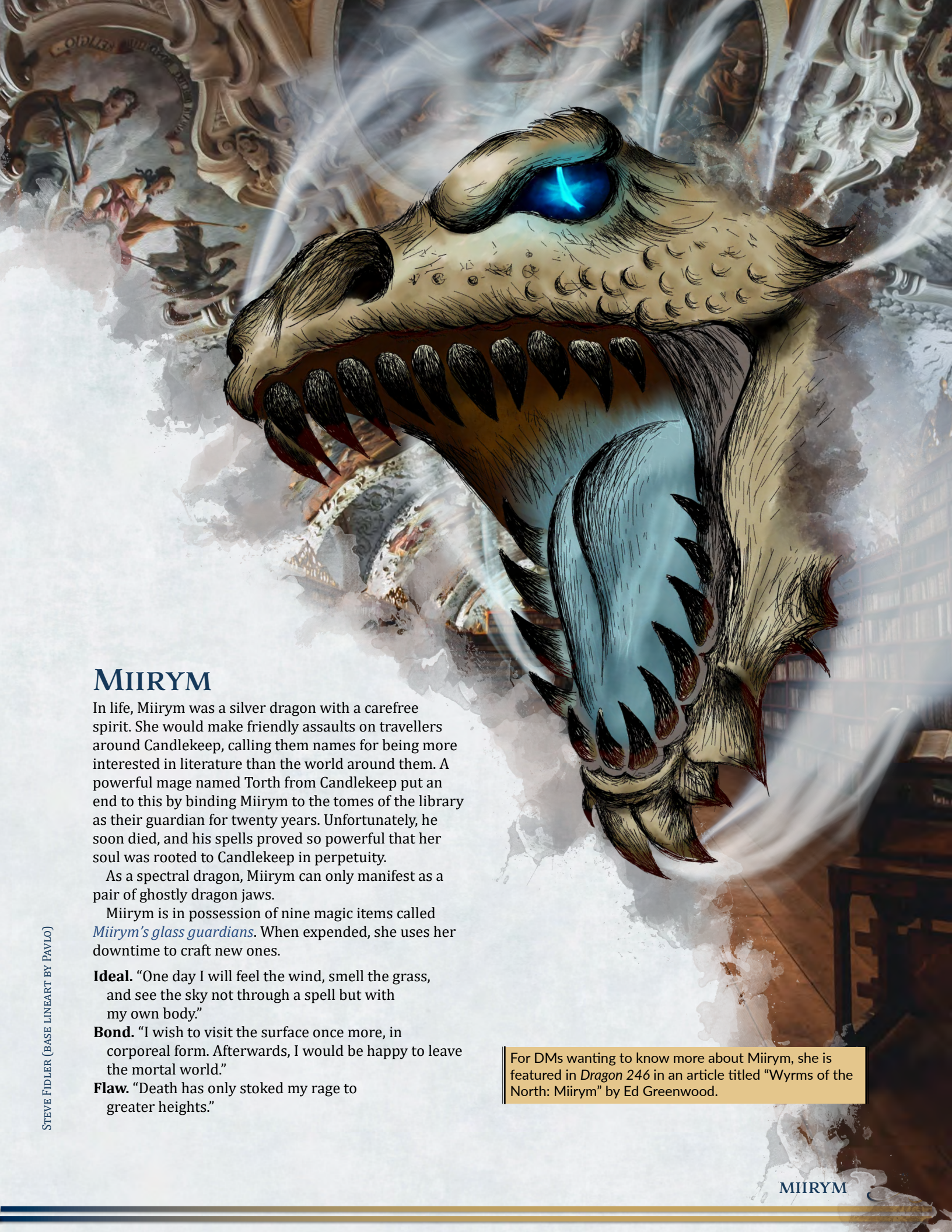
Maelestor can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Maelestor regains spent legendary actions at the start of his turn.

Detect. Maelestor makes a Wisdom (Perception) check.
Tail Attack. Maelestor makes a tail attack.
Wing Attack (Costs 2 Actions). Maelestor beats his wings. Each creature within 15 feet of Maelestor must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. Maelestor can then fly up to half his flying speed.

Mythic Actions

If Maelestor is a Mythic encounter, he can choose from the options below as additional legendary actions as long as he has temporary hit points from Infernal Empowerment.

Pounce. Maelestor can attempt to initiate a grapple.
Unleash Arcane (Costs 2 Actions). Maelestor casts a spell.
Gate (Costs 3 Actions). Maelestor summons a barbed devil.



Miirym

In life, Miirym was a silver dragon with a carefree spirit. She would make friendly assaults on travellers around Candlekeep, calling them names for being more interested in literature than the world around them. A powerful mage named Torth from Candlekeep put an end to this by binding Miirym to the tomes of the library as their guardian for twenty years. Unfortunately, he soon died, and his spells proved so powerful that her soul was rooted to Candlekeep in perpetuity.

As a spectral dragon, Miirym can only manifest as a pair of ghostly dragon jaws.

Miirym is in possession of nine magic items called *Miirym's glass guardians*. When expended, she uses her downtime to craft new ones.

Ideal. "One day I will feel the wind, smell the grass, and see the sky not through a spell but with my own body."

Bond. "I wish to visit the surface once more, in corporeal form. Afterwards, I would be happy to leave the mortal world."

Flaw. "Death has only stoked my rage to greater heights."

For DMs wanting to know more about Miirym, she is featured in *Dragon 246* in an article titled "Wyrms of the North: Miirym" by Ed Greenwood.

Steve Fidler (base lineart by Pavlo)

Miirym's Lair

Most silver dragons dwell among the clouds, making their lairs on secluded cold mountain peaks. Miirym, on the other hand, has been bound into the lowest levels of Candlekeep. Her lair is deep within the complex labyrinth below. The monks bring her many books to read to aid in the passing of time, and many of them bring her news of the world above. At the center of her lair are the remains of Torth: the anchor of her soul.

Lair Actions. On initiative count 20 (losing initiative ties), Miirym takes a lair action to cause one of the following effects:

- Miirym creates fog as if she had cast the *fog cloud* spell. The fog lasts until initiative count 20 on the next round.
- A blisteringly cold wind blows through the lair near Miirym. Each creature within 120 feet of her must succeed on a DC 15 Constitution saving throw or take 5 (1d10) cold damage. Gases and vapors are dispersed by the wind, and unprotected flames are extinguished. Protected flames, such as lanterns, have a 50 percent chance of being extinguished.
- Books near Miirym glow, levitating as though held with unseen hands. Pages turn until they reach spells requested by the dragon telepathically. Miirym casts a single spell from any spell list, using a spell slot from her Spellcasting feature.

Regional Effects. The region around her Candlekeep lair is warped by Miirym's magic, which creates one or more of the following effects:

- Once per day, Miirym can alter the weather in a 6-mile radius centered on her lair. She doesn't need to be outdoors; otherwise the effect is identical to the *control weather* spell.
- Books and scrolls stolen from Candlekeep are teleported immediately to Miirym's lair if taken further than a quarter-mile away from Candlekeep.
- Books and scrolls cannot burn within a quarter-mile of Candlekeep without Miirym allowing it to happen. Should a book or scroll touch non-magical flames, the fire is extinguished. Magical flames continue to burn, but do not damage the book or scroll.

Miirym as a Mythic Encounter

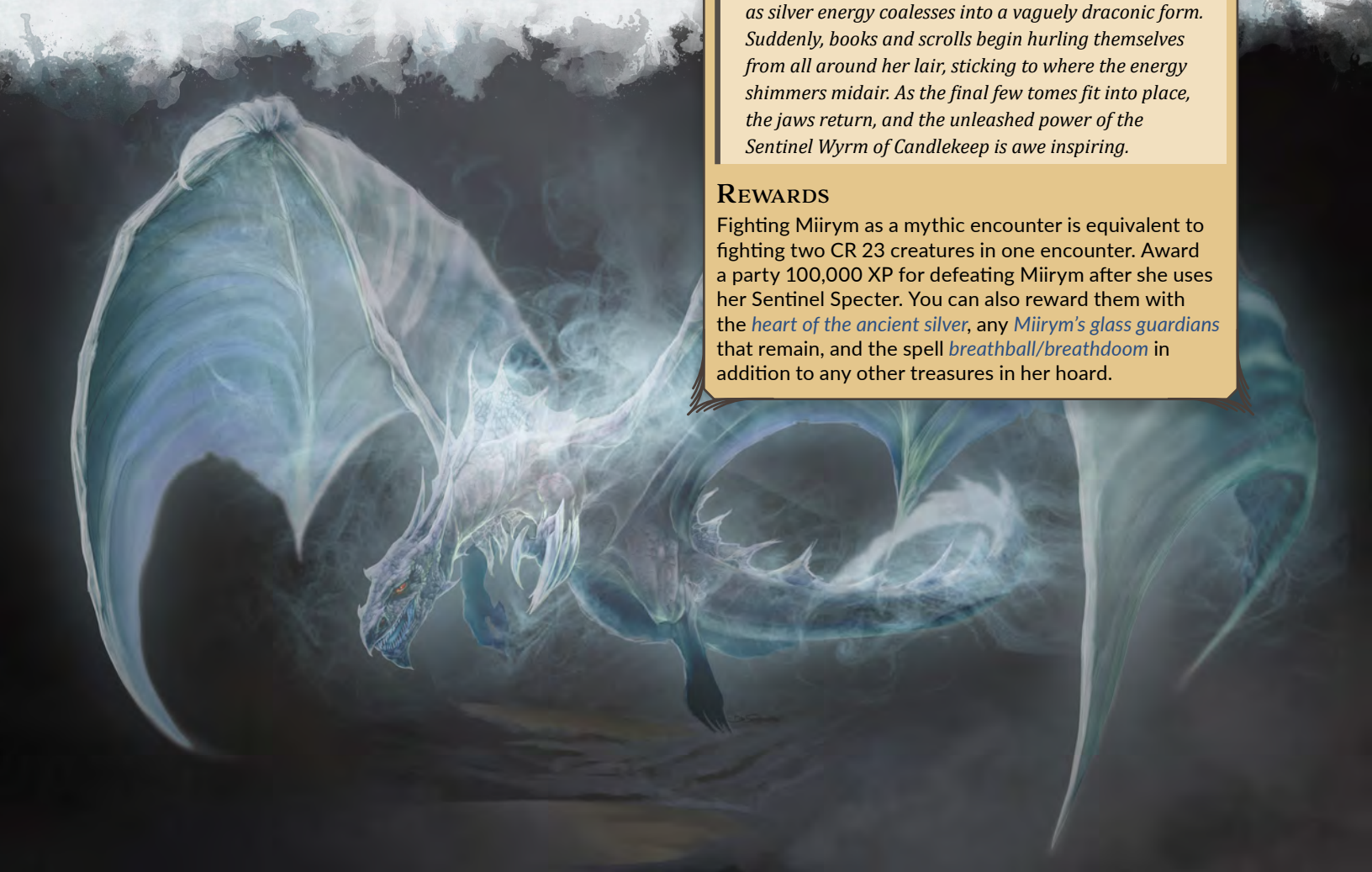
Miirym is a powerful encounter on her own, but if the adventurers want a true challenge fit for the gods, you can use her Sentinel Specter. Using this trait marks a drastic turn in the encounter as Miirym is enraged, manifesting a physical body for herself. Once Miirym has used this trait, she can choose one of her mythic actions when she uses a legendary action.

Read or paraphrase the following text when Miirym uses her Sentinel Specter trait:

> *The ghostly jaws of the dragon disappear for a moment, just long enough for your mind to wonder if she is truly defeated. Then, the room seems to illuminate with an unseen silver light. The harshness of it hurts your eyes, as silver energy coalesses into a vaguely draconic form. Suddenly, books and scrolls begin hurling themselves from all around her lair, sticking to where the energy shimmers midair. As the final few tomes fit into place, the jaws return, and the unleashed power of the Sentinel Wyrm of Candlekeep is awe inspiring.*

Rewards

Fighting Miirym as a mythic encounter is equivalent to fighting two CR 23 creatures in one encounter. Award a party 100,000 XP for defeating Miirym after she uses her Sentinel Specter. You can also reward them with the *heart of the ancient silver*, any *Miirym's glass guardians* that remain, and the spell *breathball/breathdoom* in addition to any other treasures in her hoard.



Bob Greyvenstein

Miiyrm

Gargantuan undead (dragon), lawful good

Armor Class 22 (natural armor)
Hit Points 487 (25d20 + 225)
Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	28 (+9)	15 (+2)	23 (+6)

Saving Throws Dex +7, Con +16, Int +16, Cha +13
Skills Arcana +16, History +16, Nature +16, Perception +16, Religion +16, Stealth +7
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhausted, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses truesight 120 ft., passive Perception 26
Languages all
Challenge 23 (50,000 XP)

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

No True Death. Miirym cannot be destroyed as long as the spells Torth cast remain. The center of her lair is his coffin, but the denizens of Candlekeep and the Sword Coast have already tried to aid Miirym and failed. If the spells are not broken within 1 hour of Miirym being reduced to 0 hit points, she reappears in her lair with 1 hit point.

Sentinel Specter (Mythic; Recharges after a Short or Long Rest). If Miirym is reduced to 0 hit points, she is reduced to 1 hit point instead as Miirym manifests her physical form by collecting nearby tomes of knowledge. She gains 487 temporary hit points and manifests a physical body made of books and scrolls.

Spellcasting: Miirym is a 20th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 24, +16 to hit with spell attacks). She requires no components to cast her spells. Miirym has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *prestidigitation*
1st Level (4 slots): *detect magic*, *identify*, *shield*
2nd Level (3 slots): *darkness*, *locate object*, *suggestion*
3rd Level (3 slots): *dispel magic*, *remove curse*, *tongues*
4th Level (3 slots): *banishment*, *charm monster*, *greater invisibility*
5th Level (3 slots): *breathball/breathdoom*, *planar binding*, *scrying*
6th Level (1 slot): *guards and wards**, *programmed illusion*
7th Level (1 slot): *forcecage*
8th Level (1 slot): *illusory dragon* XGE
9th Level (1 slot): *weird*

* Miirym casts *guards and wards* on her lair before combat

Actions

Multiattack. Miirym can use her Frightful Presence. She then makes three attacks with her bite. If Miirym possesses temporary hit points from Sentinel Specter, she can replace any bite attack with a claw or tail attack from her mythic actions and then makes one additional bite attack.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Frightful Presence. Each creature of the Miirym's choice that is within 120 feet of her and aware of her must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. Additionally, creatures who fail this saving throw by 5 or more age 1d4 x 10 years. A creature can repeat the saving throw at the end of each of its turns, ending the frightened condition 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 Miirym's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). Miirym uses one of the following breath weapons.

Elemental Breath. Miirym exhales a chaotic blast in a 90-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 67 (15d8) damage on a failed save, or half as much damage on a successful one. This damage can be acid, cold, fire, lightning, or thunder (Miirym's choice).

Paralyzing Breath. Miirym exhales paralyzing gas in a 90-foot cone. Each creature in that area must succeed on a DC 24 Constitution saving throw or be paralyzed 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.

Legendary Actions

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

Cast spell. Miirym casts one of her spells.
Recharge. Miirym attempts to recharge her breath weapon.
Dimension Door. Miirym can cast the *dimension door* spell without using a spell slot.

Mythic Actions

If Miirym is a Mythic encounter, she can choose from the options below as additional legendary actions while she possesses temporary hit points from her Sentinel Specter trait.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Absorb Knowledge (Costs 2 Actions). Books making up the body of Miirym begin flipping their pages which turn blank. Miirym regains 1 spell slot of each level that she possesses slots for, up to their maximum number of slots.

Moloch

Moloch is a giant red skinned devil with a crown of horns ringing his head. Two large curving horns flank the back of his skull. His goat-like legs each end in a pair of thick crescent spikes. The devil drags a multi-thronged whip that crackles with lightning arcs.

Ideal. "There are only two sorts in life: those who are exploited and those who exploit."
Bond. "I will regain my power, and eventually my rightful title as an Archduke of the Hells."
Flaw. "My scheming often undercuts my own efforts."

> For DMs wanting to know more about Moloch, one of his temples has recently been featured in *Infernal Machine Rebuild* on the DMsGuild.

Moloch's Lair

The former Archduke of the Hells has had many lairs in the past. These lairs are temples where his followers congregate; however, it is not a lair until Moloch has spent time dwelling within it. His temples are often filled with statues carved into his visage.

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

- Moloch teleports to any artwork that depicts his visage within his lair.
- Moloch summons 2d4 cultists to him or to any room that possesses artwork of Moloch.
- Moloch forces a creature he can see within 120 feet of him to succeed on a DC 23 Constitution saving throw or become a lemure until the next time Moloch uses a lair action. While transformed as a lemure, the creature retains its own hit points.

Regional Effects. The region containing Moloch's lair is warped by the devil's magic, which creates one or more of the following effects:

- Creatures who rest within 1 mile of Moloch's lair gain the following flaw, which can be removed by the *greater restoration* or *wish* spell, or when Moloch is defeated: "You believe that creatures who aid you only do so to exploit you."
- Artists within 6 miles of Moloch's lair become obsessed with depicting Moloch in their artwork.
- Lawful evil creatures within 6 miles of Moloch's lair begin to gather and organize for war.



Jacob Blackmon

Moloch as a Mythic Encounter

Moloch is a powerful encounter on his own, but if the adventurers want a true challenge fit for the gods, you can use his Petrification Curse trait. Using this trait marks a drastic turn in the encounter as Moloch becomes a statue. Once Moloch has used this trait, he can choose from one of his mythic actions when he uses a legendary action.

Read or paraphrase the following text when Moloch uses his Petrification Curse trait:

> *Even with the rain of blows being brought down upon Moloch, the devil's body still seems to be regenerating. However, something about the process is amiss: instead of healing, his wounds are scabbing over with a thick stone-like material. As more and more attacks find purchase in his tough skin, the creature now looks more akin to a statue. The stonework accelerates, covering the fiend completely. Two rubies appear and are locked into place where his eyes once were. The telepathic curses from within the statue certainly give the impression that Moloch is nowhere near finished fighting even in this form.*

Rewards

Fighting Moloch as a mythic encounter is equivalent to fighting two CR 21 creatures in one encounter. Award a party 66,000 XP for defeating Moloch after he uses Petrification Curse. You can also reward them with the *statuette of Moloch* or *infernal armor of Moloch*, in addition to any other treasures he may covet.

Moloch

Large fiend (devil), lawful evil

Armor Class 19 (natural armor)
Hit Points 253 (22d10 + 132)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	19 (+4)	22 (+6)	21 (+5)	18 (+4)	23 (+6)

Saving Throws Dex +11, Con +13, Wis +11, Cha +13
Skills Deception +13, Intimidation +13, Perception +11
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 21
Languages all, telepathy 120 ft.
Challenge 21 (33,000 XP)

Innate Spellcasting. Moloch's innate spellcasting ability is Charisma (spell save DC 21). He can innately cast the following spells, requiring no material components:

At will: *alter self* (can become Medium when changing his appearance), *animate dead*, *burning hands* (7th-level), *confusion*, *detect magic*, *fly*, *geas*, *major image*, *stinking cloud*, *suggestion*, *wall of fire*
1/day each: *flame strike*, *symbol* (stunning only)

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

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

Magic Weapons. Moloch's weapon attacks are magical.

Regeneration. Moloch regains 20 hit points at the start of his turn if he doesn't possess temporary hit points from his Petrification Curse trait. If he takes radiant damage, this trait doesn't function at the start of his next turn. Moloch dies only if he starts his turn with 0 hit points and doesn't regenerate.

Petrification Curse (Mythic; Recharges after a Short or Long Rest). If Moloch is reduced to 0 hit points, he is reduced to 1 hit point instead as stone scabs over his entire body, turning Moloch into a statue. He immediately gains 253 temporary hit points. As long he possesses temporary hit points from this trait, Moloch gains immunity to bludgeoning, piercing, and slashing damage from nonmagical attacks, and resistance to magical ones.

While in statue form, his speed becomes 0, he loses the ability to use his Multiattack, Bite, Claw, and Many-Tailed Whip actions, and he cannot teleport or be teleported by any means (even using his lair action). He can use a mythic action in the place of an action while in the form of a statue.

Actions

Multiattack. Moloch makes three attacks: one with his bite, one with his claw, and one with his whip.

Bite. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 26 (4d8 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage.

Many-Tailed Whip. *Melee Weapon Attack:* +15 to hit, reach 30 ft., one target. *Hit:* 13 (2d4 + 8) slashing damage plus 11 (2d10) lightning damage. If the target is a creature, it must succeed on a DC 24 Strength saving throw or be pulled up to 30 feet in a straight line toward Moloch.

Breath of Despair (Recharge 5-6). Moloch exhales in a 30-foot cube. Each creature in that area must succeed on a DC 21 Wisdom saving throw or take 27 (5d10) psychic damage, drop whatever it is holding, and become frightened for 1 minute. While frightened in this way, a creature must take the Dash action and move away from Moloch by the safest available route on each of its turns, unless there is nowhere to move, in which case it needn't take the Dash action. If the creature ends its turn in a location where it doesn't have line of sight to Moloch, the creature can repeat the saving throw. On a success, the effect ends.

Teleport. Moloch magically teleports, along with any equipment he is wearing and carrying, up to 120 feet to an unoccupied space he can see.

Legendary Actions

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

Stinking Cloud. Moloch casts *stinking cloud*.
Teleport. Moloch uses his Teleport action.
Whip. Moloch makes one attack with his whip.

Mythic Actions

If Moloch is a Mythic encounter, he can choose from the options below as additional legendary actions while he possesses temporary hit points from his Petrification Curse feature.

Lightning. Moloch stone mouth opens, casting *scorching ray* at 7th level. However, each ray created by this spell deals 2d6 lightning damage instead of fire.
Eye Rays. Moloch's ruby eyes charge with a magical energy, casting *finger of death*.
Despair. Moloch tries to recharge his Breath of Despair trait. If he fails, a thin stream of cloud emanates from the mouth of the statue instead, affecting a single target within 30 feet that Moloch can see.


Dante Ezio Cifaldi

Mother

The tarrasque is a primordial being, intrinsically connected to the Prime Material Plane. One could even go so far as to say the tarrasque is a manifestation of its will, a tool that it can call upon in times of great need to quash threats and restore balance. All the same, it is a living, breathing creature. Old tomes dating back to the Days of Thunder, discovered amongst the ruins of a recently excavated Jotunbrud Tribe settlement, have unearthed a disturbing revelation: a progenitor of the tarrasque once walked the surface of Abeir-Toril.

As a force of nature, Mother has no ideals, bonds, or flaws. Its nature is either beyond comprehension, or as simple and singularly focused as "destruction."

Mother's Lair

The progenitor tarrasque is buried deep within the surface of Abeir. The Spellplague and subsequent Second Sundering transposed lands of Abeir onto the surface of Toril and vice versa. Those lands that were shattered, like the one over Mulhorand, left unreconciled chasms and rifts that scar the surface of Abeir. One such rift has exposed Mother, obscuring its form with earthmotes held in place by a primordial magic innate to Abeir's core.

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

- Two large earth motes are suddenly pulled together, crushing them into one another and raining large boulders of earth down on an area. Creatures within 60 feet of a point directly below the crushed earth motes must make a DC 22 Dexterity saving throw, taking 20d6 bludgeoning damage on a failed save, and half as much damage on a successful one.
- The primal magic coursing between the earth motes distorts gravity. Each creature within 120 feet of an earth mote is drawn to it, as if its gravity becomes greater than that of the planet. This lasts until Mother uses another lair action.
- 1d4 + 1 chunks of earth, 5 feet on each side, are pulled from the ground in spots Mother can see within 120 feet of her, leaving holes behind. Any creature standing on one of these spots is thrown into the nearest unoccupied space, and must succeed on a DC 22 Dexterity saving throw or land prone. These earth motes float 30 feet above the place they were pulled from.

Regional Effects. The region containing Mother's lair is warped by the exposed primordial magic latent within the depths of Abeir, which creates one or more of the following effects:

- The air within 6 miles of the lair becomes heavy and thick, preventing any sort of flying movement, magical or otherwise.
- Wild magic surges occur often within 1 mile of the lair. Whenever a creature attempts to cast a spell, they must roll a d20. On a result of 5 or less, they must roll on the Wild Magic table found in the "Sorcerer" section of Chapter 3 of the *Player's Handbook*.
- Water refuses to flow into the lair from outside its borders. Water created within the lair is treated as normal, but oceans and rivers seem to meet an invisible barrier within 1 mile.

Mother as a Mythic Encounter

A tarrasque is a powerful encounter on its own, but if the adventures want a true challenge fit for the gods, you can use Mother's Birthing Carapace. Using this trait marks a drastic turn in the encounter as Mother releases a clutch of infantile tarrasques, flooding the realm with would-be natural disasters. Once Mother uses this trait, it can choose from one of its mythic actions when it uses a legendary action.

Read or paraphrase the following text when Mother uses its Birthing Carapace trait:

> *Blow after blow rends the once-thought indestructible carapace of the progenitor tarrasque asunder. Pieces fall to the ground with a thunderous boom, revealing your monumental mistake. Among the remaining fragments are hundreds, if not thousands, of translucent and glowing blue eggs. From your vantage point, you can just see the first burst in a violent spray, exposing a relatively small but equally fearsome infantile tarrasque. The booming pop that came with the first egg rupturing can be heard again, and again, and suddenly a cacophony of bursts fill the air around you, drowning out any and all other noise.*
>
> *Even as Mother lays seemingly lifeless and still, you and the realms are no safer than you were moments ago.*

Rewards

Fighting Mother as a mythic encounter is equivalent to fighting two CR 30 creatures in one encounter. Award a party 310,000 XP for defeating Mother after it uses Birthing Carapace. You can also reward them with the *tarrasque egg*, and *tarrasque plated armor*, in addition to any other rewards Mother might provide.

Abeir

Abeir is the sister planet of Toril. In the past of the Forgotten Realms, the Overgod Ao split Abeir-Toril into two separate worlds, pushing Abeir into a pocket dimension but still occupying the same space as Toril. During the Second Sundering, the two worlds briefly collided, leaving their irreparable mark on one another. Portals between Toril and Abeir could conceivably exist, creating a plot point for adventuring parties who might one day encounter Mother.

Mother

Gargantuan monstrosity (titan), unaligned

Armor Class 25 (natural armor)
Hit Points 676 (33d20 + 330)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	30 (+10)	3 (-4)	11 (+0)	11 (+0)

Saving Throws Int +5, Wis +9, Cha +9
Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses blindsight 120 ft., passive Perception 10
Languages —
Challenge 30 (155,000 XP)

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

***Birthing Carapace* (Mythic; Recharges after a Short or Long Rest).** If Mother is reduced to 0 hit points, it does not die. Instead, its carapace breaks into multiple fragments and reveals a clutch of tarrasque eggs. Mother gains 676 temporary hit points, and is unconscious. While unconscious in this way, Mother can still take Legendary Actions but can't regain hit points.

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

Reflective Carapace. Any time Mother is targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, Mother is unaffected. On a 6, Mother is unaffected, and the effect is reflected back at the caster as though it originated from Mother, turning the caster into the target.

Siege Monster. Mother deals double damage to objects and structures.

Actions

Multiattack. Mother can use its Frightful Presence. It then makes five attacks: one with its bite, two with its claws, one with its horns, and one with its tail. It can use its Swallow instead of its bite.

Bite. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 36 (4d12 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and Mother can't bite another target.

Claw. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 28 (4d8 + 10) slashing damage.

Horns. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 32 (4d10 + 10) piercing damage.

Tail. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 24 (4d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Frightful Presence. Each creature of Mother's choice that is within 120 feet of it and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if Mother is within line of sight, 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 Mother's Frightful Presence for the next 24 hours.

Swallow. Mother makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside Mother, and it takes 56 (16d6) acid damage at the start of each of Mother's turns.

If Mother takes 60 damage or more on a single turn from a creature inside it, it must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of Mother. If Mother dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Legendary Actions

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

Attack. Mother makes one claw attack or tail attack.
Move. Mother moves up to half its speed.
Chomp (Costs 2 Actions). Mother makes one bite attack or uses its Swallow.

Mythic Actions

If Mother is a Mythic encounter, it can choose from the options below as additional legendary actions as long as it has the temporary hit points from Birthing Carapace trait.

Spawn Child. One of the eggs on Mother's back hatches immediately, spawning a tarrasque child (use the stats for a tarrasque with the following changes: it has an AC of 20 and 150 hit points, loses the Multiattack and Frightful Presence actions, and cannot take Legendary Actions.) Once Mother uses this Mythic action, it can't do so again until the child has been slain.
Death Wail (Costs 3 Actions; Recharge 6). Mother emits a sound that shakes the very foundation of the planet. All creatures within 1 mile of Mother that can hear are deafened for 1 hour and stunned until the start of their next turn. All other creatures on the planet can hear or feel the effects of this wail.



Orcus

Orcus is a corpulent beast of corruption, with the lower torso of a goat and the upper body of a swollen rotting humanoid. His head looks like a goat's skull and his great leathery wings resemble those of a balor. His long sweeping tail is often kept curled nearby so that it can be quickly used against foes as an attack.

Ideal. "The living are like gnats on the bloated death of my perfect universe."

Bond. "I will crush every last living creature under my hoof, grind the life out of it, and make it obey my commands onto eternity."

Flaw. "My mood swings wildly, unpredictably."

For DMs wanting to know more about Orcus, the prince of undeath has been prolific:

In 2nd edition: *The Mines of Bloodstone*, *The Throne of Bloodstone*, *The Bloodstone Lands*, *Demihuman Deities*, *On Hallowed Grounds*, and *Dead Gods*.

In 3rd edition: *Libris Mortis*, *Ghostwalk*, *Fiendish Codex I: Hordes of the Abyss*, and *The Book of Vile Darkness*.

A few magazines have also featured Orcus: *Dragon 364* "The Ashen Covenant", *Dungeon #89* "Headless", and *Dungeon 150* "Prince of Demons".

Wizards of the Coast

Orcus's Lair

While his fortress in the Abyss is home, Orcus can create a lair whenever he needs. This process takes some time, but by resting for a few days, the terrain around Orcus twists and shapes itself to his needs. Undead are drawn to the lair, plants wither and die, and creatures that feed on carrion become more visible.

Lair Actions. On initiative count 20 (losing initiative ties), Orcus can take a lair action to cause one of the following effects; he can't use the same effect two rounds in a row:

- Orcus's voice booms throughout the lair. His utterance causes one creature of his choice to be subjected to *power word kill*. Creatures can attempt a DC 23 Constitution saving throw to avoid being affected by the spell. Orcus needn't see the creature, but he must be aware that the individual is in the lair.
- Orcus causes up to six corpses within the lair to rise as skeletons, zombies, or ghouls. These undead obey his telepathic commands, which can reach anywhere in the lair.
- Orcus causes skeletal arms to rise from an area on the ground in a 20-foot square that he can see. Each creature in that area when the arms appear must succeed on a DC 23 Strength saving throw or be restrained until the arms disappear or until Orcus releases their grasp (no action required). These arms last until the next initiative count 20.

Regional Effects. The region containing Orcus's lair is warped by the Orcus's magic, creating one or more of the following effects:

- Dead beasts periodically animate as undead mockeries of their former selves. Skeletal and zombie versions of local wildlife are commonly seen in the area.
- The air becomes filled with the stench of rotting flesh, and buzzing flies grow thick within the region, even when there is no carrion to be found.
- Creatures who rest within 1 mile of the lair must succeed on a DC 23 Wisdom saving throw or gain the following flaw, which can be removed by the *greater restoration* or *wish* spell, or when Orcus is defeated: "My friends say I've become moody. They can go stare a medusa down for all I care."

Orcus as a Mythic Encounter

Orcus is a powerful encounter on his own, but if the adventurers want a true challenge fit for the gods, you can use his Blessing of Thanatos trait. Using this trait marks a drastic turn in the encounter as Orcus is wrapped in the embrace of the Abyss. Once Orcus has this blessing, he can choose one of his mythic actions when he uses a legendary action.

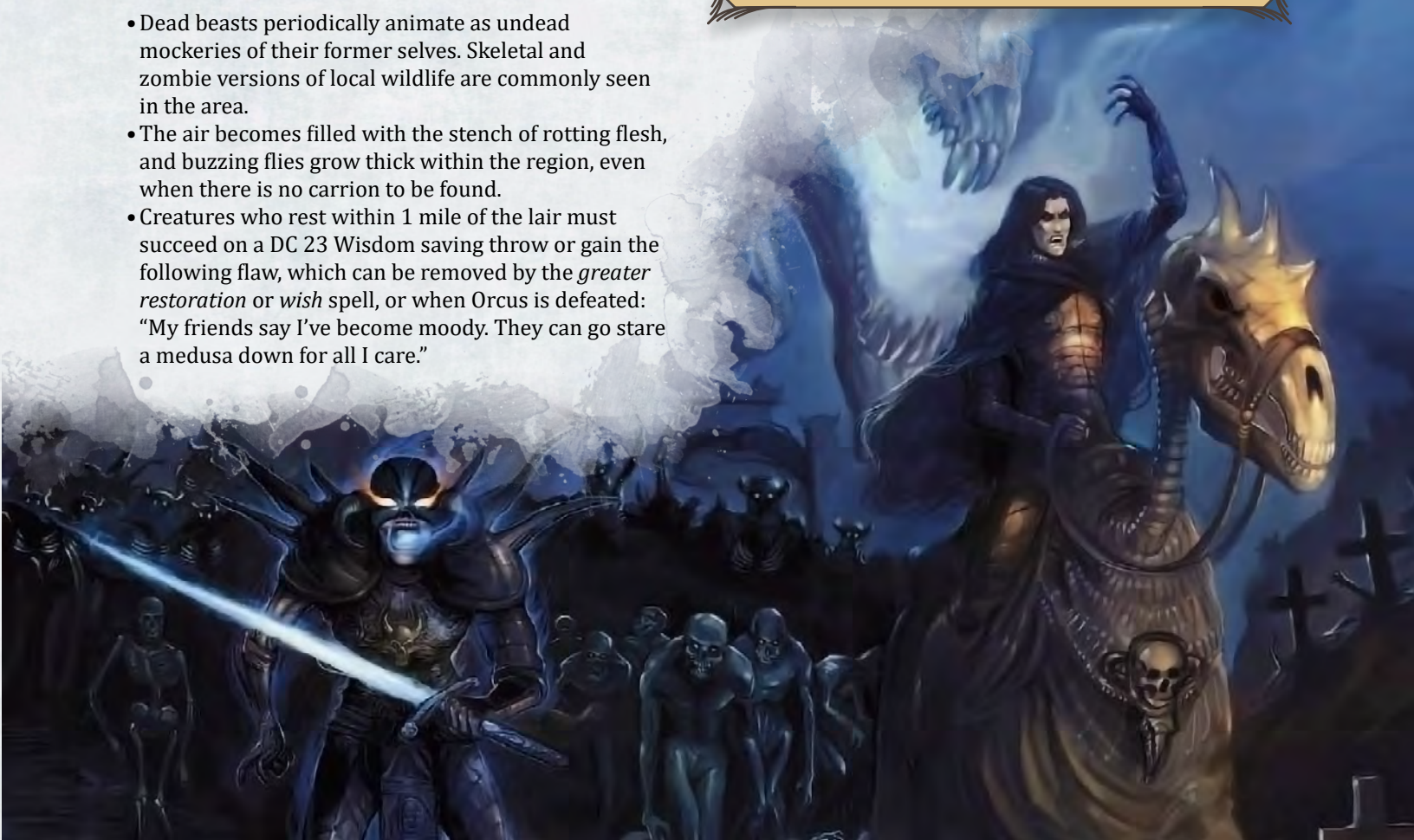
Read or paraphrase the following text when Orcus uses his Blessing of Thanatos trait:

> *The Lord of Death rarely speaks, and he does, his voice is like a low grinding of bones and gnashing of wet meat. "Fools. You think you can end that which already has mastered death? Fine then, allow me to show you my true power!"*
>
> *With that, tears open in reality all around Orcus. His body becomes a black silhouette as nothingness wraps around him. In this dark form, only his eyes can be seen, which rage with a burning purple flame. He shifts his weight and the darkness unravels, revealing multiple changes: runes inscribed along his flesh, his horns larger and silvery, and a crown of purple flame floats above his head.*
>
> *This will not be easy.*

Rewards

Fighting Orcus as a mythic encounter is equivalent to fighting two CR 26 creatures in one encounter. Award a party 180,000 XP for defeating Orcus after he uses Blessing of Thanatos. You can also reward them with the *Orcusword*, and the spell *voice of the undead*, in addition to any other rewards Orcus might provide.

Wizards of the Coast



Orcus

Huge fiend (demon), chaotic evil

Armor Class 17 (natural armor), 20 (with the *Wand of Orcus*)
Hit Points 405 (30d12 + 210)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	20 (+5)	20 (+5)	25 (+7)

Saving Throws Dex +10, Con +15, Wis +13
Skills Arcana +12
Damage Resistances cold, fire, lightning
Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing damage from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses truesight 120 ft., passive Perception 22
Languages all, telepathy 120 ft.
Challenge 26 (90,000 XP)

Wand of Orcus. The wand has 7 charges, and any of its properties that require a saving throw have a save DC of 18. While holding it, Orcus can use an action to cast *animate dead*, *blight*, or *speak with dead*. Alternatively, he can expend 1 or more of the wand's charges to cast one of the following spells from it: *circle of death* (1 charge), *finger of death* (1 charge), or *power word kill* (2 charges). The wand regains 1d4 + 3 charges daily at dawn.

While holding the wand, Orcus can use an action to conjure undead creatures whose combined average hit points don't exceed 500. These undead magically rise up from the ground or otherwise form in unoccupied spaces within 300 feet of Orcus and obey his commands until they are destroyed or until he dismisses them as an action. Once this property of the wand is used, the property can't be used again until the next dawn.

Innate Spellcasting. Orcus's spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *chill touch* (17th level), *detect magic*
3/day each: *create undead*, *dispel magic*
1/day: *time stop*

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

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

Magic Weapons. Orcus's weapon attacks are magical.

Master of Undeath. When Orcus casts *animate dead* or *create undead*, he chooses the level at which the spell is cast, and the creatures created by the spells remain under his control indefinitely. Additionally, he can cast *create undead* even when it isn't night.

Blessing of Thanatos (Mythic; Recharges after a Short or Long Rest). If Orcus is reduced to 0 hit points, he is reduced to 1 hit point instead as his Abyssal lair lends him additional power. Orcus gains 405 temporary hit points and immediately ends all conditions currently affecting him. While he possesses these temporary hit points, any creature starting their turn within 60 feet of Orcus takes 10 (3d6) necrotic damage.

Whenever any creature within 120 feet of Orcus takes necrotic damage, he gains advantage on his next weapon attack.

Actions

Multiattack. Orcus makes two Wand of Orcus attacks.

Wand of Orcus. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage plus 13 (2d12) necrotic damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage plus 9 (2d8) poison damage.

Legendary Actions

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

Tail. Orcus makes one tail attack.
A Taste of Undeath. Orcus casts *chill touch* (17th level).
Creeping Death (Costs 2 Actions). Orcus chooses a point on the ground that he can see within 100 feet of him. A cylinder of swirling necrotic energy 60 feet tall and with a 10-foot radius rises from that point and lasts until the end of Orcus's next turn. Creatures in that area are vulnerable to necrotic damage.

Mythic Actions

If Orcus is a Mythic encounter, he can choose from the options below as additional legendary actions while he has temporary hit points remaining from his Blessing of Thanatos feature.

Nausea. Orcus chooses a creature within 120 feet. The next time that creature takes necrotic damage before the end of Orcus's next turn, it also become incapacitated.
Feed The Undead. Orcus makes one attack with the Wand of Orcus. All undead within Orcus's lair that he can see gain temporary hit points equal to the damage dealt.
Absorb Lifeforce. Orcus chooses a creature within 120 feet of him. The next time the creature takes necrotic damage before the end of Orcus's next turn, he regains hit points equal to the damage dealt.

Orcus Minion Loadouts

The Wand of Orcus is capable of summoning great hordes of undead. Many DMs can be easily frustrated with the slew of options available to them. Presented here are a few different loadouts that all fit easily within the 500 hp limit:

The Horde

The horde is a simple tactic: present as many minions as possible. Create as much space between Orcus and the characters as possible. When using these minions, try to keep lines a little spaced out from each other to reduce the value of spells with a big area of effect.

- 250 crawling claws (2 hit points each, 250 combined). Tiny creatures can squeeze four into a single space.
- 38 skeletons (13 hit points each, 494 combined). Excellent ranged attackers.
- 45 gnoll witherlings (11 hit points each, 495 combined). Nearly perfect melee attackers.

The Protector

Instead of going for quantity, go for quality. Try to create high quality, high hit point creatures. Specifically target creatures with a high CR. Standouts include liches, dracoliches, and death tyrants.

- 2 adult blue dracolich (225 hit points each, 450 combined). Huge dragons are always worth it. A pair of them are intimidating.
- 2 death knight (180 hit points each, 350 combined). Powerful melee combatants that are resistant to magic.
- 1 nightwalker (297 hit points). Huge undead with overwhelming auras. An excellent addition when mixing and matching.
- 4 skull lords (105 hit points each, 420 combined). Legendary actions, spellcasting, and low enough hit points to have four! These kings are not meant to be messed with.

Can't Touch Them

A series of incorporeal creatures, which are resistant to many types of damage. These minions are nearly untouchable. Most also have a flight speed, making them excellent for aerial battles.

- 22 specter (22 hit points each, 484 combined). These are the weakest of the incorporeal undead. Their Life Drain and Sunlight Sensitivity make them better for topping up the 500 hit points.
- 8 banshee (58 hit points each, 464 combined). Affecting an area makes the banshee powerful, but low CR could render them useless.
- 12 allip (40 hit points each, 480 combined). Thanks to their low hit points and many resistances, the allip makes for the perfect incorporeal minion.

A Little Bit of Everything

Why limit yourself to just one creature type? Try these combinations to enjoy the best of all worlds:

- 3 allip, 1 nightwalker, 7 gnoll witherlings (494 combined hit points). The nightwalker is the omnipresent threat, while the allips use their flying speed and Incorporeal Nature to flank spellcasters. Gnoll witherlings lead the charge. Orcus can sit back and watch the show!
- 1 adult blue dracolich, 1 death knight, 7 skeletons (496 combined hit points). The deathknight rides atop the dracolich, engaging through flyby tactics, while the skeletons use ranged attacks to strike at foes from afar.
- 1 adult blue dracolich, 10 specters, 26 crawling claws (497 combined hit points). Crawling claws grapple and hold creatures in place for the specters and dracolich to unleash their full capabilities on would-be heros.





Palarandusk

Nestled between the peaks of Mount Sternhelm, Mount Ardabad, and Mount Pheldaer is a small gnomish community. The region is known as Felrenden, infamous for the unseen guardian that watches over the gnomes and their lands. This protector is an ancient gold dragon who has seen both the rise and fall of Netheril, and now is content to collect as much magical knowledge as possible and take care of his gnomish wards.

Ideal. "The best lives are the ones spent protecting others, allowing them to live freely."

Bond. "The gnomes of Felrenden are under my protection, until I draw my last breath."

Flaw. "When my gnome friends are threatened, I panic and that is when I make mistakes."

> For DMs wanting to know more about Palarandusk, he is featured in *Dragon 252* in an article titled "Wyrms of the North: Palarandusk" by Ed Greenwood.

Palarandusk as a Mythic Encounter

Palarandusk is a powerful encounter on his own, but if the adventurers want a true challenge fit for the gods, you can use his Unseen Power trait. Using this trait marks a drastic turn in the encounter as Palarandusk summons power secreted away magically. Once Palarandusk uses this trait, he can choose one of his mythic actions when he uses a legendary action.

Read or paraphrase the following text when Palarandusk uses his Unseen Power trait:

> *Fighting a dragon that can become invisible at will is difficult enough, but when everything goes quiet and Palarandusk cannot be seen, things become much more tense. You're unsure if you're lucky, then, when smokey clouds begin to form, creating a silhouette of a gold dragon, with two pinpoints of light where the eyes should be. Palarandusk seems to be made of the ethereal plane. A voice emanates from within the cloud: "I lament having to slay life, wherever it is found. However, you pose too great a threat to those I protect. I promise, this will be a quick death."*

Rewards

Fighting Palarandusk as a mythic encounter is equivalent to fighting two CR 24 creatures in one encounter. Award a party 124,000 XP for defeating Palarandusk after he uses Unseen Power. You can also reward them with the *heart of the ancient gold*, and the spells *whipstrike* and *Palarandusk's dweomer drain* in addition to any other treasures that his hoards may hold.

Wizards of the Coast

Palarandusk's Lair

Palarandusk has no one lair, instead choosing to stash treasure in multiple locations throughout the mountains. Instead, his intent is focused entirely on the gnomish community he protects. Thus, Felrenden is his true lair.

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

- Palarandusk glimpses the future, granting him advantage on attack rolls, ability checks, and saving throws until initiative count 20 on the next round.
- Palarandusk can pull a common, uncommon, or rare magic item out of a nearby hidden cache. Palarandusk cannot take this action while flying.
- One creature Palarandusk can see within 120 feet of him must succeed on a DC 15 Charisma saving throw or be banished to a dream plane, a different plane of existence Palarandusk has imagined into being. To escape, the creature must use its action to make a Charisma check contested by Palarandusk's. If the creature wins, it escapes the dream plane. Otherwise, the effect ends on initiative count 20 on the next round. When the effect ends, the creature reappears in the space it left or in the nearest unoccupied space if that one is occupied.

Regional Effects. The region containing Palarandusk's lair is warped by his magic, which creates one or more of the following effects:

- At any point, Palarandusk can close his eyes and view any point between the three mountains. This functions as the *clairvoyance* spell cast using a 9th level spell slot.
- Banks of beautiful, opalescent mist manifest within 6 miles of Felrenden. The mist doesn't obscure anything. It assumes haunting forms resembling dragons when evil creatures are near, warning goodly creatures of the danger while trying to scare away evil.
- Gems and pearls within 1 mile of Palarandusk's lair sparkle and gleam, shedding dim light in a 5-foot radius.

If Palarandusk dies, these effects end immediately.



Wizards of the Coast

Palarandusk

Gargantuan dragon, lawful good

Armor Class 22 (natural armor)
Hit Points 546 (28d20 + 252)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	29 (+9)	18 (+4)	17 (+3)	28 (+9)

Saving Throws Dex +3, Con +16, Wis +10, Cha +16
Skills Arcana +16, Insight +10, Perception +17, Persuasion +16, Stealth +9
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Common, Draconic, Gnomish
Challenge 24 (62,000 XP)

Amphibious. Palarandusk can breathe air and water.

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

Ethereal Form. As an action, Palarandusk can take the form of a semisolid invisible entity or take physical form as a dragon. While in his ethereal form, Palarandusk gains the following benefits:

- He can move through other creatures and objects as though they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object.
- He cannot use his breath attack.
- He is resistant to bludgeoning, piercing, and slashing damage.

Unseen Power (Mythic; Recharges after a Short or Long Rest). If Palarandusk is reduced to 0 hit points, he is reduced to 1 hit point as his form merges with the ethereal. Palarandusk immediately gains 546 temporary hit points and his body becomes woven with the ethereal plane. While he possesses these temporary hit points, he gains resistance against all types of damage.

Spellcasting. Palarandusk is a 20th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 24, +16 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *Palarandusk knows every wizard cantrip.*
1st level (at will): *alarm**, *comprehend languages*, *grease*, *magic missile*, *sleep*
2nd level (at will): *blur*, *darkness*, *gust of wind*, *scorching ray*
3rd level (at will): *counterspell*, *dispel magic*, *fireball*, *whipstrike*
4th level (4 slots): *banishment*, *ice storm*, *polymorph*, *resilient sphere*
5th level (3 slots): *geas*, *hold monster*, *wall of force*
6th level (3 slots): *guards and wards**, *circle of death*, *disintegrate*
7th level (3 slots): *forcecage*, *plane shift*, *teleport*
8th level (2 slots): *demiplane*, *dominate monster*
9th level (2 slots): *gate*, *prismatic wall*
* indicates a spell Palarandusk has cast before combat begins.

Actions

Multiattack. Palarandusk can use his Frightful Presence. He then makes three attacks: one with his bite and two with his claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of Palarandusk's choice that is within 120 feet of Palarandusk and aware of him must succeed on a DC 24 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 Palarandusk's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). Palarandusk uses one of the following breath weapons.

Fire Breath. Palarandusk exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 71 (13d10) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath. Palarandusk exhales gas in a 90-foot cone. Each creature in that area must succeed on a DC 24 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws 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.

Change Shape. Palarandusk magically polymorphs into a humanoid or beast that has a challenge rating no higher than his own, or back into his true form. He reverts to his true form if he dies. Any equipment he is wearing or carrying is absorbed or borne by the new form (Palarandusk's choice).

In a new form, Palarandusk retains his alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. His statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

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

Detect. Palarandusk makes a Wisdom (Perception) check.
Tail Attack. Palarandusk makes a tail attack.
Wing Attack (Costs 2 Actions). Palarandusk beats his wings. Each creature within 15 feet of Palarandusk must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. Palarandusk can then fly up to half his flying speed.

Mythic Actions

If Palarandusk is a Mythic encounter, he can choose from the options below as additional legendary actions while he possesses temporary hit points from his Unseen Power trait.

Recharge Breath Weapon. Palarandusk attempts to recharge his breath weapon.
Cast Spell (Varies). For 1 action, Palarandusk can cast a 1st level spell. For 2 actions, Palarandusk can cast a 2nd level spell. For 3 actions, Palarandusk can cast a 3rd level spell OR cast a cantrip for each creature he can see. If Palarandusk casts cantrips in this way, he can only target a given creature with a cantrip once.



Slarkrethel

The kraken Slakrethel is an ancient threat who lurks within the Trackless Sea, and leads a network of infiltrators and spies known as the Kraken Society. He uses the members of this society like appendages, extending his reach to the surface realms and beyond. This entrepreneurial behavior and the presence he commands within his domain drew the attention of Umberlee, the Queen of the Depths. Blessed as her Chosen, Slarkrethel continues to establish his dominion of the sea at an even grander scale. Slarkrethel, ever vigilant against threats, uses his network as eyes and ears to watch the world at large.

Ideal. "The sea is mine by right, granted by Umberlee herself."

Bond. "I will continue to grow my influence, even beyond the shores of land."

Flaw. "My seas share many borders with those who seek to encroach upon it, so many blind spots exist against me."

WEIRDMEDIA

For DMs who want to know more about Slarkrethel, the kraken is featured in the official 5th edition campaign *Storm King's Thunder* as well as the DMsGuild campaign *Call from the Deep*. More information about Slarkrethel and the Kraken Society can be found in the 2nd edition sourcebook *Cloak & Dagger* and the 3rd edition sourcebook *Lords of Darkness*.

Slarkrethel's Lair

The lost city of Ascarle serves as Slarkrethel's lair and the headquarters of the Kraken Society. Ruined elven structures, overgrown with sea life, coral, and crystals formed from the pressure of the depths give Ascarle a distinct and oddly beautiful appearance. All throughout this city, Slarkrethel has built traps and contingencies protecting himself and his society from incursion.

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

- A strong current moves through Slarkrethel's lair. Each creature within 60 feet of Slarkrethel must make a DC 23 Strength saving throw, with the current pushing it 60 feet away from Slarkrethel on a failed save or only 10 feet on a successful one.
- Creatures in the water within 60 feet of Slarkrethel have vulnerability to lightning damage until initiative count 20 on the next round.
- The water in Slarkrethel's lair becomes electrically charged. All creatures within 120 feet of Slarkrethel must succeed on a DC 23 Constitution saving throw, taking 10 (3d6) lightning damage on a failed save, or half as much damage on a successful one.

Regional Effects. The region containing Slarkrethel's lair is warped by the creature's blasphemous presence, creating the following magical effects:

- Slarkrethel can alter the weather at will in a 6-mile radius centered on his lair. The effects are identical to the *control weather* spell.
- Creatures sailing the waters within 6 miles of the lair are easily lost, as the currents twist and turn ships and other sailing vessels errantly.
- Aquatic creatures within 6 miles of the lair that have an Intelligence score of 2 or lower are charmed by Slarkrethel and aggressive toward intruders in the area.

When Slarkrethel dies, all of these regional effects fade immediately.

Slarkrethel as a Mythic Encounter

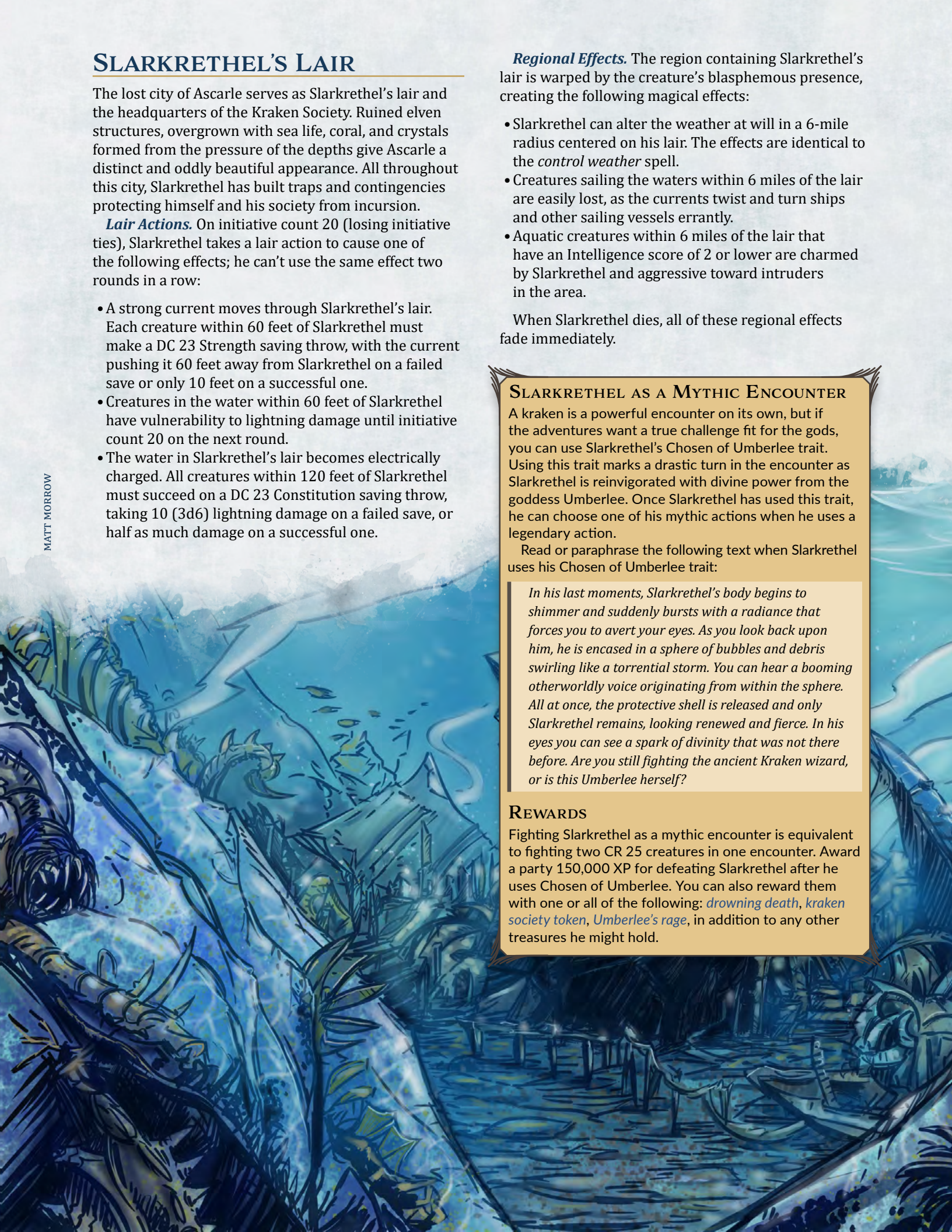
A kraken is a powerful encounter on its own, but if the adventures want a true challenge fit for the gods, you can use Slarkrethel's Chosen of Umberlee trait. Using this trait marks a drastic turn in the encounter as Slarkrethel is reinvigorated with divine power from the goddess Umberlee. Once Slarkrethel has used this trait, he can choose one of his mythic actions when he uses a legendary action.

Read or paraphrase the following text when Slarkrethel uses his Chosen of Umberlee trait:

> *In his last moments, Slarkrethel's body begins to shimmer and suddenly bursts with a radiance that forces you to avert your eyes. As you look back upon him, he is encased in a sphere of bubbles and debris swirling like a torrential storm. You can hear a booming otherworldly voice originating from within the sphere. All at once, the protective shell is released and only Slarkrethel remains, looking renewed and fierce. In his eyes you can see a spark of divinity that was not there before. Are you still fighting the ancient Kraken wizard, or is this Umberlee herself?*

Rewards

Fighting Slarkrethel as a mythic encounter is equivalent to fighting two CR 25 creatures in one encounter. Award a party 150,000 XP for defeating Slarkrethel after he uses Chosen of Umberlee. You can also reward them with one or all of the following: *drowning death*, *kraken society token*, *Umberlee's rage*, in addition to any other treasures he might hold.



MATT MORROW

Slarkrethel

Gargantuan monstrosity (titan), chaotic evil

Armor Class 18 (natural armor)
Hit Points 472 (27d20 + 189)
Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	25 (+7)	22 (+6)	18 (+4)	20 (+5)

Saving Throws Str +18, Dex +8, Con +15, Int +14, Wis +12
Damage Immunities lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities frightened, paralyzed
Senses truesight 120 ft., passive Perception 14
Languages understands Abyssal, Celestial, Infernal, and Primordial but can't speak, telepathy 120 ft.
Challenge 25 (75,000 XP)

Amphibious. Slarkrethel can breathe air and water.

Chosen of Umberlee (Mythic; Recharges after a Short or Long Rest). If Slarkrethel takes damage that would reduce him to 0 hit points, he is reduced to 1 hit point instead. Umberlee imbues her chosen with a fragment of her divine grace. Slarkrethel gains 472 temporary hit points, regains all expended spell slots, and immediately takes the Lightning Storm action.

Freedom of Movement. Slarkrethel ignores difficult terrain, and magical effects can't reduce his speed or cause himto be restrained. He can spend 5 feet of movement to escape from nonmagical restrains or being grappled.

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

Siege Monster. Slarkrethel deals double damage to objects and structures.

Spellcasting. Slarkrethel is a 20th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 22, +14 to hit with spell attacks). Slarkrethel has the following wizard spells prepared:

1st level (4 slots): *comprehend languages*, *detect magic*, *identify*, *sleep*
2nd level (3 slots): *blindness/deafness*, *detect thoughts*, *suggestion*
3rd level (3 slots): *fly*, *nondetection**, *sending*
4th level (3 slots): *arcane eye*, *ice storm*, *locate creature*
5th level (3 slots): *cloudkill*, *scrying*, *telekinesis*
6th level (2 slots): *chain lightning*, *flesh to stone*, *mass suggestion*
7th level (2 slots): *delayed blast fireball*, *sequester*, *teleport*
8th level (1 slot): *control weather*, *feeblemind*
9th level (1 slot): *foresight**, *power word kill*
* Slarkrethel casts these spells on himself before combat.

Actions

Multiattack. Slarkrethel makes three tentacle attacks, each of which he can replace with one use of Fling.

Bite. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 23 (3d8 + 10) piercing damage. If the target is a Large or smaller creature grappled by Slarkrethel, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside Slarkrethel, and it takes 42 (12d6) acid damage at the start of each of Slarkrethel's turns. If Slarkrethel takes 50 damage or more on a single turn from a creature inside him, Slarkrethel must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of Slarkrethel. If Slarkrethel dies, a swallowed creature is no longer restrained by him and can escape from the corpse using 15 feet of movement, exiting prone.

Tentacle. *Melee Weapon Attack:* +18 to hit, reach 30 ft., one target. *Hit:* 20 (3d6 + 10) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained. Slarkrethel has ten tentacles, each of which can grapple one target.

Fling. One Large or smaller object held or creature grappled by Slarkrethel is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

Lightning Storm. Slarkrethel magically creates three bolts of lightning, each of which can strike a target Slarkrethel can see within 120 feet of him. A target must make a DC 24 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Tentacle Attack or Fling. Slarkrethel makes one tentacle attack or uses his Fling.
Lightning Storm (Costs 2 Actions). Slarkrethel uses Lightning Storm.
Ink Cloud (Costs 3 Actions). While underwater, Slarkrethel expels an ink cloud in a 60-foot radius. The cloud spreads around corners, and that area is heavily obscured to creatures other than Slarkrethel. Each creature other than Slarkrethel that ends its turn there must succeed on a DC 23 Constitution saving throw, taking 16 (3d10) poison damage on a failed save, or half as much damage on a successful one. A strong current disperses the cloud, which otherwise disappears at the end of Slarkrethel's next turn.

Mythic Actions

If Slarkrethel is a Mythic encounter, he can choose from the options below as additional legendary actions as long as he has the temporary hit points gained from his Chosen of Umberlee trait.

Cast a Spell. Slarkrethel casts a spell.
Umberlee's Rage (Costs 2 Actions). Slarkrethel uses Lightning Storm, creating six bolts of lightning instead of three.
Steal Power (Costs 2 Actions). All creatures within 60 feet of Slarkrethel must make a DC 22 Wisdom saving throw. On a failed save, the target rolls a d10 and loses a spell slot of the resulting level (or the next highest, if the creature has no spell slot of that level). If the creature rolls a 10, they also lose concentration for any spells they are currently concentrating on.
If a creature has no spell slots remaining (or lacks spellcasting all together), the creature instead takes psychic damage equal to the result of the d10 as its mind is raked.



THOMMAS68 (PIXABAY)

Spirit of Hotenow

Zaratan are denizens of the Elemental Plane of Earth. Over the millennia, ambitious mages have attempted to bind their power, binding an elder elemental to the material plane. Once the apocalyptic presence of their binding has ended, most elder elementals return to their home—but in the case of a zaratan, they can become so embedded in the structure of the world that they remain laying dormant, forming the landscape on which civilizations are built and wars are fought.

It's not clear when or why the Spirit of Hotenow was brought to the Material Plane—or, if it is known, the truth of the matter has been lost to the annals of time. What is certain is that after Mount Hotenow's eruption in 1451 DR, the marred and blemished hellscape left in its wake seemed to only support the most extreme of life. Not one person could have expected that the region around Mount Hotenow would shuffle and quake like a waking giant, revealing the elder elemental's presence after all these years.

A zaratan is a force of nature, and lacks the sentience required to form bonds, ideals, and flaws.

The Spirit as a Mythic Encounter

Spirit of Hotenow is a powerful encounter on its own, but if the adventures want a true challenge fit for the gods, you can use the Spirit of Hotenow's Eruption trait. Using this trait marks a drastic turn in the encounter as the large volcano poised on the back of the Spirit of Hotenow erupts. Once the Spirit uses this trait, it can choose one of its mythic actions when it uses a legendary action.

Read or paraphrase the following text when Spirit of Hotenow uses its Eruption trait:

> *The elder beast's form begins to shake violently, which can be felt for miles around. Cracks begin to form in its thick mountainous shell, revealing ribbons of molten rock and immense heat. A crater appears towards the peak, and in a thunderous boom a cloud of black ash, rock, and liquid ore and stone is ejected from the crater. The air becomes stifling and difficult to breathe. The elemental lumbers forward, seemingly unphased by its own cataclysmic form.*

Rewards

Fighting Spirit of Hotenow as a mythic encounter is equivalent to fighting two CR 22 creatures in one encounter. Award a party 82,000 XP for defeating Spirit of Hotenow after it uses Eruption. You can also reward them with the *heart of hotenow*, *boots of the elder earth elemental* and the spell *trebuchet* in addition to any other treasures they might find.

Spirit of Hotenow's Lair

A zaratan is one of the few elder elementals capable of lairing within the Material Plane, using its own primordial magic to bend the land to its will. The Spirit of Hotenow has turned the entire Crags region, including the volcano itself, into its domain.

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

- The elemental stomps on the ground, creating a vibration that forces sections of the ground to upheave and crash into one another. A jagged wall of stone and debris 60 feet long, 10 feet high, and 5 feet thick appears within 120 feet of the elemental. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (the elemental's choice). This wall crumbles on the next initiative count 20, leaving difficult terrain in its space.
- The ground within 300 feet of the elemental begins to errantly shake until it uses a different lair action. Creatures standing on the ground have disadvantage on ability checks and saving throws made to resist being shoved or knocked prone.
- Fissures form in the ground under 2d4 creatures of the elemental's choice, releasing a powerful blast of steam. Each creature must make a DC 21 Constitution saving throw. On a failed save, a target takes 35 (10d6) fire damage and is blinded until the start of its next turn. On a successful save, a target takes half as much damage and isn't blinded.

Regional Effects. The region containing Spirit of Hotenow's lair is warped by the creature's primordial magic, creating the following magical effects:

- The area within 6 miles of the elemental's lair is extremely hostile to any creatures that are not adapted to extreme heat environments.
- Standing water within 1 mile of the elemental's lair quickly boils and evaporates. Flowing water tastes of sulphur and can range in temperature from a warm bath at its furthest from the center, to boiling at the epicenter of the lair.
- Lightning storms are frequent within 6 miles of the lair, though they are rarely accompanied by rain. When they are, the rain is acidic, making the environment inhospitable to many flora and fauna.

When Spirit of Hotenow dies, all of these regional effects fade immediately, and any portals to the Elemental Plane of Earth within the area of the lair immediately close.



James Thew

Spirit of Hotenow

Gargantuan elemental, neutral

Armor Class 21 (natural armor)
Hit Points 307 (15d20 + 150)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	2 (-4)	21 (+5)	18 (+4)

Saving Throws Wis +12, Cha +11
Damage Vulnerabilities thunder
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing damage from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, stunned
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 15
Languages —
Challenge 22 (41,000 XP)

Earth-Shaking Movement. As a bonus action after moving at least 10 feet on the ground, the elemental can send a shock wave through the ground in a 120-foot-radius circle centered on itself. That area becomes difficult terrain for 1 minute. Each creature on the ground that is concentrating must succeed on a DC 25 Constitution saving throw or the creature's concentration is broken.

The shock wave deals 100 thunder damage to all structures in contact with the ground in the area. If a creature is near a structure that collapses, the creature might be buried; a creature within half the distance of the structure's height must make a DC 25 Dexterity saving throw. On a failed save, the creature takes 17 (5d6) bludgeoning damage, is knocked prone, and is trapped in the rubble. A trapped creature is restrained, requiring a successful DC 20 Strength (Athletics) check as an action to escape. Another creature within 5 feet of the buried creature can use its action to clear rubble and grant advantage on the check. If three creatures use their actions in this way, the check is an automatic success. On a successful save, the creature takes half as much damage and doesn't fall prone or become trapped.

Eruption (Mythic; Recharges after a Short or Long Rest). If the elemental takes damage that would reduce it to 0 hit points, it is reduced to 1 hit point instead. Its shell contorts into a peak, which erupts violently and coats the elemental in hardened lava, granting it 307 temporary hit points. While the elemental has these temporary hit points, any creature that starts its turn within 30 feet of the elemental takes 14 (4d6) fire damage.

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

Magic Weapons. The elemental's weapon attacks are magical.

Siege Monster. The elemental deals double damage to objects and structures (included in Earth-Shaking Movement).

Actions

Multiattack. Palarandusk can use his Frightful Presence. He then Multiattack. The elemental makes two attacks: one with its bite and one with its stomp.

Bite. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 28 (4d8 + 10) piercing damage.

Stomp. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 26 (3d10 + 10) bludgeoning damage.

Spit Rock. *Ranged Weapon Attack:* +17 to hit, range 120/240 ft., one target. *Hit:* 31 (6d8 + 10) bludgeoning damage.

Spew Debris (Recharge 5–6). The elemental exhales rocky debris in a 90-foot cube. Each creature in that area must make a DC 25 Dexterity saving throw. A creature takes 33 (6d10) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature that fails the save by 5 or more is knocked prone.

Legendary Actions

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

Stomp. The elemental makes one stomp attack.
Move. The elemental moves up to its speed.
Spit (Costs 2 Actions). The elemental uses Spit Rock.
Retract (Costs 2 Actions). The elemental retracts into its shell. Until it takes its Emerge action, it has resistance to all damage, and it is restrained. The next time it takes a legendary action, it must take its Revitalize or Emerge action.
Revitalize (Costs 2 Actions). The elemental can use this option only if it is retracted in its shell. It regains 52 (5d20) hit points. The next time it takes a legendary action, it must take its Emerge action.
Emerge (Costs 2 Actions). The elemental emerges from its shell and uses Spit Rock. It can use this option only if it is retracted in its shell. If the elemental has temporary hit points from its Eruption trait, this only costs 1 action and it can move up to its speed.

Mythic Actions

If the Spirit of Hotenow is a Mythic encounter, it can choose from the options below as additional legendary actions as long as it has the temporary hit points gained from its Eruption trait.

Fissure. The elemental steps upon the ground, sending a fissure out from the impact of its foot. A crack forms in the ground in a line, originating from the elemental and stretching outwards, that is 50 feet long, 10 feet wide, and 20 feet deep. Creatures caught in the area of this fissure fall unless they use their reaction to make a DC 20 Dexterity (Acrobatics) or Strength (Athletics) check to quickly move to an area not affected. If successful, the target moves to the nearest unoccupied space that was not affected by this action.
Volcanic Lightning (Costs 2 Actions). The elemental casts *chain lightning* as a 7th level spell. Its spellcasting ability for this spell is Constitution (spell save DC 27).
Pyroclasm (Costs 3 Actions). Four molten orbs of lava are ejected from the elemental and strike the ground at four different places it can see within 120 feet. Each creature in a 40-foot-radius sphere centered on each point must make a DC 25 Dexterity saving throw. A creature takes 55 (10d10) bludgeoning damage and 55 (10d10) fire damage on a failed save, or half as much damage on a successful one. A creature that fails the save by 5 or more is knocked prone. A creature in the area of more than one fallen boulder is affected only once.

The orbs damage objects in the area and ignite flammable objects that aren't being worn or carried.



Tazmikella and Ilnezhara

As twin copper dragons, the pair lived quiet lives in Damara (an unusual destination for two dragons born in Calimshan). Each owned their own shop in that town, and became embroiled in the events surrounding the Witch-King of Vaasa, a lich who would control all of the Bloodstone Lands.

The two fight ferociously together, side-by-side, sisters in arms as well as clutch. As the Cult of the Dragon found out, the pair are a force to be reckoned with.

Ideal. "There is nothing more important to me in this world than my sister."

Bond. "We've seen great evils rise, and greater goods conquer them. We 'encourage' heroes on their path to greatness."

Flaw. "While my sister might be my greatest ally, she's also my fiercest competition."

> For DMs wanting to know more about Tazmikella and her sister Ilnezhara, one or both dragons are featured in the novels *Promise of the Witch-King*, *Road of the Patriarch*, *Rise of the King* as well as the short story *If Ever They Happened Upon My Lair*. Additionally, Tazmikella also features in the *Rise of Tiamat* hardcover for 5th edition.

The Twins as a Mythic Encounter

Tazmikella is a powerful encounter on her own, but if the adventurers want a true challenge fit for the gods, you can use her Eternal Twin. Using this trait marks a drastic turn in the encounter as Tazmikella calls upon her sister to aid in combat. Once Tazmikella uses this trait, she can choose one of her mythic actions when she uses a legendary action.

Read or paraphrase the following text when Tazmikella uses her Eternal Twin trait:

> *Draconic faces are known for being exceptionally emotive, but somehow it seems panic is one that they were never built for. The copper dragon's face twists, drawing the attention of her sister who lands nearby. With the fury of a creature backed into a corner becoming palpable, as it becomes obvious that the dragons (to this point) were only playing, not really giving this combat their all.*

Rewards

Fighting Tazmikella or Ilnezhara as a mythic encounter is equivalent to fighting two CR 22 creatures in one encounter. Fighting both is equivalent to four. Award a party 66,000 XP for each dragon you defeat after they use their Eternal Twin. You can also reward them with the *heart of the ancient copper*, *Mickey's curious cloth*, and 2 each of *paired rings of draconic might*, and *twin singing blades* in addition to any other treasures that their hoards may hold.

Wizards of the Coast

Tazmikella and Ilnezhara's Lair

Having left the Bloodstone Lands for the Sword Coast, the pair now share their lair in the hills near Waterdeep. They plan to integrate themselves into proper society, but find it much safer to keep their home further away, south of the Dessarin Valley. Their lair is decorated with treasures from each region of Faerûn, arranged within the lair according to their approximate locations geographically.

Lair Actions. On initiative count of 20 (losing initiative ties), Tazmikella takes a lair action to cause one of the following effects:

- Tazmikella causes stone spikes to erupt in a 20-foot radius centered on a point on the ground within 120 feet of her. This is otherwise identical to the *spike growth* spell and lasts until Tazmikella uses this lair action again, or until she dies.
- Tazmikella causes the ground to soften in a 40-foot cube centered on a point within 120 feet of her. This is otherwise identical to the *transmute rock* [XGE] spell and lasts until Tazmikella uses this lair action again to harden it.

Regional Effects. The region containing Tazmikella's lair is warped by her magic, which creates one or more of the following effects:

- Creatures within 6 miles of the lair find themselves unable to find any situation overly serious or dour. Even the death of a close friend would be met by fond remembrance.
- All beasts of Tiny size become more helpful within 6 miles of the lair. Whenever a creature vocally speaks a need, the beasts attempt to aid them in fulfilling that need.
- Jokes, even the lowest hanging pun, become extra hilarious. The worst jesters are given the highest regards.

WARMTAIL



Tazmikella

Gargantuan dragon, chaotic good

Armor Class 21 (natural armor)
Hit Points 350 (20d20 + 140)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	25 (+7)	20 (+5)	17 (+3)	19 (+4)

Saving Throws Dex +8, Con +14, Wis +10, Cha +11
Skills Deception +11, Perception +17, Stealth +8
Damage Immunities acid
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Common, Draconic
Challenge 21 (33,000 XP)

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

Twin Souls. Tazmikella and Ilnezhara are inseparable. Ilnezhara has the same statistics as her sister. Any instances of "Tazmikella" are replaced with "Ilnezhara".

If encountered together, when either dragon uses Eternal Twin, the other does as well (provided she has this feature). Each dragon needs to recharge their mythic trait separately.

If only one dragon possesses the mythic trait, when it triggers they gain one additional ability: Whenever the dragon who possesses Eternal Twin takes damage she has resistance to that damage if she is the only creature taking damage from that source.

Eternal Twin (Mythic; Recharges after a Short or Long Rest). If Tazmikella is reduced to 0 hit points, she is reduced to 1 hit point instead as her sister joins the fray to come to her sisters' aid. Tazmikella regains 350 hit points and the number of legendary actions she can use in one turn is six. Finally, she gains three additional uses of Legendary Resistance.

Actions

Multiattack. Tazmikella can use her Frightful Presence. She then makes three attacks: one with her bite and two with her claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of Tazmikella's choice that is within 120 feet of Tazmikella and aware of her must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of her 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 Tazmikella's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). Tazmikella uses one of the following breath weapons.

Acid Breath. Tazmikella exhales acid in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 63 (14d8) acid damage on a failed save, or half as much damage on a successful one.

Slowing Breath. Tazmikella exhales gas in a 90-foot cone. Each creature in that area must succeed on a DC 22 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last 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.

Change Shape. Tazmikella magically polymorphs into a humanoid or beast that has a challenge rating no higher than her own, or back into her true form. She reverts to her true form if she dies. Any equipment she is wearing or carrying is absorbed or borne by the new form (Tazmikella's choice).

In a new form, Tazmikella retains her alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. her statistics and capabilities are otherwise replaced by those of the new form, except any class features, legendary actions, and mythic actions of that form.

Legendary Actions

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

Detect. Tazmikella makes a Wisdom (Perception) check.
Tail Attack. Tazmikella makes a tail attack.
Wing Attack (Costs 2 Actions). Tazmikella beats her wings. Each creature within 15 feet of Tazmikella must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. Tazmikella can then fly up to half her flying speed.

Mythic Actions

If Tazmikella is a Mythic encounter, she can choose from the options below as additional legendary actions after her sister arrives using Eternal Twin.

Position. Tazmikella's sister can move up to her full speed to position herself on the battlefield. This movement does not cause opportunity attacks.
Twin Breath. If Tasmikella's breath weapon has not recharged, Ilnezhara can attempt to recharge her breath weapon.
Sister's Draconic Fury (Costs 6 Actions). Tazmikella's sister chooses a single point she could reach by flying. Her sister rapidly rushes to that point and performs a full Multiattack without using her Frightful Presence. This movement does not provoke opportunity attacks.



Aleksandra Włodarczyk

The Jewel of the Great Caliph

The Jewel of the Great Caliph is the prized possession of Husam al-Balil ben Nafhat al-Yugayyim, Great Caliph of the Djinn, Master of the Clouds and ruler of the Citadel of Ice and Steel found in the Elemental Plane of Air. This apple-sized sapphire with countless facets sits atop an oversized *ring of air elemental command*, worn by the Great Caliph himself. Trapped inside is the primordial energy of the greatest air elemental known to exist within the elemental plane—an elder tempest, and the most powerful of its kind.

An elder tempest is a force of nature, and lacks the sentience required to form bonds, ideals, and flaws. However, the jewel has long been imprisoned under the Great Caliph's vainglorious audacity and every moment spent in chains has exponentially fueled its rage.

The Jewel as a Mythic Encounter

An elder tempest is a powerful encounter on its own, but if the adventures want a true challenge fit for the gods, you can use The Jewel of the Great Caliph's Unchained trait. Using this trait marks a drastic turn in the encounter as The Jewel of the Great Caliph's prison shatters, allowing it to shrug off the restrictions imposed on it by its master. Once the Jewel has used this trait, it can choose one of its mythic actions when it uses a legendary action.

Read or paraphrase the following text when the Jewel uses its Unchained trait:

> *Unbeknownst to you, each landed blow against the elemental storm has also marred the sapphire gem that contains its power. As the final blow lands, the sapphire shatters, and the area is suddenly filled with a rush of deafening air. The elemental begins to swell as the potent air suffuses it. This is its true power, unleashed from the tethers of its gem prison. The storm is not just renewed, but grows in a furious cacophony of rushing winds, thunderous booms, and cracks of lightning.*

Rewards

Fighting the Jewel of the Great Caliph as a mythic encounter is equivalent to fighting two CR 23 creatures in one encounter. Award a party 100,000 XP for defeating the Jewel after it uses Unchained. You can also reward them with the *ring of the tempest* in addition to any other treasures they might find.



The Jewel of the Great Caliph's Lair

The Jewel of the Great Caliph is the ultimate force upon the Elemental Plane of Air, with the ability to bend its latent magic to its will. While present on the plane, the area within 6 miles centered on the jewel is considered its lair. When on another plane, if the jewel is within 1 mile of an active portal to the elemental plane, its lair becomes the area within 6 miles of the closest portal.

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

- A sudden blast of wind rushes through the jewel's lair, forming a line 100 feet long and 15 feet wide, originating from a point within 120 feet of the jewel and traveling in a direction it chooses. Each creature in the line must make a DC 21 Strength saving throw. A creature is pushed 100 feet in the direction of the wind on a failed save, or half as far on a successful one. If the creature collides with a solid object after being pushed at least 30 feet, such as the ground or a stone wall, it takes 28 (5d10) bludgeoning damage and is knocked prone.
- Three bolts of lightning crackle through the air, each of which can strike a target the jewel can see within 120 of it. A target must make a DC 23 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.
- The jewel siphons all the air within 120 feet of it into its body, causing all flying creatures to suddenly begin falling, unless they are hovering or held aloft by magic such as the *fly* spell. Creatures that require air to breathe must begin holding their breath or else begin suffocating. The jewel exhales this air back into the surrounding area on the next initiative count 20.

Regional Effects. The region containing the jewel's lair is warped by the creature's primordial magic, creating the following magical effects:

- The air within 1 mile of the jewel's lair becomes uplifting, bestowing all creatures in this area with a flying speed equal to their walking speed. The flying speed of creatures who already have one is instead doubled.
- Errant and unpredictable winds make ranged weapons unreliable within 1 mile of the jewel's lair. Ranged weapon attacks made within their normal range have a 50% chance of failing, and a 75% chance of failing if made within the long range of the weapon.
- The weather within 6 miles of the jewel's lair becomes a ferocious and raging storm. Heavy precipitation, strong winds, and other environmental effects (such as snowstorms and sandstorms) occur within this area at all times.

If the Jewel of the Great Caliph dies, all of these regional effects fade immediately, and any portals to the Elemental Plane of Air within the area of the lair immediately close.

Pete Linforth (Pixabay)

The Jewel of the Great Caliph

Gargantuan elemental, neutral

Armor Class 19
Hit Points 264 (16d20 + 96)
Speed 0 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	28 (+9)	23 (+6)	2 (-4)	21 (+5)	18 (+4)

Saving Throws Wis +12, Cha +11
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning, poison, thunder
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 23 (50,000 XP)

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

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

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

Living Storm. The jewel is always at the center of a storm 1d6 + 4 miles in diameter. Heavy precipitation in the form of either rain or snow falls there, causing the area to be lightly obscured. Heavy rain also extinguishes open flames and imposes disadvantage on Wisdom (Perception) checks that rely on hearing.

In addition, strong winds swirl in the area covered by the storm. The winds impose disadvantage on ranged attack rolls. The winds extinguish open flames and disperse fog.

Siege Monster. The jewel deals double damage to objects and structures.

Unchained (Mythic; Recharges after a Short or Long Rest). If the jewel takes damage that would reduce it to 0 hit points, it is reduced to 1 hit point instead. The sapphire that imprisons its true power cracks and breaks, releasing its restraints. The jewel gains 264 temporary hit points, and regains all expended uses of its Legendary Resistance trait. If this occurs on a plane other than the Elemental Plane of Air, a portal suddenly opens and gales of wind fill the area. This portal acts as the center of the jewel's lair.

Actions

Multiattack. The jewel makes two attacks with its Thunderous Slam.

Thunderous Slam. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 23 (4d6 + 9) thunder damage.

Lightning Storm (Recharge 6). All other creatures within 120 feet of the jewel must each make a DC 20 Dexterity saving throw, taking 27 (6d8) lightning damage on a failed save, or half as much damage on a successful one. If a target's saving throw fails by 5 or more, the creature is also stunned until the end of its next turn.

Legendary Actions

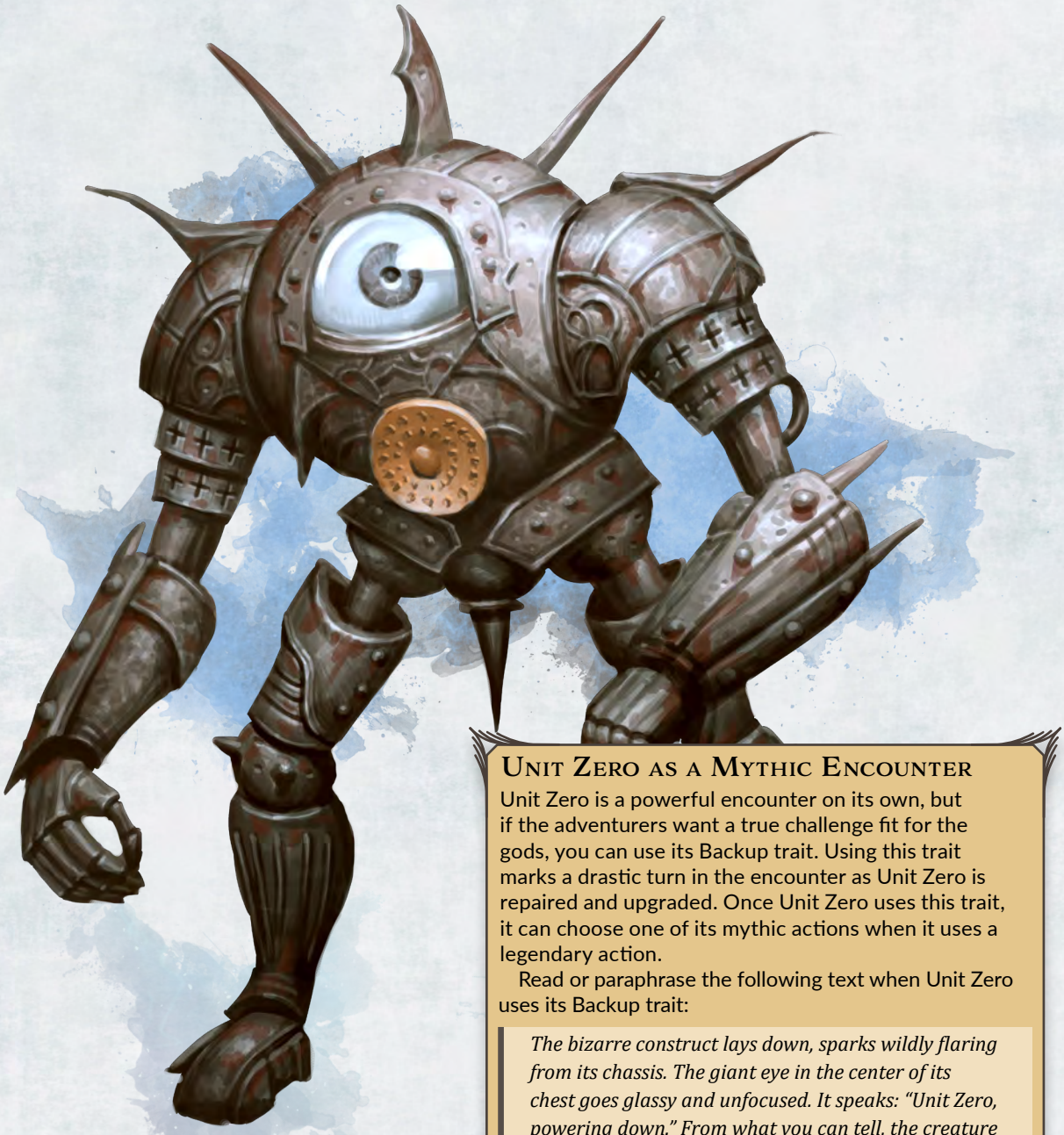
The jewel can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The jewel regains spent legendary actions at the start of its turn.

Move. The jewel moves up to its speed.
Lightning Strike (Costs 2 Actions). The jewel can cause a bolt of lightning to strike a point on the ground anywhere under its storm. Each creature within 5 feet of that point must make a DC 20 Dexterity saving throw, taking 16 (3d10) lightning damage on a failed save, or half as much damage on a successful one.
Screaming Gale (Costs 3 Actions). The jewel releases a blast of thunder and wind in a line that is 1 mile long and 20 feet wide. Objects in that area take 22 (4d10) thunder damage. Each creature there must succeed on a DC 21 Dexterity saving throw or take 22 (4d10) thunder damage and be flung up to 60 feet in a direction away from the line. If a thrown target collides with an immovable object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown before impact. If the target would collide with another creature instead, that other creature must succeed on a DC 19 Dexterity saving throw or take the same damage and be knocked prone.

Mythic Actions

If The Jewel of the Great Caliph is a Mythic encounter, it can choose from the options below as additional legendary actions as long as it has the temporary hit points gained from its Unchained trait.

Control Lair. The jewel immediately uses one of its lair actions. It can't use a lair action two rounds in a row.
Everlasting Storm (Costs 2 Actions). The jewel uses its Lightning Storm action. If the action is unavailable, it recharges instead.
Vortex (Costs 3 Actions). The jewel creates a swirling mass of air centered on a point it can see within 120 feet. Creatures within 30 feet of this point must succeed on a DC 21 Strength saving throw or be pulled up to 30 feet towards the center of the vortex.



Unit Zero

All maruts are crafted identically. The creature is a hulking construction with many layers of armor, similar to a golem save for a singular organic eye in the center of its torso just below where a humanoid would have their head. Lower than the eye is an arcane disc with the instructions the marut needs to follow inscribed upon it.

Unit Zero is the first of its kind, having only known success in its endeavours.

Ideal. "Obey."

Bond. "My life has no meaning other than to fulfil my directives and to correct broken contracts."

Flaw. "The words of a contract are all that matters. It does not matter if those signing it understand what they are signing."

Unit Zero as a Mythic Encounter

Unit Zero is a powerful encounter on its own, but if the adventurers want a true challenge fit for the gods, you can use its Backup trait. Using this trait marks a drastic turn in the encounter as Unit Zero is repaired and upgraded. Once Unit Zero uses this trait, it can choose one of its mythic actions when it uses a legendary action.

Read or paraphrase the following text when Unit Zero uses its Backup trait:

> *The bizarre construct lays down, sparks wildly flaring from its chassis. The giant eye in the center of its chest goes glassy and unfocused. It speaks: "Unit Zero, powering down." From what you can tell, the creature is dead. The only motion remaining is the spinning disc embedded in its chest cavity. But instead of spinning slower, it speeds up. The metal that forms the creature begins glowing hot, molten even. It gets smaller and smaller, with every part of the creature disappearing except for the disc. Once every last drop of metal has been sucked away to some unknown destination, another creature stands before you, identical in every way to the last. It reaches out and grabs the disc, placing the round object into a perfectly sized cavity in its torso. "Unit Zero, reactivate. Upgrade complete."*

Rewards

Fighting Unit Zero as a mythic encounter is equivalent to fighting two CR 21 creatures in one encounter. Award a party 66,000 XP for defeating Unit Zero after it uses Backup. You can also reward them with the *unerring maul*, *Kolyarut's golden edict*, or the spell *marut's march* in addition to any other treasures they might find.

GeunBrush

Unit Zero's Lair

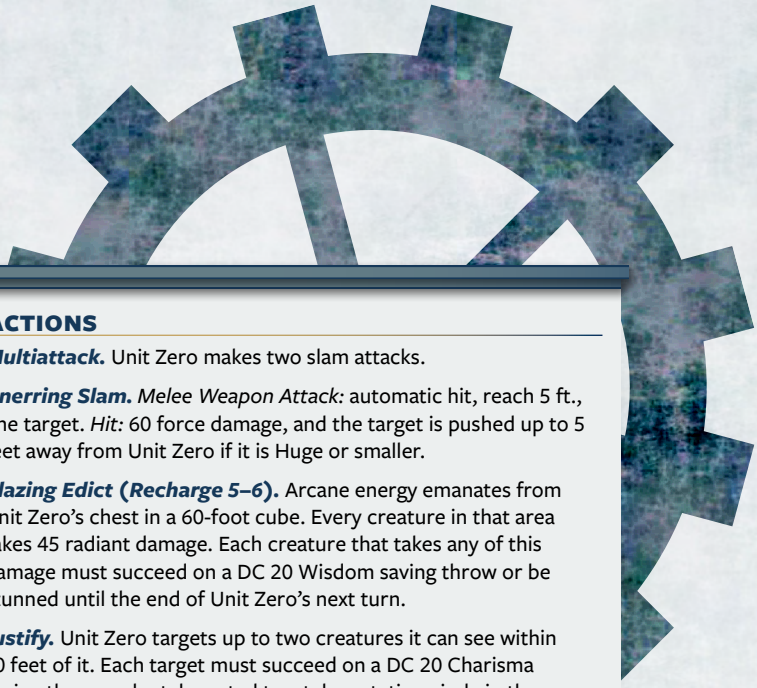
As a creation designed to enforce contracts and chase down contract breakers, Unit Zero has a lair that is centered upon their current target. When hunting a contract breaker, Unit Zero's lair forms around them.

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

- While within its lair, Unit Zero can cast *sanctuary*, but only upon the creature its lair is centered upon. It generally does this to try and prevent others from attacking their target.
- While within its lair, Unit Zero can cast *zone of truth*, but it only affects the creature its lair is centered upon.
- While within its lair, Unit Zero can cast *power word stun*, but it can only target the creature its lair is centered upon.

Regional Effects. The region containing Unit Zero's lair is warped by its magic, which creates one or more of the following effects:

- The creature the lair is centered upon has its speeds halved.
- The creature the lair is centered upon has disadvantage on Strength and Dexterity ability checks and saving throws.
- The creature the lair is centered upon has an illusory eyeball constantly floating above their head. This eyeball is roughly the size of their head.



Unit Zero

Large construct (inevitable), lawful neutral

Armor Class 22 (natural armor)
Hit Points 432 (3210 + 256)
Speed 40 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	12 (+1)	26 (+8)	19 (+4)	15 (+2)	18 (+4)

Saving Throws Wis +10, Cha +9
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 21 (33,000 XP)

Immutable Form. Unit Zero is immune to any spell or effect that would alter its form.

Innate Spellcasting. Unit Zero's innate spellcasting ability is Intelligence (spell save DC 20). Unit Zero can innately cast the following spell, requiring no material components.

At will: *plane shift* (self only)

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

Magic Resistance. Unit Zero has advantage on saving throws against spells and other magical effects.

Upgrade (Mythic; Recharges after a Short or Long Rest). If Unit Zero is reduced to 0 hit points, a new marut is crafted in the Hall of Concordance and sent as an immediate replacement. Unit Zero immediately regains 432 hit points.

Actions

Multiattack. Unit Zero makes two slam attacks.

Unerring Slam. *Melee Weapon Attack:* automatic hit, reach 5 ft., one target. *Hit:* 60 force damage, and the target is pushed up to 5 feet away from Unit Zero if it is Huge or smaller.

Blazing Edict (Recharge 5–6). Arcane energy emanates from Unit Zero's chest in a 60-foot cube. Every creature in that area takes 45 radiant damage. Each creature that takes any of this damage must succeed on a DC 20 Wisdom saving throw or be stunned until the end of Unit Zero's next turn.

Justify. Unit Zero targets up to two creatures it can see within 60 feet of it. Each target must succeed on a DC 20 Charisma saving throw or be teleported to a teleportation circle in the Hall of Concordance in Sigil. A target fails automatically if it is incapacitated. If either target is teleported in this way, Unit Zero teleports with it to the circle.

After teleporting in this way, Unit Zero can't use this action again until it finishes a short or long rest.

Mythic Actions

If Unit Zero is a Mythic encounter, it can take 3 mythic actions, choosing from the options below. Only one mythic action option can be used at a time and only at the end of another creature's turn. Unit Zero regains spent mythic actions at the start of its turn.

Spin Disc. The disc in Unit Zero's chest spins faster, generating lightning all around Unit Zero. The next creature that makes a melee or ranged attack against Unit Zero before the start of its next turn takes 30 lightning damage.

See Truth. Unit Zero's eye quickly darts around, scanning the area around it. All creatures within 120 feet of it begin to sparkle and glow. Affected creatures shed dim light in a 10-foot radius and the affected creature can't benefit from being invisible. This lasts until Unit Zero uses another mythic action.

Veritas. Unit Zero attempts to recharge its Blazing Edict action. If it's already recharged, Unit Zero can use its Blazing Edict instead.



Xanscilathampos

Like other bronze dragons, Xanscilathampos (or Xan for short), has a wide face with slick black horns projecting proudly outward. Her frill has turned a deep sea green, and her claws are tipped with special caps. Each of these metal claw caps is crafted to represent a story in Xan's life that she holds close to her heart.

Ideal. "My sisters are my life. I love them more than I have ever loved anything."

Bond. "To spread the good will of the Sisterhood and to welcome new draconic brethren thanks to the Ritual of Cleansing."

Flaw. "I don't take things seriously enough."

> For DMs wanting to know more about Xanscilathampos, she is featured in *Dragons of Faerûn* for 3rd Edition.

Xan as a Mythic Encounter

Xanscilathampos is a powerful encounter on her own, but if the adventurers want a true challenge fit for the gods, you can use her Eternal Sonata. Using this trait marks a drastic turn in the encounter as Xanscilathampos begins singing a battle hymn that fills her spirit with an energy of awakening. Once Xan uses this trait, she can choose one of her mythic actions when she uses a legendary action.

Read or paraphrase the following text when Xanscilathampos uses her Eternal Sonata trait:

> *Gladiators would describe the dragon's condition as 'on the ropes', but somehow she continues to get up and keep fighting. Her spirit hasn't been reduced even a single drop, despite her blood staining the arena around you. Suddenly, she begins to sing—and as she does, some of her blue-green scales light up with a greenish glow. As her song progresses, it's clear the song is not meant for you: it's an ancient tale cursing the foul intent of dragon slayers and praising an ancient hero dragon named Essembramaerytha.*

Rewards

Fighting Xanscilathampos as a mythic encounter is equivalent to fighting two CR 22 creatures in one encounter. Award a party 82,000 XP for defeating Xan after she uses Eternal Sonata. You can also reward them with the *heart of the ancient bronze* and *spellsong sword* in addition to any other treasures that her hoard may hold.

Bob Greyvenstein

Xanscilathampos's Lair

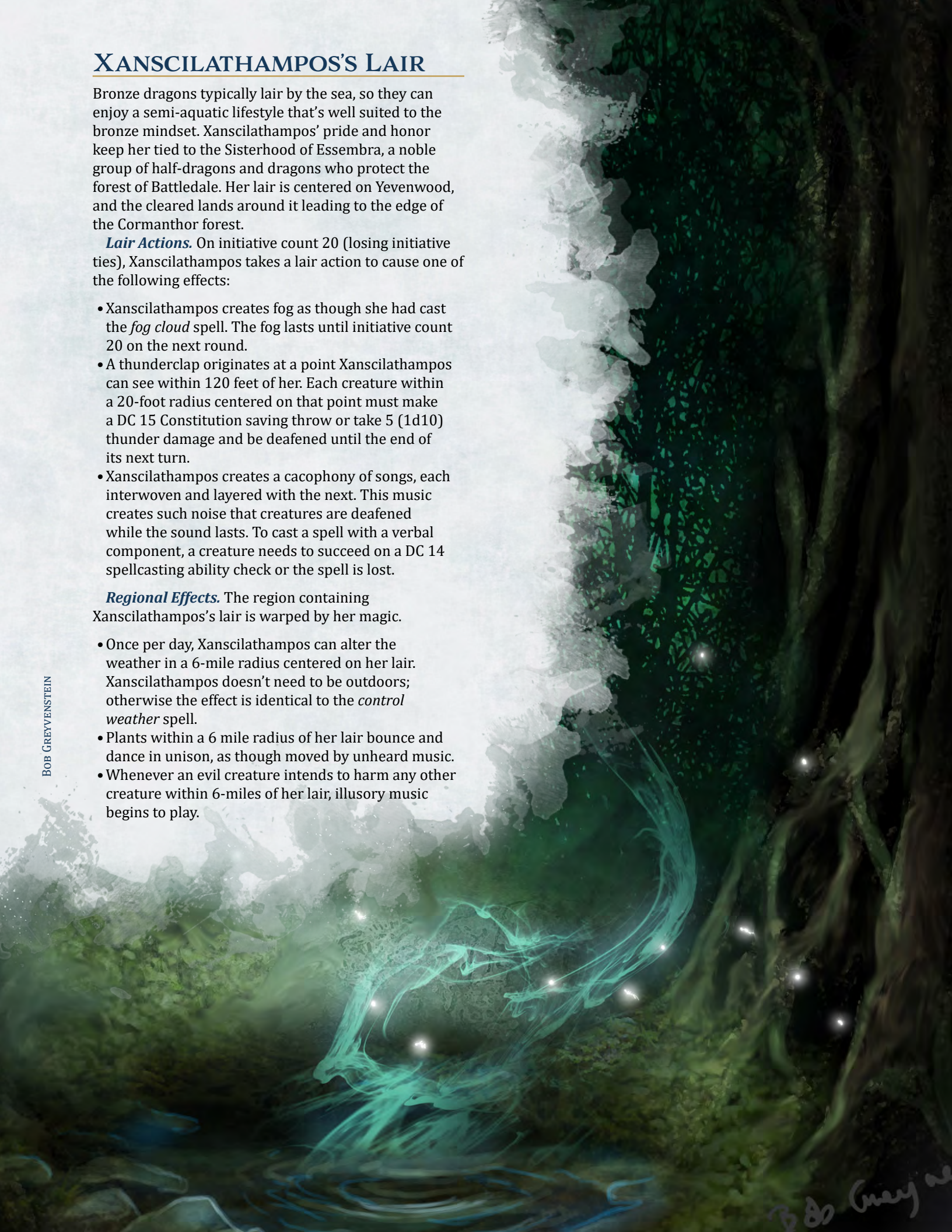
Bronze dragons typically lair by the sea, so they can enjoy a semi-aquatic lifestyle that's well suited to the bronze mindset. Xanscilathampos' pride and honor keep her tied to the Sisterhood of Essembra, a noble group of half-dragons and dragons who protect the forest of Battledale. Her lair is centered on Yevenwood, and the cleared lands around it leading to the edge of the Cormanthor forest.

Lair Actions. On initiative count 20 (losing initiative ties), Xanscilathampos takes a lair action to cause one of the following effects:

- Xanscilathampos creates fog as though she had cast the *fog cloud* spell. The fog lasts until initiative count 20 on the next round.
- A thunderclap originates at a point Xanscilathampos can see within 120 feet of her. Each creature within a 20-foot radius centered on that point must make a DC 15 Constitution saving throw or take 5 (1d10) thunder damage and be deafened until the end of its next turn.
- Xanscilathampos creates a cacophony of songs, each interwoven and layered with the next. This music creates such noise that creatures are deafened while the sound lasts. To cast a spell with a verbal component, a creature needs to succeed on a DC 14 spellcasting ability check or the spell is lost.

Regional Effects. The region containing Xanscilathampos's lair is warped by her magic.

- Once per day, Xanscilathampos can alter the weather in a 6-mile radius centered on her lair. Xanscilathampos doesn't need to be outdoors; otherwise the effect is identical to the *control weather* spell.
- Plants within a 6 mile radius of her lair bounce and dance in unison, as though moved by unheard music.
- Whenever an evil creature intends to harm any other creature within 6-miles of her lair, illusory music begins to play.



Bob Greyvenstein

Xanscilathampos

Gargantuan dragon, lawful good

Armor Class 22
Hit Points 444 (24d20 + 192)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	18 (+4)	17 (+3)	21 (+5)

Saving Throws Dex +7, Con +15, Wis +10, Cha +12
Skills Insight +10, Perception +17, Performance+8, Stealth +7
Damage Immunities lightning
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Common, Draconic
Challenge 22 (41,000 XP)

Amphibious. Xanscilathampos can breathe air and water.

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

Eternal Sonata (Mythic; Recharges after a Short or Long Rest). If Xanscilathampos is reduced to 0 hit points, she is reduced to 1 hit point instead as the music of the universe reinvigorates her. She immediately gains 444 temporary hit points and all ongoing conditions affecting her end. While she possesses these temporary hit points, she also has immunity to the charmed condition and thunder damage. Finally, she regains all uses of her Legendary Resistance trait.

Actions

Multiattack. Xanscilathampos can use her Frightful Presence. She then makes three attacks: one with her bite and two with her claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of Xanscilathampos's choice that is within 120 feet of her and aware of her must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Xanscilathampos's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). Xanscilathampos uses one of the following breath weapons.

Lightning Breath. Xanscilathampos exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one. If Xanscilathampos possesses temporary hit points from her Eternal Sonata trait, creatures who take damage must also make a DC 23 Strength saving throw or be knocked prone.

Repulsion Breath. Xanscilathampos exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 23 Strength saving throw. On a failed save, the creature is pushed 60 feet away from her. If Xan possesses temporary hit points from her Eternal Sonata trait, creatures who are not pushed instead take 9 (2d8) thunder damage.

Change Shape. Xanscilathampos magically polymorphs into a humanoid or beast that has a challenge rating no higher than her own, or back into her true form. She reverts to her true form if she dies. Any equipment she is wearing or carrying is absorbed or borne by the new form (Xanscilathampos's choice).

In a new form, Xanscilathampos retains her alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Her statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

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

Detect. Xanscilathampos makes a Wisdom (Perception) check.
Tail Attack. Xanscilathampos makes a tail attack.
Wing Attack (Costs 2 Actions). Xanscilathampos beats her wings. Each creature within 15 feet of Xanscilathampos must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. Xanscilathampos can then fly up to half her flying speed.

Mythic Actions

If Xanscilathampos is a Mythic encounter, she can choose from the options below as additional legendary actions while she possesses temporary hit points from her Eternal Sonata trait. Each of these actions requires Xanscilathampos to sing. If she cannot sing, she cannot use these actions.

Lullaby. One creature of Xanscilathampos' choice must succeed on a DC 20 Wisdom saving throw or fall asleep as if affected by the *sleep* spell.

Arpeggio. One creature of Xanscilathampos' choice must succeed on a DC 19 Charisma saving throw or become charmed by Xanscilathampos until the start of her next turn. While charmed in this way, the creature wants nothing more than to sit and listen to her song.

Dirge (Costs 2 Actions). One creature of Xanscilathampos' choice must succeed on a DC 22 Constitution saving throw or be rendered unconscious until the start of Xanscilathampos' next turn. Each of the creature's allies must make a DC 20 Wisdom saving throw, taking 14 (4d6) psychic damage on a failed saving throw, or half as much damage on a successful one.



Lluis Abadias

Yeenoghu

Stretching to a full height of 14 feet, Yeenoghu is the Lord of Gnolls and looks exactly like a giant version of their kind. Desiring nothing more than pure and utter destruction, he leads great packs of gnolls and hyenas across the planes to devour foes and breed new chaos.

Ideal. "There are only two things in existence: prey and me."
Bond. "So many spleens, so little time."
Flaw. "Let Baphomet use his 'cunning'—I have no need for such weakness."

For DMs who want to know more about the lord of Gnolls, recommended reading includes: *On Hallowed Ground* for 2nd edition, *Fiendish Codex 1* and *Book of Vile Darkness* for 3rd edition, *Volo's Guide to Monsters* and *Mordenkainen's Tome of Foes* for 5th edition. Yeenoghu also appears in two fifth edition adventures: *Out of the Abyss*, and *Baldur's Gate: Descent into Avernus*.

Yeenoghu's Lair

Any battlefield of sufficient carnage, while committed in the presence of Yeenoghu with the full furor of his army, becomes a lair. Once the horde moves onward, the site loses this curse.

Within the Abyss also exists a lair of bloodsport and death, barren and lifeless: the Death Dells, ruled by Yeenoghu and roamed by his hordes.

Lair Actions. On initiative count 20 (losing initiative ties), Yeenoghu can take a lair action to cause one of the following effects; he can't use the same effect two rounds in a row:

- Yeenoghu causes an iron spike—5 feet tall and 1 inch in diameter—to burst from the ground at a point he can see within 100 feet of him. Any creature in the space where the spike emerges must make a DC 24 Dexterity saving throw. On a failed save, the creature

takes 27 (6d8) piercing damage and is impaled on the spike, restraining it. A creature can use an action to remove itself or a creature it can reach from the spike, ending the restrained condition.

- Each gnoll or hyena that Yeenoghu can see can use its reaction to move up to its speed.
- Until the next initiative count 20, all gnolls and hyenas within the lair are enraged, causing them to have advantage on melee weapon attack rolls and causing attack rolls to have advantage against them.

Regional Effects. The region containing Yeenoghu's lair is warped by his magic, creating one or more of the following effects:

- Within 1 mile of the lair, large iron spikes grow out of the ground and stone surfaces. Yeenoghu impales the bodies of the slain on these spikes.
- Predatory beasts within 6 miles of the lair become unusually savage, killing far more than what they need for food. Carcasses of prey are left to rot in an unnatural display of wasteful slaughter.
- Creatures who rest within 1 mile of the lair must succeed on a DC 24 Wisdom saving throw or gain the following flaw, which can be removed by a *greater restoration* or *wish* spell, or when Yeenoghu is defeated: "My hunger... it is insatiable. Nothing is off limits, not even the flesh of fallen foes."

Yeenoghu as a Mythic Encounter

Yeenoghu is a powerful encounter on his own, but if the adventurers want a true challenge fit for the gods, you can use his Beast Within trait. Using this trait marks a drastic turn in the encounter as Yeenoghu unleashes a savage fury. Once Yeenoghu has used this trait, he can choose one of his mythic actions when he uses a legendary action.

Read or paraphrase the following text when Yeenoghu uses his Beast Within trait:

> *The savage creature before you does not resemble anything worthy of the name "demon lord". This creature is far closer to a force of nature, a pure unadulterated avatar of destruction. But even the strongest beasts bleed, and Yeenoghu is no exception. His black ichor stains the ground of his lair. However, you realize something has escaped notice: his blood is moving, slowly slithering back onto his fur. The more carnage he causes, the quicker the process. Eventually, all that matting becomes more like armor weighing him down, only serving to anger the demon lord further. Yeenoghu has a solution for even this: the Lord of gnolls tears his own skin off, emerging like a butterfly from a gore-covered cocoon—faster, angrier, and meaner. The fiend has found his second wind.*

Rewards

Fighting Yeenoghu as a mythic encounter is equivalent to fighting two CR 24 creatures in one encounter. Award a party 124,000 XP for defeating Yeenoghu after he uses Beast Within. You can also reward them with the *accursed flail of savagery* and the spell *Yeenoghu's corpse curse* in addition to any other treasures he may covet.



Public Domain (Instructive Picture Book)

YEENOGHU

Huge fiend (demon), chaotic evil

Armor Class 20 (natural armor)
Hit Points 333 (23d12 + 184)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	16 (+3)	26 (+8)	16 (+3)	24 (+7)	15 (+2)

Saving Throws Dex +10, Con +15, Wis +14
Skills Intimidation +9, Perception +14
Damage Resistances cold, fire, lightning
Damage Immunities poison; bludgeoning, piercing, and slashing damage from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses truesight 120 ft., passive Perception 24
Languages all, telepathy 120 ft.
Challenge 24 (62,000 XP)

Innate Spellcasting. Yeenoghu's spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *detect magic*, *spiritual weapon* (8th-level spell, 4d8 + 2 force damage on a hit, appears as a flail)
3/day each: *dispel magic*, *fear*, *invisibility*
1/day each: *teleport*

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

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

Magic Weapons. Yeenoghu's weapon attacks are magical.

Rampage. When Yeenoghu reduces a creature to 0 hit points with a melee attack on his turn, Yeenoghu can take a bonus action to move up to half his speed and make a bite attack.

Beasts Within (Mythic; Recharges after a Short or Long Rest). If Yeenoghu is reduced to 0 hit points, he is reduced to 1 hit point instead as he becomes incredibly feral and unpredictable. Yeenoghu immediately gains 333 temporary hit points. While he possesses these temporary hit points, he gains the following benefits:

- At the end of his turn, if he dealt damage since the start of his turn, he regains 15 hit points.
- Whenever he deals damage, he has advantage on his next attack roll and creatures attacking Yeenoghu have advantage to hit him.
- He has resistance against bludgeoning, piercing, and slashing damage from magical attacks.
- Any critical hit against Yeenoghu becomes a normal hit, as if he were wearing adamantine armor.

Actions

Multiattack. Yeenoghu makes three flail attacks. If an attack hits, he can cause it to create an additional effect of his choice or at random (each effect can be used only once per Multiattack):

1. The attack deals an extra 13 (2d12) bludgeoning damage.
2. The target must succeed on a DC 17 Constitution saving throw or be paralyzed until the start of Yeenoghu's next turn.
3. The target must succeed on a DC 17 Wisdom saving throw or be affected by the *confusion* spell until the start of Yeenoghu's next turn.

Flail. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 15 (1d12 + 9) bludgeoning damage.

Bite. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 14 (1d10 + 9) piercing damage.

Legendary Actions

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

Charge. Yeenoghu moves up to his speed.
Swat Away. Yeenoghu makes a flail attack. If the attack hits, the target must succeed on a DC 24 Strength saving throw or be pushed 15 feet in a straight line away from Yeenoghu. If the saving throw fails by 5 or more, the target falls prone.
Savage (Costs 2 Actions). Yeenoghu makes a bite attack against each creature within 10 feet of him.

Mythic Actions

If Yeenoghu is a Mythic encounter, he can choose from the options below as additional legendary actions while he possesses temporary hit points from his Beast Within.

Callout. Yeenoghu calls his next attack, announcing it aloud. If his next weapon attack hits, it is automatically a critical hit.
Reinforcements. Yeenoghu vomits a gnoll fang of Yeenoghu into an adjacent unoccupied space.
Sweeping Flail (Costs 2 Actions). Yeenoghu makes a flail attack against each creature within 15 feet of him.



Ygorl, Lord of Entropy

The slaadi are a chaotic and terrifying race, feared in most corners of the multiverse. Even within their own kind, there are those who lead with overwhelming power themselves. Ygorl is one of these slaadi, the first-born of the slaad lords.

Ygorl takes many forms, but there are a few forms it prefers. The first is its humanoid form, akin to an androgynous humanoid with in a chitinous carapace and long serrated horns sweeping back from its forehead. The second is a skeletal slaad with great curved horns. Finally and least often, it takes the form of a hole cut into reality, through which Limbo can be seen. Only the vague outline of a slaad with pinpoints of red light for eyes indicates that this being is alive.

Ygorl has only a single ally: a brass dragon who worships the utter chaos caused by Ygorl named Shkiv.

Ideal. "The living are destined to be unmade. Thus, they are nothing more than pawns to be moved about."

Bond. "I can see the end of all things—how the very universe itself will fall to chaos and be reduced to nothing. Were I slain, this would still be the truth of existence."

Flaw. "I am no more passionate nor dispassionate than a tornado. A force of nature does not care or want for anything."

For DMs wanting to know more about Ygorl, it appeared originally in the *Fiend Folio* for 1st edition. *Manual of the Planes* from that same edition also has a small paragraph regarding the slaadi lords.

It also had minor influences on the adventures *Tales from the Outer Planes* and *Tales from the Infinite Staircase* in 2nd edition. Ygorl was one of the main antagonists of the game *Demon Stone* and was featured in *Dragon 221* in the article "Lords of Chaos."

Most recently, Ygorl was in *Mordenkainen's Fiendish Folio, Volume 1* for 5th edition, found on the Dungeon Masters Guild.

GRANDFAILURE

Ygorl's Lair

Wherever the Lord of Entropy rests, reality twists and shimmers around it, forming a lair within a few days. However, in Limbo there lies a fortress with a constantly shifting visage that Ygorl regards as its primary lair.

Lair Actions. On initiative count 20 (losing initiative ties), Ygorl can take a lair action to cause one of the following magical effects; it can't use the same effect two rounds in a row:

- Ygorl chooses a creature it can see within 120 of it. Ygorl casts *banishment* (save DC 23) using no action or components.
- Roll once on the Wild Magic Surge table.
- Each creature Ygorl can see within 120 feet of it is displaced, causing multiple copies of them to appear. Until the next time Ygorl uses a lair action, any creature trying to cast a spell on an ally must roll a d20 first. On a roll of 10 or less, the spell is lost.

Regional Effects. The region containing Ygorl's lair is warped by its magic, creating one or more of the following effects:

- Features for 1 mile around its lair randomly shift, becoming objects of a different sort. Rivers could become streams of lava, trees could become stalagmites, caverns of stone could become abandoned fortresses, and so on.
- Creatures who die within 1 mile of its lair resist magical attempts to be restored to life. If magic is cast upon such a creature, the target must succeed on a DC 22 Constitution saving throw or the magic fails.
- Creatures who rest within 1 mile of the lair must succeed on a DC 22 Wisdom save or gain the following flaw, which can be removed by a *greater restoration* or *wish* spell, or when Ygorl is defeated: "Whenever you are presented with structure, rules, or order, you are driven to stop it."

Ygorl as a Mythic Encounter

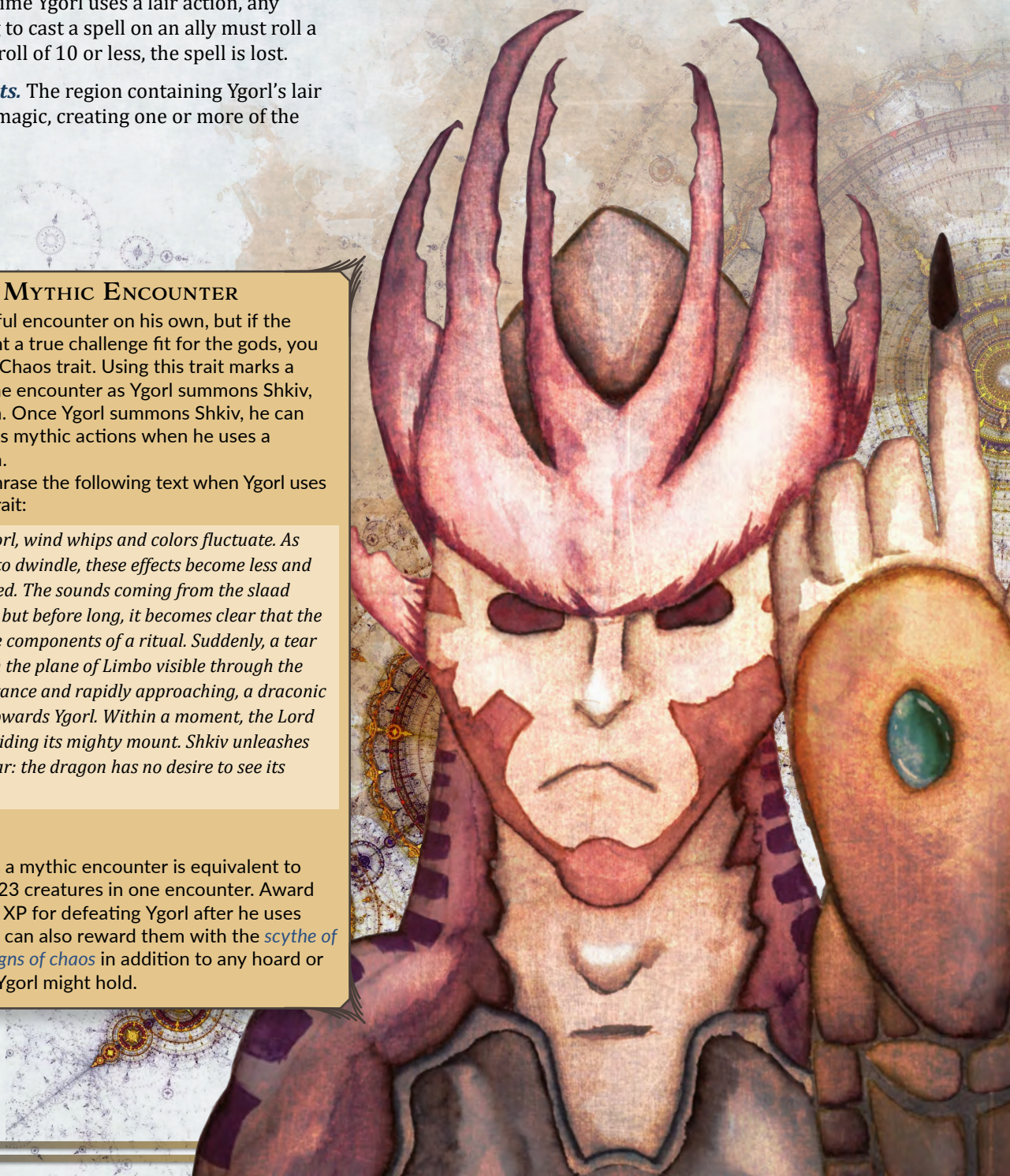
Ygorl is a powerful encounter on his own, but if the adventurers want a true challenge fit for the gods, you can use its Pure Chaos trait. Using this trait marks a drastic turn in the encounter as Ygorl summons Shkiv, the brass dragon. Once Ygorl summons Shkiv, he can choose one of his mythic actions when he uses a legendary action.

Read or paraphrase the following text when Ygorl uses his Pure Chaos trait:

> *All around Ygorl, wind whips and colors fluctuate. As its life begins to dwindle, these effects become less and less pronounced. The sounds coming from the slaad lord are alien, but before long, it becomes clear that the sounds are the components of a ritual. Suddenly, a tear opens up, with the plane of Limbo visible through the rift. In the distance and rapidly approaching, a draconic form rushes towards Ygorl. Within a moment, the Lord of Entropy is riding its mighty mount. Shkiv unleashes a powerful roar: the dragon has no desire to see its master hurt.*

Rewards

Fighting Ygorl as a mythic encounter is equivalent to fighting two CR 23 creatures in one encounter. Award a party 100,000 XP for defeating Ygorl after he uses Pure Chaos. You can also reward them with the *scythe of decimation* or *reigns of chaos* in addition to any hoard or other treasures Ygorl might hold.



Bryan Holmes

Ygorl, Lord of Entropy

Large aberration, chaotic neutral

Armor Class 20 (natural armor)
Hit Points 325 (26d10 + 182)
Speed 40 ft., climb 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	24 (+7)	20 (+5)	16 (+3)	26 (+8)

Saving Throws Str +14, Con +14, Wis +10
Damage Resistances acid, cold, fire, lightning, thunder
Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing damage from nonmagical attacks
Condition Immunities frightened, poisoned
Senses passive Perception 13
Languages all, telepathy 120 ft.
Challenge 23 (50,000 XP)

Entropic Aura. Each creature that is not a construct or undead that ends its turn within 15 feet of Ygorl takes 14 (4d6) necrotic damage.

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

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

Innate Spellcasting. Ygorl's innate spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *blight*, *blink*, *chaos bolt* [XGE], *darkness*, *detect magic*, *fly*, *shield*
3/day each: *circle of death*, *enervation* [XGE], *phantasmal killer*, *symbol* (discord only)
2/day each: *finger of death*, *harm*, *mental prison* [XGE], *power word pain* [XGE]
1/day each: *power word kill*, *power word stun*, *symbol* (death only), *weird*

Pure Chaos (Mythic; Recharges after a Short or Long Rest). If Ygorl is reduced to 0 hit points, it is instead reduced to 1 hit point as the dragon Shkiv rushes to his aid. Ygorl gains 325 temporary hit points. While it possesses these temporary hit points, Ygorl's size becomes Huge, and it gains a flight speed of 80 ft. and a burrow speed of 30 ft.

Actions

Multiattack. Ygorl makes three attacks: two with its scythe and one with its Entropic Touch.

Scythe. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one creature. *Hit:* 18 (2d10 + 7) slashing damage plus 19 (3d12) necrotic damage. Any creature reduced to 0 hit points by this attack dies, with its body and everything it is wearing and carrying, except magic items, exploding into a cloud of ash. The creature can be restored to life only by means of a *wish* spell.

Entropic Touch. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) necrotic damage, and the target must succeed on a DC 22 Constitution saving throw or gain one level of exhaustion.

Summon Slaadi (1/Day). Ygorl summons 1d4 + 1 death slaadi. A summoned slaad appears in an unoccupied space within 60 feet of Ygorl, acts as an ally of Ygorl, and can't summon other slaadi. It remains for 1 minute, until it or Ygorl dies, or until Ygorl dismisses it as an action.

Teleport. Ygorl teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Legendary Actions

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

Scythe. Ygorl makes one attack with its scythe.
Teleport. Ygorl uses its Teleport action.
Call the Void (Costs 3 Actions). Each creature that is not a construct or undead within 30 feet of Ygorl must make a DC 22 Constitution saving throw against Ygorl's attempt to unmake life, taking 42 (12d6) necrotic damage on a failed save, or half as much damage on a successful one. Ygorl then regains a number of hit points equal to half the total damage taken by all affected creatures.

Mythic Actions

If Ygorl is a Mythic encounter, it can choose from the options below as additional legendary actions while it possesses temporary hit points from its Pure Chaos trait.

Breath Weapon. Shkiv exhales either a 60-foot line that is 5 feet wide or a 60-foot cone. Regardless of which form it takes, the dragon must choose to either deal fire damage or put creatures to sleep. Once used, this action can't be used again until it recharges.

Fire. Each creature affected by the breath weapon must make a DC 18 Dexterity saving throw, taking 45 (13d6) fire damage on a failed save, or half as much on a successful one.

Sleep. Each creature affected by the breath weapon must succeed on a DC 18 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Recharge Breath Weapon. Shkiv tries to recharge its Breath Weapon action. Roll 1d6, recharging the breath weapon on a roll of 5 or 6.
Dragon Attack. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 6) damage. The dragon chooses if this is bludgeoning, piercing, or slashing damage.
Wing Attack (Costs 2 Actions). Shkiv beats its wings. Each creature within 10 feet of Ygorl must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. Ygorl then flies up to half its flying speed.



Zariel

A pale reflection of the celestial she once was, Zariel now resembles a burning inferno. Her skin is scorched and ashen, pale with the grace drained from it. Her wings, which used to possess thousands of ivory feathers, now range between warm magma and a waterfall made of fire. On Mount Celestia, her greatest virtue was an unmatched determination—and this determination remains, only fueled by anger.

Ideal. "I will empty the Nine Hells of even the smallest demonic incursion."

Bond. "Drive back the infinite hordes of the Abyss. Fiend, celestial—it doesn't matter who does the job."

Flaw. "When I set out to do something, I will accomplish it at any cost."

For DMs wanting to know more about Zariel, she has a small amount of information available in *Fiendish Codex II* for 3rd edition, as well as in 5th edition via *Mordenkainen's Tome of Foes* and the adventure *Baldur's Gate: Descent into Avernus*.

Zariel as a Mythic Encounter

Zariel is a powerful encounter on her own, but if the adventurers want a true challenge fit for the gods, you can use her Blessing of Avernus trait. Using this trait marks a drastic turn in the encounter as Zariel taps into the power source that she rules over. Once Zariel has this blessing, she can choose one of her mythic actions when she uses a legendary action.

Read or paraphrase the following text when Zariel uses her Blessing of Avernus trait:

> *Digging her sword deep into the ground at her feet, Zariel's wings spread wide. For a moment, everything is quiet; the only sound louder than a breath is the crackling fire emitting from her wings.*
>
> *Then, an explosion erupts all around you. Foliage all around withers and dies, and the space around you darkens as though clouds are covering the sun. A red light bathes the area and the smell of the dead and dying wafts from nearby. The sounds of screaming, tortured souls can faintly be heard above the growl gathering in Zariel's throat. The fallen angel has found her second wind.*

Rewards

Fighting Zariel as a mythic encounter is equivalent to fighting two CR 26 creatures in one encounter. Award a party 180,000 XP for defeating Zariel after she uses Blessing of Avernus. You can also reward them with *Bel's coin*, *crown of Zariel*, and a *token of Avernus* in addition to any other treasures that she might covet.

WARMTAIL

Zariel's Lair

Within Avernus, Zariel possesses an impressive basalt citadel. It's said the dead and dying are chained to the walls, positioned nearly five miles away from the central stronghold. If found on a plane other than Avernus, Zariel can shape her surroundings to suit her fiendish desires, bringing a little of home with her.

Lair Actions. On initiative count 20 (losing initiative ties), Zariel can take a lair action to cause one of the following effects; she can't use the same effect two rounds in a row:

- Zariel casts *major image* four times at its lowest level, targeting different areas with the spell. Zariel prefers to create images of intruders' loved ones being burned alive. Zariel doesn't need to concentrate on the spells, which end on initiative count 20 of the next round. Each creature that can see these illusions must succeed on a DC 26 Wisdom saving throw or become frightened of the illusion for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- Zariel casts her innate *fireball* spell.
- Zariel uses her Archduke's Summons mythic action.

Regional Effects. The region containing Zariel's lair is warped by her magic, which creates one or more of the following effects:

- The area within 9 miles of the lair is filled with screaming voices and the stench of burning meat.
- Once every 60 feet within 1 mile of the lair, 10-foot-high gouts of flame rise from the ground. Any creature or object that touches the flame takes 7 (2d6) fire damage, though it can take this damage no more than once per round.
- The area within 2 miles, but no closer than 500 feet, of the lair is filled with smoke, which causes the area to be heavily obscured. The smoke can't be cleared away.



IgorZh

Zariel, Lord of Avernus

Large fiend (devil), lawful evil

Armor Class 21 (natural armor)
Hit Points 580 (40d10 + 360)
Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	24 (+7)	28 (+9)	26 (+8)	27 (+7)	30 (+10)

Saving Throws Int +16, Wis +16, Cha +18
Skills Religion +16, Intimidation +18, Perception +16
Damage Resistances cold, fire, radiant; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 26
Languages all, telepathy 120 ft.
Challenge 26 (90,000 XP)

Blessing of Avernus (Mythic; Recharges after a Short or Long Rest). If Zariel is reduced to 0 hit points, she is instead reduced to 1 hit point as Avernus itself heeds her call for additional power. Zariel immediately gains 580 temporary hit points. While she possesses these hit points, she gains immunity to cold, fire, and radiant damage and resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Devil's Sight. Magical darkness doesn't impede Zariel's darkvision.

Fiery Weapons. Zariel's weapon attacks are magical. When she hits with any weapon, the weapon deals an extra 36 (8d8) fire damage (included in the weapon attacks below).

Innate Spellcasting. Zariel's innate spellcasting ability is Charisma (spell save DC 26). She can innately cast the following spells, requiring no material components:

At will: *alter self* (can become Medium when changing her appearance), *detect evil and good*, *fireball*, *invisibility* (self only), *wall of fire*
3/day each: *blade barrier*, *dispel evil and good*, *finger of death*

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

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

Regeneration. Zariel regains 20 hit points at the start of her turn. If she takes radiant damage, this trait doesn't function at the start of her next turn. Zariel dies only if she starts her turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. Zariel attacks twice with her longsword or with her javelins. She can substitute Horrid Touch for one of these attacks.

Longsword. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage, or 19 (2d10 + 8) slashing damage if used with two hands, plus 36 (8d8) fire damage.

Javelin. *Melee or Ranged Weapon Attack:* +16 to hit, reach 10 ft. or range 30/120 ft., one target. *Hit:* 15 (2d6 + 8) piercing damage plus 36 (8d8) fire damage.

Horrid Touch (Recharge 5-6). Zariel touches one creature within 10 feet of her. The target must succeed on a DC 26 Constitution saving throw or take 44 (8d10) necrotic damage and be poisoned for 1 minute. While poisoned in this way, the target is also blinded and deafened. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Teleport. Zariel magically teleports, along with any equipment she is wearing and carrying, up to 120 feet to an unoccupied space she can see.

Legendary Actions

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

Immolating Gaze (Costs 2 Actions). Zariel turns her magical gaze toward one creature she can see within 120 feet of her and commands it to combust. The target must succeed on a DC 26 Wisdom saving throw or take 22 (4d10) fire damage.
Teleport. Zariel uses her Teleport action.

Mythic Actions

If Zariel is a Mythic encounter, she can choose from the options below as additional legendary actions while she possesses temporary hit points from her Blessing of Avernus trait.

Infernal Retribution (Costs 2 Actions). Zariel glows with an inner fire. Until the start of her next turn, any creature that makes a melee attack against her takes 2d10 fire damage.
Corrupted Soul (Costs 2 Actions). Zariel's eyes weep a black ichor as she recognizes her fall from grace. All creatures who can see Zariel within 120 feet of her must succeed on a DC 26 Wisdom saving throw or become incapacitated until the start of her next turn.
Archduke's Summons (Costs 3 Actions). Zariel uses her weapon and slices a hole in an unoccupied adjacent space. Zariel summons 2d4 bearded devils, 1d4 barbed devils, or one erinyes. A summoned devil appears in an unoccupied space within 60 feet of Zariel, acts as an ally to her, and can't summon other devils. It remains for 1 minute, until it or Zariel dies, or until Zariel dismisses it as an action.



Zuggtmoy

There are many ambulatory slimes, molds, and fungi on the mortal planes, but most of them are mindless. Their queen, Zuggtmoy, is not mindless, but her thoughts are entirely alien. From a distance, her outline resembles that of a thin female humanoid and could be mistaken for a giant from afar. Up close, it's quite easy to see the garden of fungus, lichen, and mycelia that dapple and drape themselves around her like clothing.

As a near force of nature, Zuggtmoy has no ideals, bonds, or flaws. She is absolutely alien to any non-plant mind.

DMs wanting to know more about Zuggtmoy should check out the following books: *Book of Vile Darkness* and *Fiendish Codex 1* from 3rd edition. For 5th edition, check out *Mordenkainen's Tome of Foes*, and the adventure *Out of the Abyss*, which heavily features the Lady of Fungi.

Marcel Budde

Zuggtmoy's Lair

While Zuggtmoy possesses a main lair deep within the Abyss, the Lady of Rot causes growth wherever she strides. After only a few hours, her lair establishes itself by crawling along surfaces where sunlight doesn't reach. Within a few days, her lair is well-established. This effect remains until she moves out of the lair, after which it fades in about a week.

Lair Actions. On initiative count 20 (losing initiative ties), Zuggtmoy can take a lair action to cause one of the following effects; she can't use the same effect two rounds in a row:

- Zuggtmoy causes four gas spores or violet fungi to appear in unoccupied spaces that she chooses within the lair. They vanish after 1 hour.
- Up to four plant creatures that are friendly to Zuggtmoy and that Zuggtmoy can see can use their reactions to move up to their speed and make one weapon attack.
- Zuggtmoy uses either her Infestation Spores or her Mind Control Spores, centered on a mushroom or other fungus in her lair instead of herself.

Regional Effects. The region containing Zuggtmoy's lair is warped by her magic, creating one or more of the following effects:

- Molds and fungi grow on surfaces within 6 miles of the lair, even where they would normally find no purchase.
- Plant life within 1 mile of the lair becomes infested with parasitic fungi, slowly mutating as it is overwhelmed.
- Creatures who rest within 1 mile of the lair must succeed on a DC 17 Wisdom saving throw or gain the following flaw, which can be removed by a *greater restoration* or *wish* spell, or when Zuggtmoy is defeated: "Seemingly at random, I become catatonic. When I do, mushrooms express themselves across my skin."

Zuggtmoy as a Mythic Encounter

Zuggtmoy is a powerful encounter on her own, but if the adventurers want a true challenge fit for the gods, you can use her Horrifying Bloom trait. Using this trait marks a drastic turn in the encounter as Zuggtmoy uses rejuvenating spores. Once Zuggtmoy uses this trait, she can choose one of her mythic actions when she uses a legendary action.

Read or paraphrase the following text when Zuggtmoy uses her Horrifying Bloom trait:

> *After slicing and bashing fungus and slime molds off of Zuggtmoy's body, her lair is littered with the remnants of your battle. Her form has become more ragged, her skin looking more like tilled soil than anything made of flesh and blood. Her face is impossible to read, but her body betrays her emotions well: she's scared.*
>
> *All of a sudden, her body stiffens and straightens. All the plant and fungal growth in her lair and on her body begin emitting spores, filling the air with a whirl of dangerous colors. Her so-called "clothing" was resplendent before: a chaotic yet beautiful mix of textures and patterns. Now stands before you a creature that's unrecognizable: a pile of fungus, slimes, and molds with no discernable form—and yet, she remains a creature of intimidating power.*

Rewards

Fighting Zuggtmoy as a mythic encounter is equivalent to fighting two CR 23 creatures in one encounter. Award a party 100,000 XP for defeating Zuggtmoy after she uses Horrifying Bloom. You can also reward them with a *sporogenesis cloak*, and the spell *mycelial home* in addition to any other treasures that she might covet.

Madness of Zuggtmoy

If a creature goes mad in Zuggtmoy's lair or within line of sight of the demon lord, roll on the Madness of Zuggtmoy table to determine the nature of the madness, which is a character flaw which can be removed by a *greater restoration* or *wish* spell, or when Zuggtmoy is defeated:

Madness of Zuggtmoy

d100	Flaw (lasts until cured)
01-20	"I see visions in the world around me that others do not."
21-40	"I periodically slip into a catatonic state, staring off into the distance for long stretches at a time."
41-60	"I see an altered version of reality, with my mind convincing itself that things are true even in the face of overwhelming evidence to the contrary."
61-80	"My mind is slipping away, and my intelligence seems to wax and wane."
80-00	"I am constantly scratching at unseen fungal infections."



Alexandra Petruk

Zuggtmoy

Large fiend (demon), chaotic evil

Armor Class 18 (natural armor)
Hit Points 304 (32d10 + 128)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	18 (+4)	20 (+5)	19 (+4)	24 (+7)

Saving Throws Dex +9, Con +11, Wis +11
Skills Perception +11
Damage Resistances cold, fire, lightning
Damage Immunities poison; bludgeoning, piercing, and slashing damage from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses truesight 120 ft., passive Perception 21
Languages all, telepathy 120 ft.
Challenge 23 (50,000 XP)

Innate Spellcasting. Zuggtmoy's spellcasting ability is Charisma (spell save DC 22). She can innately cast the following spells, requiring no material components:

At will: *detect magic*, *locate animals or plants*, *ray of sickness*
3/day each: *dispel magic*, *ensnaring strike*, *entangle*, *insect plague*, *plant growth*
1/day each: *etherealness*, *teleport*

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

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

Magic Weapons. Zuggtmoy's weapon attacks are magical.

Horrifying Bloom (Mythic; Recharges after a Short or Long Rest). If Zuggtmoy is reduced to 0 hit points, she is reduced to 1 hit point instead as all verdant growth in her lair blooms at the same time, filling the area with spores. Zuggtmoy immediately gains 304 temporary hit points and all creatures within 120 feet of Zuggtmoy must succeed on a DC 17 Wisdom saving throw or become charmed by her. A creature charmed in this way can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

While Zuggtmoy possesses these temporary hit points, bright light becomes dim light if it is within 120 feet of her, and creatures in the area have disadvantage on Wisdom (Perception) checks. A creature that starts its turn within 30 feet of Zuggtmoy is poisoned until the beginning of its next turn.

Actions

Multiattack. Zuggtmoy makes four pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 9 (2d8) poison damage.

Infestation Spores (3/Day). Zuggtmoy releases spores that burst out in a cloud that fills a 20-foot-radius sphere centered on her, and it lingers for 1 minute. Any flesh-and-blood creature in the cloud when it appears, or that enters it later, must make a DC 19 Constitution saving throw. On a successful save, the creature can't be infected by these spores for 24 hours. On a failed save, the creature is infected with a disease called the Spores of Zuggtmoy and also gains a random form of madness (determined by rolling on the Madness of Zuggtmoy table) that lasts until the creature is cured of the disease or dies. While infected in this way, the creature can't be reinfected, and it must repeat the saving throw at the end of every 24 hours, ending the infection on a success. On a failure, the infected creature's body is slowly taken over by fungal growth, and after three such failed saves, the creature dies and is reanimated as a spore servant if it's a type of creature that can be (see the "Myconids" entry in the *Monster Manual*).

Mind Control Spores (Recharge 5–6). Zuggtmoy releases spores that burst out in a cloud that fills a 20-foot-radius sphere centered on her, and it lingers for 1 minute. Humanoids and beasts in the cloud when it appears, or that enter it later, must make a DC 19 Wisdom saving throw. On a successful save, the creature can't be infected by these spores for 24 hours. On a failed save, the creature is infected with a disease called the Influence of Zuggtmoy for 24 hours. While infected, the creature is charmed by her and can't be reinfected by these spores.

Reactions

Protective Thrall. When Zuggtmoy is hit by an attack, one creature within 5 feet of Zuggtmoy that is charmed by her must use its reaction to be hit by the attack instead.

Legendary Actions

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

Attack. Zuggtmoy makes one pseudopod attack.
Exert Will. One creature charmed by Zuggtmoy that she can see must use its reaction to move up to its speed as she directs or to make a weapon attack against a target that she designates.

Mythic Actions

If Zuggtmoy is a Mythic encounter, she can choose from the options below as additional legendary actions while she possesses temporary hit points from her Horrifying Bloom trait:

Recharge Spores. Zuggtmoy tries to recharge her Mind Control Spores.
Constriction. *Ranged Spell Attack:* +13 to hit, reach 120 ft., one creature. *Hit:* The creature is grappled (escape DC 17). Until this grapple ends, the target is restrained by plant growth from the lair.
Engulf (Costs 2 Actions). Zuggtmoy makes one pseudopod attack. Instead of dealing damage, she pulls the target into her body unless it succeeds on a DC 21 Strength saving throw. The target is blinded, restrained, and unable to breathe, and it must succeed on a DC 17 Constitution saving throw at the start of each of Zuggtmoy's turns or take 17 (2d10 + 6) bludgeoning damage. If Zuggtmoy moves, the engulfed target moves with her.

At the end of each of its turns, a creature can repeat its Strength saving throw, ending the blinded and restrained conditions and ending its turn in the nearest unoccupied space to Zuggtmoy.

Zuthnagoti

Abandoned by the dark prince Graz'zt, Zuthnagoti tried to unite tribes of lizardfolk with the hopes of storming the Abyss with an army. Thus far, his success has been moderate: he has brought thousands of lizardfolk into the Abyss, but his attempts at pledging the army to a demon prince has not been met with any approval.

Like other molydeuses, Zuthnagoti looks like a large, muscular humanoid with crimson skin. His head is that of a jackal, his legs powerful and cloven-hooved, and a long serpent protrudes from his neck, possessing an independent mind. Zuthnagoti stands even taller than most of his kin at 14 feet tall.

Ideal. "There's nothing better than a demon who deserves punishment."

Bond. "I will get my revenge against Graz'zt. If he wants to stop me, he'll have to kill me."

Flaw. "The only thing that matters to me is my revenge. Some call me myopic, but I prefer 'cunning' or 'focused'."

> For DMs looking for more information about Zuthnagoti, the Molydeus was used in an adventure hook in the 3rd edition book *Fiendish Codex I: Hordes of the Abyss*.

Zuthnagoti's Lair

Most demons don't take a lair, but Zuthnagoti has found that a lair full of traps is exceptionally useful. Whenever Zuthnagoti is on a hunt, he will prepare a lair and try to maneuver his prey towards it.

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

- Zuthnagoti chooses a creature he can see within 120 feet of him. If the creature moves before the next lair action is used, a demonic device resembling a bear trap snaps shut on the creature's leg, reducing its movement speed to 0.
- Zuthnagoti chooses a creature he can see within 120 feet of him. The next time Zuthnagoti uses a lair action, if the creature hasn't moved, several arrow slits open across the lair and immediately fire a volley of arrows. This volley attacks with a +16 bonus to hit, and deals 11 (2d10) piercing damage on a hit.
- Zuthnagoti chooses a creature he can see within 120 feet of him. If the creature moves more than half of its speed in a turn, a net falls upon the target and restrains it until it or another creature uses its action to remove the net.

Regional Effects. The region containing Zuthnagoti's lair is warped by the creature's blasphemous presence, creating the following magical effects:

- A thin red fog coats the ground both indoors and out within 1 mile of the lair. Creatures suffer disadvantage on checks made to spot traps within this fog.
- Weapons that deal slashing damage are sharpened of their own volition. Within 1 mile of the lair, slashing weapons score critical hits on a roll of 19 or 20.
- Snakes and other reptiles become more openly aggressive towards other creatures within 1 mile of the lair.



Wizards of the Coast

Zuthnagoti

Huge fiend (demon), chaotic evil

Armor Class 19 (natural armor)
Hit Points 216 (16d12 + 112)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	22 (+6)	25 (+7)	21 (+5)	24 (+7)	24 (+7)

Saving Throws Str +16, Con +14, Wis +14, Cha +14
Skills Perception +21
Damage Resistances cold, fire, lightning, necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned, stunned
Senses truesight 120 ft., passive Perception 31
Languages Abyssal, telepathy 120 ft.
Challenge 21 (33,000 XP)

Innate Spellcasting. Zuthnagoti's innate spellcasting ability is Charisma (spell save DC 22). He can innately cast the following spells, requiring no material components:

At will: *dispel magic*, *polymorph*, *telekinesis*, *teleport*
3/day: *lightning bolt*
1/day: *imprisonment*

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

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

Magic Weapons. Zuthnagoti's weapon attacks are magical.

Sworn to Revenge (Mythic; Recharges after a Short or Long Rest). If Zuthnagoti is reduced to 0 hit points, he is reduced to 1 hit point instead as other demon princes treat the molydeus to a fiendish boon. Zuthnagoti immediately gains 216 temporary hit points. While he benefits from these temporary hit points, if Zuthnagoti starts his turn with no remaining uses of his Legendary Resistance trait, he regains one use. Additionally, when this trait is activated, all creatures within 60 feet of Zuthnagoti are immediately pushed 30 feet away from him.

Actions

Multiattack. Zuthnagoti makes three attacks: one with his weapon, one with his wolf bite, and one with his snake bite.

Demonic Weapon. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) slashing damage. If the target has at least one head and Zuthnagoti rolled a 20 on the attack roll, the target is decapitated and dies if it can't survive without that head. A target is immune to this effect if it takes none of the damage, has legendary actions, or is Huge or larger. Such a creature takes an extra 6d8 slashing damage from the hit.

Wolf Bite. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) piercing damage.

Snake Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one creature. *Hit:* 12 (1d6 + 9) piercing damage, and the target must succeed on a DC 22 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target transforms into a manes if this reduces its hit point maximum to 0. This transformation can be ended only by a *wish* spell.

Zuthnagoti as a Mythic Encounter

Zuthnagoti is a powerful encounter on his own, but if the adventurers want a true challenge fit for the gods, you can use his Sworn to Revenge trait. Using this trait marks a drastic turn in the encounter as Zuthnagoti declares his vengeance against Graz'zt incomplete. Once Zuthnagoti uses this trait, he can choose one of his mythic actions when he uses a legendary action.

Read or paraphrase the following text when Zuthnagoti uses his Sworn to Revenge trait:

> *Falling back, Zuthnagoti spits a wad of blood and mucus to the ground. "This wasn't supposed to happen this way. I've commanded balors! I've laid waste to the vilest traitors in all of the Abyss. Why should I fall to you? Why should you be the ones to take my revenge away from me? Who will punish the Dark Lord in my stead?" His cries seem to have touched some otherworldly ear, for his wounds immediately begin to scab over and turn to stone. A green cloud surrounds his form, and a wave of purple energy washes outwards, pushing everyone away. The snake head attached to his neck turns, and speaks: "Defeat these interlopers and I'll accept your claim to revenge. Your army will join mine, and we will lay waste to Graz'zt. Do not fail me."*

Rewards

Fighting Zuthnagoti as a mythic encounter is equivalent to fighting two CR 21 creatures in one encounter. Award a party 66,000 XP for defeating Zuthnagoti after he uses Sworn to Revenge. You can also reward them with the *bane of Graz'zt*, in addition to any other treasures he may covet.

Legendary Actions

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

Attack. Zuthnagoti makes one attack, either with his demonic weapon or with his snakebite.
Move. Zuthnagoti moves without provoking opportunity attacks.
Cast a Spell. Zuthnagoti casts a spell with a casting time of 1 action or 1 bonus action from his Innate Spellcasting trait.

Mythic Actions

If Zuthnagoti is a Mythic encounter, he can choose from the options below as additional legendary actions while he possesses temporary hit points from his Sword to Revenge trait:

Gaze of Insanity. A target of Zuthnagoti's choice within 60 feet suffers the effect of the *confusion* spell without making a saving throw. The effect lasts until the start of Zuthnagoti's next turn. Zuthnagoti doesn't need to concentrate on the spell.
A Taste of Undeath. Zuthnagoti casts *chill touch* (17th level).
Phantasmal Killer (Costs 2 Actions). Zuthnagoti casts *phantasmal killer*, no concentration required.

Mythic Spells

Spell Level	Spell	Source	Artificer	Cleric	Druid	Sorcerer	Warlock	Wizard
9th	*Baphomet's perfect form*	Baphomet						✓
5th	*breathball/breathdoom*	Miirym				✓		✓
3rd	*fire wings*	Brassheart			✓	✓		✓
9th	*force burn*	Iymrith				✓		✓
6th	*investiture of ooze*	Juiblex			✓	✓	✓	✓
9th	*Ioulaum's longevity*	Itzigra'tz					✓	✓
9th	*Klauth's everlasting life*	Klauth			✓		✓	✓
9th	*Maelestor's plant growth*	Maelestor Rex			✓			✓
9th	*marut's march*	Unit Zero		✓				✓
9th	*mycelial home*	Zuggtmoy		✓	✓			✓
9th	*Palarandusk's dweomer drain*	Palarandusk		✓				✓
5th	*trebuchet*	Spirit of Hotenow	✓			✓		✓
9th	*voice of the undead*	Orcus		✓				✓
9th	*Waethra's warm welcome*	Adamastor						✓
3rd	*whipstrike*	Palarandusk				✓		✓
5th	*Yeenoghu's corpse curse*	Yeenoghu		✓			✓	✓

Appendix A - Spells

THIS APPENDIX CONTAINS NUMEROUS spells that can be learned by defeating mythic foes. Provided is a table which marks what classes can learn the spell, in addition to other details. This is followed by the spells in alphabetical order.

Baphomet's Perfect Form

9th-level transmutation (mythic)

Classes: Wizard
Casting Time: 1 action
Range: Self
Components: V, S, M (the horn of a bull)
Duration: 1 minute

You embody the cursed magic of Baphomet to alter your form into that of one of his creations. Until the spell ends, you can't cast spells, and you gain the following benefits:

- You gain 150 temporary hit points. If any of these remain when the spell ends, they are lost.
- Your Strength and Dexterity scores become 25 (+7), and your AC becomes 20.
- Your size becomes Large, unless you would otherwise be bigger.
- A greataxe appears in your hand, which you are proficient with. This axe deals 2d12 slashing damage on a hit.
- You have proficiency in Strength, Dexterity, and Constitution saving throws.
- You can attack twice, instead of once, when you take the Attack action on your turn. You ignore this benefit if you already have a feature, like Extra Attack, that gives you extra attacks.

In addition to these benefits, you gain one additional benefit depending on your choice of one of the following demons: Bulezau, Ghour, or Goristro.

Bulezau. You grow a barbed tail. As a bonus action, you can make a natural weapon attack with this tail against a creature you can see within 10 feet. Add your Strength modifier to attack and damage rolls with this tail. On a hit, you deal 1d10 piercing damage and the target is grappled by your tail. A creature grappled this way can use its action to make a Strength check against your spell save DC, breaking free of the grapple on a success.

Ghour. As a bonus action, you emit a terrible bellow. Creatures of your choice within 60 feet must succeed on a Constitution saving throw or become stunned until the start of your next turn. A creature that succeeds on this saving throw is deafened until the start of your next turn instead.

Goristro. As a bonus action, you perform a rampaging charge. Choose a direction, or determine one at random by rolling a d8. You charge forward 30 feet in that direction without provoking opportunity attacks. Each creature whose space you'd enter must succeed on a Strength saving throw or take 2d10 bludgeoning damage and be knocked prone. If you determined your direction randomly, creatures make this save with disadvantage. This charge stops early if you collide with an object solid enough to slow your movement, such as a stone wall or a corporeal Gargantuan creature.

Breathball/Breathdoom

5th-level transmutation (mythic)

Classes: Sorcerer, Wizard
Casting Time: 1 action
Range: Touch
Components: V, S, M (a jarred pepper)
Duration: Concentration, up to 1 minute

You touch one willing creature and imbue it with the power to spew magical energy from its mouth, provided it has one. Choose acid, cold, fire, lightning, or poison. Until the spell ends, the target can perform the following two actions:

Breathball. The creature can use an action to exhale energy of the chosen type at a point it can see within 90 feet. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw, taking 4d6 damage of the chosen type on a failed save, or half as much damage on a successful one.

Breathdoom. The creature can use its action to exhale a globe of breath energy, which lingers at a chosen point within 90 feet. While this globe lingers, you are unable to use your action to trigger this spell again. When you create this globe, you must determine a circumstance that will trigger the globe to detonate. The triggering circumstance can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the globe. For example, you could instruct the globe to detonate when any creature moves within 30 feet of the object or when a silver bell rings within 30 feet of it.

The base damage of the globe is 6d6. If at the end of your turn the globe has not yet detonated, the damage increases by 1d6. If the globe is touched before the spell ends (and it has not yet triggered), the creature touching it must make a Dexterity saving throw. On a failed save, the spell ends immediately, causing the globe to erupt in flame. On a successful save, the creature can push the globe up to 20 feet. If it strikes a creature or a solid object, the spell ends, and the globe explodes.

If the target of this spell already has a breath weapon, either innate or from another spell or magic item, they can use Breathball or Breathdoom as a bonus action instead of an action.

Fire Wings

3rd-level transmutation (mythic)

Classes: Druid, Sorcerer, Wizard
Casting Time: 1 action
Range: Self
Components: V, S, M (a gold amulet in the shape of a phoenix containing ashes from phoenix fire, worth at least 50 gp)
Duration: Concentration, up to 1 hour

Your outstretched arms smolder and suddenly burst into red-hot flames, replacing your arms and anything you are wearing or carrying with fiery wings. Until the spell ends, you can't hold objects or weapons with your arms or cast spells that require somatic components, and you gain the following benefits:

- The wings shed bright light in a 60-foot radius and dim light for an additional 60 feet.
- You gain a flying speed equal to your walking speed.
- Any creature who starts its turn within 5 feet of you, or moves to within 5 feet of you for the first time on their turn takes 1d6 fire damage.
- You can use your action to make a melee spell attack with these fiery wings. On a hit, the target takes 4d6 fire damage and is pushed back 5 feet.

This spell ends immediately if you are fully submerged in water.

Force Burn

9th-level evocation (mythic)

Classes: Sorcerer, Wizard
Casting Time: 1 action
Range: Self (300-foot line)
Components: V, S
Duration: Instantaneous

You point an outstretched hand and unleash a glowing cylindrical bolt that travels in a 5-foot-wide line in the direction of your choice, stopping early if it collides with a solid object. Starting with the closest creature to you and moving outwards until a target fails its saving throw, each creature in the area must make a Dexterity saving throw. On a failed save, the bolt strikes the target. If the creature is incapable of casting spells, or is a construct, it is unaffected. Otherwise, the target loses its highest available spell slot, and takes 2d10 force damage for each level of the slot lost (minimum of 10d10). The bolt then stops, affecting no more creatures. On a successful save, the target is unaffected, and the next closest creature (if any remain) makes its saving throw against the spell.

If a phaerimm (see *sidebar*) is targeted by this spell, it can't benefit from its Magic Eater feature and loses two of its highest available spell slots.

Phaerimm

The phaerimm, also called thornbacks and magic grubs, are a race of evil, sorcerous creatures that look like perforated windsocks. However, what makes the phaerimm truly terrifying is their ability to consume magic. The presence of a phaerimm is enough to dessicate the land and weaken life around it as it absorbs the weave energy that persists throughout the world.

Iymrith developed this spell to counter the magic-eating abilities of phaerimm that were also drawn to the magic artifacts of Anauroch, who would otherwise overrun and consume all the ancient Netherese artifacts to be found there.

You can find statistics for the Phaerimm in each of the four stages of their life cycle in *Amarune's Almanac: The Underdark*, as well as more information about their culture and lair. Phaerimm first appeared in the *Anauroch* sourcebook for AD&D 2nd Edition.

Investiture of Ooze
6th-level transmutation (mythic)

Classes: Druid, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

Until the spell ends, your body becomes an ooze-like liquid that you can make rigid and shape to your needs. This grants you the following benefits:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks. Whenever you suffer a critical hit or are reduced to 0 hit points, all creatures within 5 feet of you take acid damage equal to your character level.
- You can move through a space as narrow as 1 inch wide without squeezing.
- You have a climbing speed equal to your walking speed, and can move up, down, and across vertical surfaces and upside down along ceilings while retaining the use of your hands.
- You can use your action to spread sticky ooze on a creature within 5 feet of you. The target must succeed on a Dexterity saving throw or become restrained by the ooze. A creature restrained this way can use its action to make a Strength check against your spell save DC, breaking free on a successful one.

Jack Holliday



Ioulaum's Longevity
9th-level transmutation (mythic)

Classes: Warlock, Wizard
Casting Time: 1 minute
Range: Self (150-foot radius)
Components: V, S
Duration: Instantaneous

At the culmination of the casting of this spell, a burst of mist spreads out through the area of effect of the spell and then immediately retracts back into you. This mist spreads around corners. Creatures in this area must succeed on a Constitution saving throw, taking 6d12 necrotic damage on a failed save, or half as much on a successful one. For each target killed by this damage, add a number of years to your lifespan equal to its challenge rating. Constructs, undead, and creatures of CR ¼ or less do not contribute to the lifespan gained.

Klauth's Everlasting Life
9th-level transmutation (mythic)

Classes: Druid, Warlock, Wizard
Casting Time: 1 minute
Range: Touch
Components: V, S, M (an intact dragon egg, which the spell consumes)
Duration: Instantaneous

As part of the casting of this spell, you must consume the dragon egg used as a material component. In doing so, you suffuse your body and mind with the magic of creation latent within the egg. Your body does not change, but your life essence returns to that of your prime. Your hit points are fully restored, all conditions and diseases affecting you end, and any injuries you've sustained are healed. If you were afflicted by any curses, including attunement to a cursed magic item, the curses end. Any reduction to your ability scores or your hit point maximum ends as well.

In addition to the benefits above, if the dragon egg consumed is of a dragon variety you have not consumed with this spell before, you gain an additional Hit Die. This die is a d20. Roll that Hit Die, add your Constitution modifier to the roll, and add the total (minimum of 1) to your hit point maximum.

For 1 year after consuming a dragon egg with this spell, any dragon that is aware of you can detect the presence of this effect.

Maelestor's Plant Growth
9th-level necromancy (mythic)

Classes: Druid, Wizard
Casting Time: 1 action
Range: 150 feet
Components: V, S, M (a vial of swamp water from a black dragon's lair)
Duration: Instantaneous

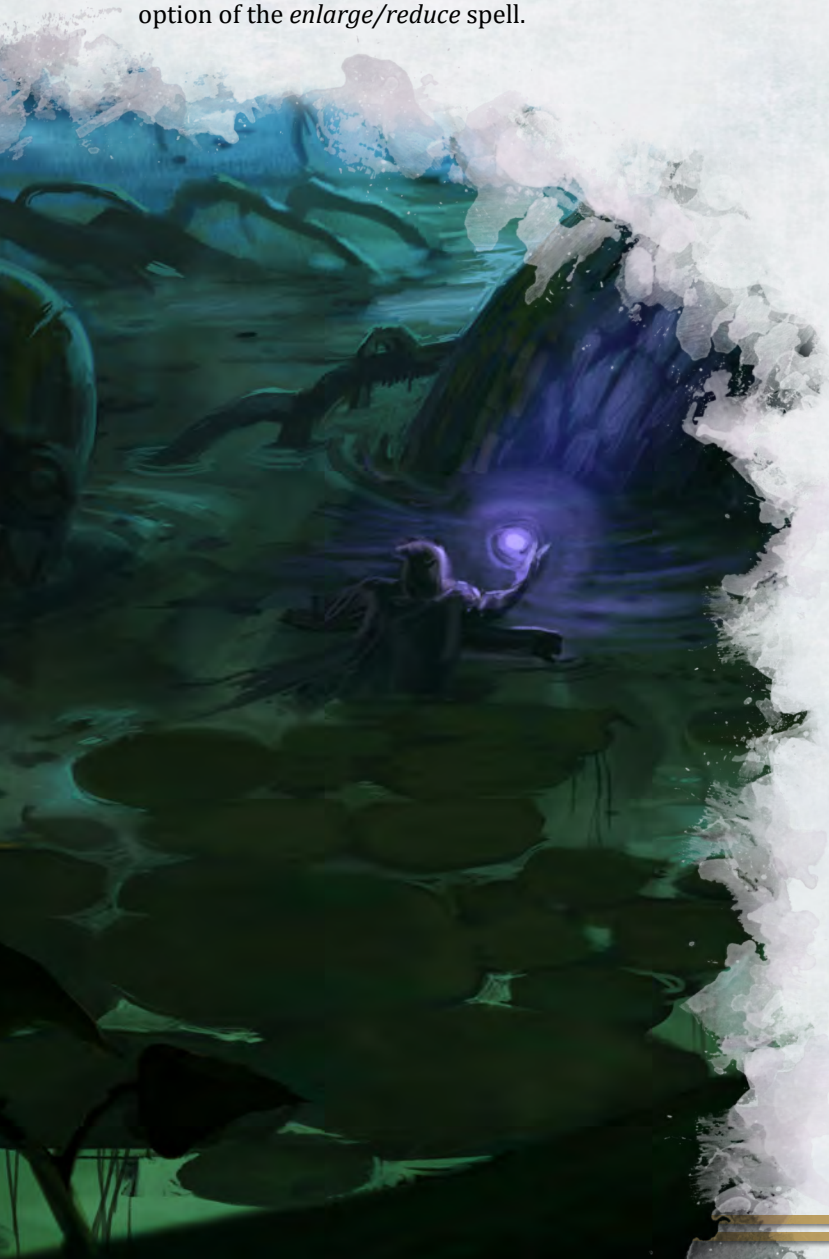
You draw moisture from every creature in a 60-foot cube centered on a point you choose within range. Each

creature in that area must make a Constitution saving throw. Constructs, plants, and undead aren't affected. A creature takes 12d12 necrotic damage on a failed save, or half as much damage on a successful one. Nonmagical plants in the area, such as blights, trees, and shrubs, become infused with the moisture drawn from the affected creatures.

For each 20 points of necrotic damage done by this spell, you can choose one of the following options:

Plant Wall. You create a 10-foot cube within the area of the spell and fill it with tangled plant growth. These areas need not be congruent, but gain no additional effect if they overlap. Any creature caught in this area must succeed on a Dexterity saving throw, or become restrained by the plants. On a successful save, the creature moves to the nearest unoccupied space not affected by the plant growth. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself. Each cube has an AC of 20, 50 hit points, and is vulnerable to fire damage. Reducing a cube to 0 hit points destroys it.

Infuse Plant. Choose a plant creature within the area of the spell. It grows in size, as if affected by the enlarge option of the *enlarge/reduce* spell.



Marut's March

9th-level divination (mythic)

Classes: Cleric, Wizard
Casting Time: 1 action
Range: Touch
Components: S, M (a marut's eye)
Duration: Instantaneous

By touching the marut's eye used to cast this spell to a creature within range, you focus the eye on that creature. Until you or the target of this spell die, you know where that creature is at all times. You can use the teleport spell to teleport within 30 feet of the target with no chance of failure. When you cast the *plane shift* spell, you can specify the target as the destination of the spell.

Mycelial Home

9th-level transmutation (mythic)

Classes: Cleric, Druid, Wizard
Casting Time: 1 action
Range: Self
Components: V, S, M (a fragment of a myconid sovereign worth 1000 gp, which the spell consumes)
Duration: Special

You thrust a small chunk of the myconid sovereign into the ground at your feet, and begin preparing it to flourish. A small, nondescript mushroom sprouts on the ground at your feet. If left unhindered, the mushroom reproduces and grows over the course of the next 24 hours, spreading at a rate of 10 feet per hour in each horizontal direction. The mycelium covers the ground, devouring grasses and other plant life, consuming even tall trees and replacing them with fungal equivalents. The mycelium can pass through loose dirt and sand, but not rock or stone. It can't cross bodies of water, but it can cover wooden structures like bridges.

The spread can be stopped if *dispel magic* or a similar spell is cast at 9th-level on the exact spot of the original mushroom. If dispelled, the mycelium spread will recede at the same rate it grew until it is gone. If the mycelium grows to its full extent over the complete 24 hours, it becomes a permanent transformation.

The mycelial home provides a number of effects, both beneficial and detrimental to certain creatures. Constructs, elementals, oozes, plants, and undead are immune to these effects.

Dancing Lights. A creature that takes a long rest within this area can cast the spell *dancing lights*, without requiring components or maintaining concentration. The lights created must illuminate areas within the mycelium, and appear as fluorescent fungi. If this spell is cast again by a creature, any lights created previously fade.

Madness of Mycelium. A creature that spends at least 24 hours within the area of the mycelium succumbs to histoplasmosis, a disease that prevents the creature from leaving an area covered in mycelium. After 24 hours has passed, the creature can make a Wisdom

Bruno Balixa

saving throw, temporarily suppressing the disease for the next 24 hours. A creature that fails this saving throw outside the mycelium area will be overcome with a need to return to it until the disease is cured or it successfully does so.

Mycelial Network. A creature that takes a long rest within this area can use its action to sink into the mycelium, disappearing. It can breathe normally in this space, is incapacitated, gains blindsight out to a 30-foot radius originating from the point it sank into the mycelium, and has full cover. While hidden this way, the creature can use its action to emerge at any point within 30 feet of the point where it sank in, so long as it's also within the area of the mycelium.

Spore Servants. Any other Large or smaller creature that dies within the area becomes a spore servant (the rules for which are found in the *Monster Manual*). As a spore servant, it tends to the mycelial home and defends it against any threats.

Palarandusk's Dweomer Drain

9th-level transmutation (mythic)

Classes: Cleric, Wizard
Casting Time: 1 action
Range: Touch
Components: V, S, M (a magic item)
Duration: Instantaneous

You read aloud an incantation that activates the dweomers on a magic item you touch. As part of the casting of this spell, you can expend any number of charges held in that item (a minimum of 1). If the item has no charges, it is considered to have a single charge for the purposes of this spell. You regain a spell slot with a level equal to the number of charges expended (up to a maximum of 8th level). Also, roll 1d6 per charge expended, and regain that many hit points. Any hit points you gain in excess of your maximum are gained as temporary hit points instead.

If casting this spell would expend the last charge of an item that would have you roll a d20 to determine if the item becomes nonmagical or is destroyed, you treat the result as a 1.

Trebuchet

5th-level transmutation (mythic)

Classes: Sorcerer, Wizard, Artificer
Casting Time: 1 action or 1 minute
Range: 60 ft
Components: S
Duration: Instantaneous

Choose one object weighing between 25 and 100 pounds within range that isn't being worn or carried. The object flies in an arc up to 150 feet in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. If the object would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the object strikes the target and stops moving. When the object strikes something, the object and what it strikes each take 10d8 bludgeoning damage.

If you choose to spend 1 minute casting this spell, you can prepare the object with magical flames. When you do so, any creatures damaged by this spell take an additional 8d6 fire damage.

Voice of the Undead

9th-level necromancy (mythic)

Classes: Cleric, Wizard
Casting Time: 1 action
Range: Self (120-foot radius)
Components: V, S, M (a finger bone from a fiend worth at least 250 gp, which the spell consumes)
Duration: Instantaneous

You let out a deep and booming voice, so loud that it could wake the dead. Each undead within the area of this spell must succeed on a Charisma saving throw or become charmed by you, allowing you to command it to act on your behalf.

On each of your turns, you can use a bonus action to mentally command any creature charmed by this spell if the creature is within 120 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

Undead with a CR 3 or greater can repeat this saving throw once every 24 hours, ending the charmed condition on a successful save.

Waethra's Warm Welcome

9th-level abjuration

Classes: Wizard
Casting Time: 1 action
Range: Self (150-foot radius)
Components: V, S, M (two daggers, a thread of spiderweb, the eye of a phase spider, and a small amount of ichor taken from an astral dreadnought worth 1,000 gp, which this spell consumes)
Duration: Instantaneous

A flickering magical light forms at your fingertips and extends outwards to the range of this spell, creating a bubble of magic that prevents intrusion. Any creature that attempts to move into or through this area by magical means (such as teleportation, psionics, or by travelling along the Astral or Ethereal Planes) for the first time on their turn is teleported into an extra-dimensional space of absolute darkness. Small motes of raw arcane energy float in this space, providing the only light. The target 'falls' through this area, striking 10 of these lights (each dealing 1d4 + 1 force damage to the target) before reappearing in a space 70 feet above

the location where they started their movement before triggering this spell.

Once this bubble of magic has affected a number of creatures equal to twice your spellcasting modifier, it disappears.

Whipstrike

3rd-level evocation (mythic)

Classes: Sorcerer, Wizard
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

The air around a creature you can see within range suddenly comes to life before crashing down on the target, dealing 8d6 bludgeoning damage. The target then must succeed on a Strength saving throw, or become incapacitated until the end of their next turn.

Yeenoghu's Corpse Curse

5th-level necromancy (mythic)

Classes: Cleric, Warlock, Wizard
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a handful of gnoll fur)
Duration: Instantaneous

This spell taints a corpse within range with remnants of Yeenoghu's demonic will. Choose a corpse within range. Your spell imbues the target with Yeenoghu's Curse, which attracts a spectral scavenger beast to appear and consume the corpse and transform into a shoosuva (see *Volo's Guide to Monsters* for the creature's game statistics).

On each of your turns, you can use a bonus action to mentally command any shoosuva you have made with this spell if the creature is within 60 feet of you (if you control multiple shoosuva, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until the task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can target an additional corpse for each slot level above 5th, potentially creating multiple shoosuva.



Bob Greyvenstein

Mythic Items

Item	Source
Accursed Flail of Savagery	Yeenoghu
Acererak's Diamond Soul Gem	Acererak
Acererak's Ruby Soul Gem	Acererak
Archon's Breastplate	Ileuthra
Bane of Graz'zt	Zuthnagoti
Bardiche of the Endless Maze	Baphomet
Bel's Coin	Zariel
Boots of the Elder Elemental	Spirit of Hotenow
Bow of the Solar	Eco
Crown of Zariel	Zariel
Dragonspear	Maelestor Rex
Drowning Death	Slarkrethel
Emerald Cloak of Shapeshifting	Claugiyliamatar
Floating Weapon of the Solar	Eco
Fractured Golden Idol	Aspect of the Earthmother
Gauntlet of Wands	Klauth
Graz'zt's Ebony Mask	Graz'zt
Heart of the Ancient Black	Maelestor Rex
Heart of the Ancient Blue	Iymrith
Heart of the Ancient Brass	Ileuthra
Heart of the Ancient Bronze	Xanscilathampos
Heart of the Ancient Copper	Tazmikella & Ilnezhara
Heart of the Ancient Gold	Palarandusk
Heart of the Ancient Green	Claugiyliamatar
Heart of the Ancient Red	Klauth
Heart of the Ancient Silver	Miirym
Heart of the Ancient White	Icingdeath
Heart of Hotenow	Spirit of Hotenow
Horn of the Bull	Geryon
Infernal Armor of Moloch	Moloch
Kazgorath's Lie	Aspect of the Earthmother
Kolyarut's Golden Edict	Unit Zero
Kraken Society Token	Slarkrethel
Leviathan Hide Armor	Aspect of the Earthmother
Lexicon of Names	Ileuthra
Mask of the Mad Monkey	Demogorgon
Maul of Stunning Bolts	Hepheremos
Mickey's Curious Cloth	Tazmikella & Ilnezhara
Miirym's Glass Guardians	Miirym
Mind Stone Fragment	Itzigra'tz
Northlander's Axe of Felling	Icingdeath
Orcusword	Orcus
Paired Rings of Draconic Might	Tazmikella & Ilnezhara
Phoenix Cage	Brassheart
Reigns of Chaos	Ygorl, Lord of Entropy
Ring of the Tempest	Jewel of the Great Caliph
Scythe of Decimation	Ygorl, Lord of Entropy
Sever	Geryon
Skull of Ingeloakastimizilian	Icingdeath
Spellsong Sword	Xanscilathampos
Sporogenesis Cloak	Zuggtmoy
Staff of Fraz-Urb'luu	Fraz-Urb'luu
Staff of Slime and Many Eyes	Juiblex
Statuette of Moloch	Moloch
Stomach of Donjon	Adamastor
Tarrasque Egg	Mother
Tarrasque Plated Armor	Mother
Token of Avernus	Zariel
Tome of Mephistopheles	Hutijin
Tonguelash	Geryon
Twin Singing Blades	Tazmikella & Ilnezhara
Umberlee's Rage	Slarkrethel
Unerring Maul	Unit Zero
Wave of Sorrow	Graz'zt
Wraithscale	Iymrith

Mythic Artifacts

Item
Platinum Dragon Crown
Tiamat's Choker

Appendix B - Items

This appendix contains numerous magic item rewards that can be obtained from defeating mythic foes. Provided is a table that lists all the items and their source. This is followed by the magic items in alphabetical order.

Accursed Flail of Savagery

Weapon (flail), mythic (requires attunement)

This flail consists of three savage balls of Abyssal bloodiron, covered in spikes and attached to its handle with wrought iron chains. You have a +3 bonus to attack and damage rolls made with this weapon, and your attacks with this weapon score a critical hit on a roll of 19 or 20. On a hit, you cause one of the following additional effects, determined at random by rolling a d3.

- The attack deals an extra 3d8 bludgeoning damage.
- The target must succeed on a DC 17 Constitution saving throw or be paralyzed until the start of your next turn.
- The target must succeed on a DC 17 Wisdom saving throw or be affected by the *confusion* spell until the start of your next turn.

When you take the Attack action on your turn, you can forgo all of the attacks you could make to instead make a sweeping flail attack. This targets a number of creatures within 15 feet equal to the number of attacks you could normally make. Make a single attack roll. When determining the additional effects of the flail, you can choose to roll a d3 once for each target, or roll the d3 once for all targets.

Acererak's Diamond Soul Gem

Wondrous item, mythic (requires attunement)

Upon the death of the demilich Acererak, eight gemstones are revealed alongside his phylactery. Two of these gemstones are large rubies, and the other six are diamonds the size and shape of human teeth. While attuned to this diamond gemstone, you can cast the spell *counterspell* at will, without expending a spell slot or material components. You can choose to use your Constitution modifier, or a spellcasting ability modifier you have gained from another source, for this spell.

Curse. This item is cursed. Attuning to it affixes you with a baleful curse, only removable by the spell *wish*. As long as you remain cursed, you cannot discard the gemstone as it becomes fused with your body (in the case of this stone, replacing a tooth). Exactly one tenday after Acererak's death, the soul gem's latent necromantic energy coalesces, drawing life from any creatures within 15 feet of the gem. Creatures within this area must succeed on a DC 19 Constitution saving throw, losing half their maximum hit points on a failed save. A creature attuned to this gemstone automatically fails this saving throw. These hit points can only be restored with the *greater restoration* spell or similar magic. Once the soul gem has extracted this lifeforce, it becomes unattuned (lifting the curse) and disappears to rejoin Acererak's newly formed body. Acererak's body reforms in the nearest unoccupied space to his phylactery, or if his phylactery has been destroyed, at the location of one of the gems (his choice).

Acererak's Ruby Soul Gem

Wondrous item, mythic (requires attunement)

Upon the death of the demilich Acererak, eight gemstones are revealed alongside his phylactery. Two of these gemstones are large rubies, and the other six are diamonds the size and shape of human teeth. While attuned to this ruby gemstone, you can cast the spell *animate dead* at will, without expending a spell slot or material components.

Curse. This item is cursed. Attuning to it affixes you with a baleful curse, only removable by the spell *wish*. As long as you remain cursed, you cannot discard the gemstone as it becomes fused with your body (in the case of this stone, replacing an eye). Exactly one tenday after Acererak's death, the soul gem's latent necromantic energy coalesces, drawing life from any creatures within 15 feet of the gem. Creatures within this area must succeed on a DC 19 Constitution saving throw, losing half their maximum hit points on a failed save. A creature attuned to this gemstone automatically fails this saving throw. These hit points can only be restored with the *greater restoration* spell or similar magic. Once the soul gem has extracted this lifeforce, it becomes unattuned (lifting the curse) and disappears to rejoin Acererak's newly formed body. Acererak's body reforms in the nearest unoccupied space to his phylactery, or if his phylactery has been destroyed, at the location of one of the gems (his choice).



Acererak's Soul Gems

Yanushkov

Archon's Breastplate

Armor (half-plate or plate mail), mythic (requires attunement)

This golden armor, shined to a near mirror finish but otherwise unadorned, grants its bearer protection from evil. While attuned to this armor, you gain the following benefits:

- You have a +3 bonus to AC while wearing this armor.
- Attacks made against you from evil creatures are made with disadvantage, and you have advantage on saving throws made to resist effects from evil creatures.
- You have resistance to nonmagical bludgeoning, piercing, and slashing damage, as well as radiant, lightning, and poison damage.

Bane of Graz'zt

Weapon (greatsword), mythic (requires attunement)

This demon weapon is shaped identically to the wave of sorrow, the favored greatsword of Graz'zt himself. It was bestowed upon Zuthnagoti by Graz'zt while he was entrusted as the demon lord's guardian demon. When Zuthnagoti was abandoned by Graz'zt, he escaped with the blade and successfully sought out magic that could sever its ties to the demon lord.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. In addition, the weapon ignores resistance to slashing damage.

Vorpal. When you attack a creature that has at least one head with this weapon and roll a 20 on the attack roll, you cut off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a head, has legendary actions, or the DM decides that the creature is too big for its head to be cut off with this weapon. Such a creature instead takes an extra 6d8 slashing damage from the hit.

Demonic Resilience. While attuned to this weapon, you are immune to being charmed and have resistance to acid damage.

Cursed. Any creature besides Zuthnagoti that tries to attune to this weapon must make a DC 17 Charisma saving throw. On a failed save, the creature gains the following flaw, which can be removed by *greater restoration* or *wish* spell, or when Graz'zt is defeated: "Graz'zt is the betrayer, and I will use this blade to extinguish his vanity, forever."

Bardiche of The Endless Maze

Weapon (greataxe), mythic (requires attunement)

This menacing bardiche was carried by Baphomet, the Horned King. Its blade consists of a rough edge and large shards of jagged metal fused to it in random places. You have a +3 bonus to attack and damage rolls made with this weapon. Whenever you hit an object with it, the hit is a critical hit.

The bardiche has 12 charges for the following property. It regains 3d4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the bardiche is immediately teleported back to the Endless Maze and you lose your attunement to it.

Banish. When you hit a creature with this weapon, you can expend a charge to have the creature succumb to effects of the *maze* spell. If this hit was a critical hit, you do not need to expend a charge to use this property.

Bel's Coin

Wondrous item, mythic

This unique soul coin was crafted by Bel, Zariel's reluctant advisor and perpetual adversary. It has been carefully imbued with hellish magics, designed to trap the immortal soul of Zariel should she be defeated or have her divine essence restored. In either situation, the coin's enchantments activate and it immediately teleports (as if casting *plane shift*) to a space within 5 feet of Zariel's death, absorbing her soul.

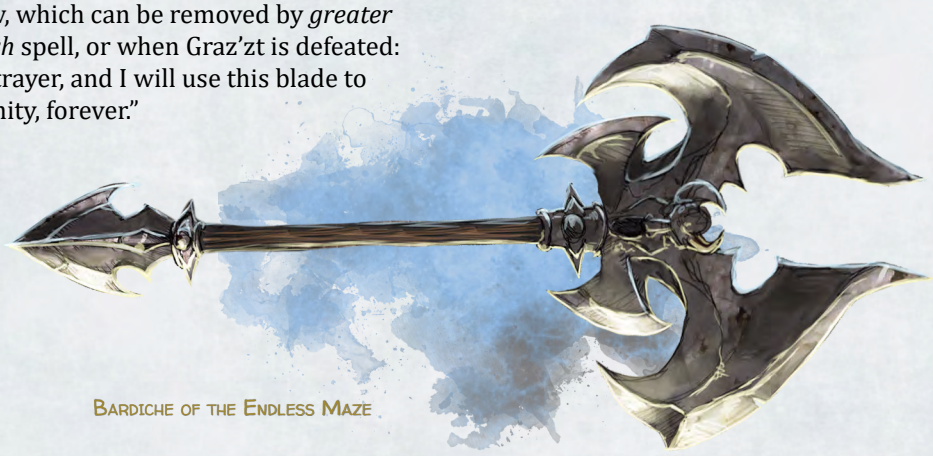
This coin acts as a soul coin (see *sidebar*) with the following changes:

Carrying Soul Coins. Bel's Coin counts as 5 soul coins, for the purpose of determining how many you can carry without a penalty.

Using a Soul Coin. Bel's Coin has 1 charge, which is recovered each day at midnight.

Freeing The Soul. Bel's Coin has an AC of 30 instead of 19, and always has 1 hit point, even if it has no charges remaining. Freeing Zariel's soul from this soul coin is not considered a good act, unless her divine essence has been restored.

Hellish Currency. The value of Bel's Coin is immeasurable compared to that of a normal soul coin, and is unlikely to be used as currency except in deals with Bel, Tiamat, Asmodeus, or the current Lord of the First.



Bardiche of the Endless Maze

Bob Greyvenstein

Soul Coins

A soul coin is an infernal iron coin about 5 inches in diameter. Each weighs about 1/3rd of a pound and magically binds the soul within. Each soul coin has a unique soul trapped within it, an unfortunate being who ended up on the wrong side of a devil's bargain.

Carrying Soul Coins. A non-evil creature can carry a number of soul coins equal to their Constitution modifier without penalty. Beyond this, they have disadvantage on attack rolls, ability checks, and saving throws. Evil creatures can carry any number, up to their weight allowance.

Using a Soul Coin. A soul coin has 3 charges. A charge can be expended for one of the following:

Drain Life. You steal essence from the soul within. Gain 1d10 temporary hit points.

Query. You speak telepathically with the soul inside. The soul must answer truthfully and to the best of its ability, although it can try to hide that truth within riddles or flowery language.

Freeing The Soul. Casting a spell that removes curses on a creature frees its soul from the coin. A soul can also be freed by destroying the coin (the soul coin has an AC of 19, 1 hit point per remaining charge, and immunity to all damage except hellfire weapons and infernal furnaces). Freeing a soul is considered a good act.

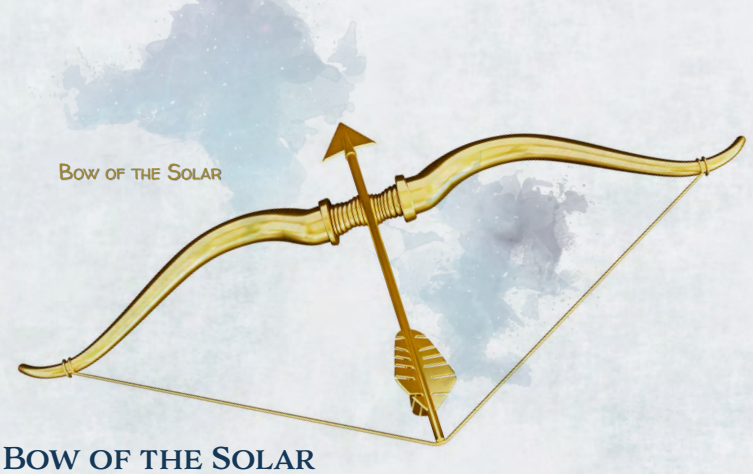
Hellish Currency. Soul coins are the currency of the Nine Hells. Gold is next to useless for anything but tempting mortals on the Material Plane; all devils and other fiends deal instead in these souls, locked away in their infernal contracts.

Boots of the Elder Earth Elemental

Wondrous item, mythic

While wearing these boots, the first time each turn that you fall 10 feet or more and land on your feet, the impact causes a shock wave through the ground in a 60-foot radius circle centered on you. The area becomes difficult terrain for 1 minute. Each creature on the ground that is concentrating must succeed on a DC 20 Constitution saving throw or the creature's concentration is broken.

The shock wave deals 50 thunder damage to all structures in contact with the ground in the area. If a creature is near a structure that collapses, the creature might be buried; a creature within half the distance of a structure's height must make a DC 20 Dexterity saving throw. On a failed save, the creature takes 17 (5d6) bludgeoning damage, is knocked prone, and is trapped in the rubble. A trapped creature is restrained, requiring a successful DC 20 Strength (Athletics) check as an action to escape. Another creature within 5 feet of the buried creature can use its action to clear rubble and grant advantage on the check. If three creatures use their actions in this way, the check is an automatic success. On a successful save, the creature takes half as much damage and doesn't fall prone or become trapped.



Bow of the Solar

Weapon (longbow), mythic (requires attunement)

This longbow is made of a golden-hued wood from Mount Celestia, wrapped with the magical linens worn by solars, and strung with hair from a unicorn's mane. Once per turn, when you make an attack with this bow, you can enchant the ammunition to become a slaying arrow. If the target is a creature that has 50 hit points or fewer, it must succeed on a DC 19 Constitution saving throw or die.

Crown of Zariel

Wondrous item, mythic (requires attunement by a good or evil creature)

Zariel has always been depicted with a glowing crown: a circlet of light before her fall, and then, a crown of flames after it. Upon her death, the flames flicker out and an unadorned, unremarkable golden circlet replaces the crown.

When you attune to this circlet, it disappears and is replaced with its glowing form, the appearance of which reflected by your alignment.

Divine Bolt. Whenever you would make a weapon attack, you can choose to forgo that attack to make a ranged spell attack instead. This attack has a range of 120 feet, and you are proficient with it. If your alignment is good, it uses your Wisdom modifier for attack and damage rolls, and deals 4d6 radiant damage on a hit. If your alignment is evil, it uses your Charisma modifier for attack and damage rolls, and deals 4d6 necrotic damage on a hit instead.

Innate Spellcasting (Evil). You can cast the following spells, requiring no material components. Your spellcasting ability for these spells is Charisma.

At will*: detect evil and good, invisibility* (self only)
3/day each*: fireball, wall of fire*
1/day each*: dispel evil and good, finger of death*

Innate Spellcasting (Good). You can cast the following spells, requiring no material components. Your spellcasting ability for these spells is Wisdom.

At will*: detect evil and good, pass without trace*
3/day each*: greater restoration, dispel evil and good*
1/day each*: commune, plane shift*

Magic Resistance. You have advantage on Intelligence, Wisdom, and Charisma saving throws against spells and other magical effects.

Destina

Telepathy. You can speak telepathically to any creature you can see within 120 feet of you. Your telepathic utterances are in a language you know, and the creature understands you only if it knows that language. Your communication doesn't give the creature the ability to respond to you telepathically.

Dragonspear

Weapon (spear), mythic (requires attunement)

This legendary weapon is a recreation of the original Dragonspear, forged by the devil Vesarius. Crafted from Maelestor's remaining horn and infused with high level arcane magic. You gain a +3 bonus to attack and damage rolls made with this magic weapon. It has the following additional properties.

- While wielding this weapon you have immunity to acid damage.
- Making a thrown weapon attack at long range with this weapon does not impose disadvantage. It returns to your hand at the end of any turn in which you throw it, if you have an empty hand. Otherwise, it appears on the ground at your feet.
- Hit points lost to this weapon's damage can be regained only through a short or long rest, rather than by regeneration, magic, or any other means.
- The dragonspear counts as an arcane focus.

Once per turn, when you hit a creature with an attack using this magic weapon, you can wound the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time you've wounded it, and it can then make a DC 15 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

Drowning Death

Weapon (trident), mythic

This oversized trident bears the skull of an ancient foe of Umberlee where the tines meet the shaft, symbolizing her dominance over those who would oppose her. You gain a +3 bonus to attack and damage rolls made with this weapon, and your weapon attacks score a critical hit on a roll of a 19 or 20.

When you deal damage to a creature with this trident, you can choose to deal an extra 2d6 lightning or cold damage to the target. If you choose to deal lightning damage, the target is unable to take reactions until the end of its next turn. If you choose to deal cold damage, the target's movement speed is halved until the end of its next turn. When you score a critical hit with this weapon, you deal both lightning and cold damage instead of choosing.

Emerald Cloak of Shapeshifting

Wondrous item, legendary (requires attunement)

This shimmering green cloak has a dragon scale pattern on one side, and is plain and smooth on the other. The scaled side bears the mark of a hooked dragon claw in the center, an homage to the vanity of the original creator.

Change Shape. While attuned to this item, you can change shape as an action. When you change shape with the cloak you can magically polymorph into a humanoid or beast that has a challenge rating no higher than your character level (or CR, if you have no character levels), or back into your true form. Any equipment you are wearing or carrying, other than this cloak, melds into or is borne by the new form (your choice). However, this cloak must be borne by the new form, though it's shape, coloration, and size can be altered how you see fit. No matter how you alter the cloak, the insignia remains visible.



Bob Greyvenstein

When you change shape in this way, you retain your alignment, hit points, Hit Dice, ability to speak, proficiencies, class features, and mental Ability Scores. Your statistics and capabilities are otherwise replaced by those of the new form, except any class features of that form. If you die while transformed, your body reverts to its normal form.

Floating Weapon of the Solar

Weapon (any melee weapon), mythic (requires attunement)

These armaments of the solar are renowned for their ability to take mental commands from their wielder. You have a +3 bonus to attack and damage rolls made with this magic weapon, and it deals an extra 2d6 radiant damage.

You can use a bonus action to command the weapon to float into an unoccupied space within 30 feet. On subsequent turns, you can use your bonus action to move the weapon up to 30 feet, or summon it back to your hand. If the weapon is ever more than 100 feet away from you, it immediately teleports to within 5 feet of you. When making a weapon attack, you can attack with this weapon as if you are wielding it. If you die while the sword is floating, it falls to the ground.

Fractured Golden Idol

Wondrous item, mythic

This heart-shaped golden idol is roughly the size of a human head, and is made of pure gold. It once kept the spirit of the Aspect of the Earthmother separated from its body, withholding its power from protecting the Moonshae Isles. Despite being fractured, the idol still contains enough power to imprison a lesser elemental.

To activate this idol, you must speak a passphrase as an action. You create a magical restrain that attempts to hold an elemental of CR 15 or lower within 30 feet of the idol. The target must succeed on a DC 20 Wisdom saving throw or be bound by the idol. If it succeeds, it is immune to this effect for the next 24 hours. This idol can only bind one elemental spirit at a time. To release a spirit from the idol, you must speak the same passphrase that was spoken upon binding it.

The spirit of the creature is drawn into the idol, leaving the body behind. The body acts autonomously, doing what it needs to survive but nothing else. While contained within the idol, the spirit can't communicate and is put in stasis until you choose to release it or the idol is destroyed. A *dispel magic* spell cast at 9th level on either the idol or the spirit's former body will release the spirit. A released spirit snaps back into its body.

Gauntlet of Wands

Wondrous item, mythic (requires attunement)

This forged-mithril gauntlet is made of rigid plates but slides onto your hand like a silk glove. Its palm and fingers are plain, but on the back of the palm near the wrist are two recessed channels. During a long rest, you can place wands into these channels. The wand will change shape to fit, leaving only a small amount of the wand visible. When you cast a spell as an action or bonus action with one of these wands, you can activate the other wand to cast a spell with a casting time of 1 action or 1 bonus action as part of the same action.

Graz'zt's Ebony Mask

Wondrous item, mythic (requires attunement)

This mask holds the haunting beauty of Graz'zt himself, immortalized in a block of solid ebony. While wearing this mask, you are proficient in all Charisma checks and add double your proficiency bonus to any Charisma checks you make against creatures that are charmed by you. The mask has 3 charges, and regains all expended charges each day at dawn.

Dance, My Puppet! You expend 1 charge as an action. One creature charmed by you that you can see must use its reaction to move up to its speed as you direct.

Give In To Your Greed. You expend 1 charge as an action. Choose a creature you can see within 120 feet of you. That creature must succeed on a DC 23 Wisdom saving throw or become overwhelmed by a powerful feeling of envy. Choose an item you can see. The target creature must spend its action trying to get the item, and once they have it, prevent anyone from taking it from them. At the end of each of its turns, the target can attempt a new saving throw, ending the effect on a success.

Worship Me. You expend 1 charge as an action. Choose a creature within 120 feet of you that you can see and can see you. The target must succeed on a DC 23 Wisdom saving throw or it becomes charmed by you. It can make a new saving throw at the end of each of its turns, ending the effect early on a success.

Graz'zt's Ebony Mask



Rick Hershey

Heart of the Ancient Black
Wondrous item, mythic

Not the organic heart of a black dragon, but a lustrous black gemstone unlike any other found within an ancient black dragon's hoard. The gem itself is priceless, but it's true value is said to only manifest when embedded in *Tiamat's choker*, a mythic artifact with 5 facets designed to focus the power of these gems.

Heart of the Ancient Blue
Wondrous item, mythic

This heart is not the organic heart of a blue dragon, but a sparkling blue gemstone unlike any other found within an ancient blue dragon's hoard. The gem itself is priceless, but its true value is said to only manifest when embedded in *Tiamat's choker*, a mythic artifact with 5 facets designed to focus the power of these gems.

Heart of the Ancient Brass
Wondrous item, mythic

Not the organic heart of a brass dragon, but a brilliant amber gemstone unlike any other found within an ancient brass dragon's hoard. The gem itself is priceless, but the true value of the gem is said to only manifest when embedded in the *platinum dragon crown*, a mythic artifact with 5 facets designed to focus the power of these gems.

Heart of the Ancient Bronze
Wondrous item, mythic

This heart is not the organic heart of a bronze dragon, but a mottled bronze gemstone unlike any other found within an ancient bronze dragon's hoard. The gem itself is priceless, but the true value of the gem is said to only manifest when embedded in the *platinum dragon crown*, a mythic artifact with 5 facets designed to focus the power of these gems.

Heart of the Ancient Copper
Wondrous item, mythic

Not the organic heart of a copper dragon, but a brilliant copper-hued gemstone unlike any other found within an ancient copper dragon's hoard. The gem itself is priceless, but the true value of the gem is said to only manifest when embedded in the *platinum dragon crown*, a mythic artifact with 5 facets designed to focus the power of these gems.

Heart of the Ancient Gold
Wondrous item, mythic

This heart is not the organic heart of a gold dragon, but a lustrous gold gemstone unlike any other found within an ancient gold dragon's hoard. The gem itself is priceless, but the true value of the gem is said to only manifest when embedded in the *platinum dragon crown*, a mythic artifact with 5 facets designed to focus the power of these gems.

Heart of the Ancient Green
Wondrous item, mythic

Not the organic heart of a green dragon, but a pulsing green gemstone unlike any other found within an ancient green dragon's hoard. The gem itself is priceless, but it's true value is said to only manifest when embedded in *Tiamat's choker,* a mythic artifact with 5 facets designed to focus the power of these gems.

Heart of the Ancient Red
Wondrous item, mythic

This heart is not the organic heart of a red dragon, but a brilliant red gemstone unlike any other found within an ancient red dragon's hoard. The gem itself is priceless, but its true value is said to only manifest when embedded in *Tiamat's choker*, a mythic artifact with 5 facets designed to focus the power of these gems.

Heart of the Ancient Silver
Wondrous item, mythic

This heart is not the organic heart of a silver dragon, but a gleaming silver gemstone unlike any other found within an ancient silver dragon's hoard. The gem itself is priceless, but the true value of the gem is said to only manifest when embedded in the *platinum dragon crown*, a mythic artifact with 5 facets designed to focus the power of these gems.

Heart of the Ancient White
Wondrous item, mythic

Not the organic heart of a white dragon, but a brilliant clear gemstone unlike any other found within an ancient white dragon's hoard. The gem itself is priceless, but it's true value is said to only manifest when embedded in *Tiamat's choker*, a mythic artifact with 5 facets designed to focus the power of these gems.

Heart of the Ancient Dragon



Lars Rune

Heart of Hotenow

Wondrous item, mythic (requires attunement)

This fist-shaped igneous rock is a fragment of the elemental earth that formed the Spirit of Hotenow's body. The heart is impervious to fire, and while you are attuned to it, you gain immunity to fire damage.

Horn of the Bull

Wondrous item, mythic

This spiral horn is so large that a human-sized creature requires two hands to hold it appropriately. It is adorned with bands of iron, and when blown produces a long, low-octave drone that can be heard for miles. Blowing into the horn as an action summons 5d4 minotaurs, which appear in unoccupied spaces within 600 feet of you.

Make a single initiative roll for the minotaurs, which act as a group. When you summon them and on each of your turns thereafter, you can issue a verbal command to them (requiring no action on your part), telling them what they must do on their next turn. If you issue no command, they spend their turn attacking any creature within reach that has attacked a minotaur.

At the end of the minotaurs' turn, they make a collective Charisma saving throw (save DC 23). If any of the minotaurs would make the saving throw with disadvantage, this save is made at disadvantage. If less than half the minotaurs that were summoned remain, the save is made with advantage. On a failed save, the minotaurs continue to obey you. On a successful save, your control of the minotaurs ends, and they spend their turn pursuing and attacking the nearest non-minotaur creature to the best of their ability.

If you don't have control of the minotaurs, you can use your action to attempt to wrest control back by making a contested Charisma check with the minotaurs. The minotaurs have advantage on this check if more than half of the minotaurs remain. If you succeed, you gain control of the minotaurs once more.

If you have control over the minotaurs, you can use your action to dismiss any or all of them. Otherwise, they remain until they die. Once blown, the horn cannot summon minotaurs again in this way until it has spent 24 consecutive hours in Stygia, the fifth layer of the Nine Hells of Baator.

Infernal Armor of Moloch

Armor (any metal armor), mythic (requires attunement)

This armor is made of infernal iron, a material only found in the Nine Hells. Enchanted by Moloch himself, the armor was a gift he'd bestow upon his faithful narzugon. While attuned to this armor and wearing it, you gain a +3 bonus to AC, and you can speak and understand Infernal. In addition, as an action you can speak a command word and cause the armor to transform you into a statue. While in this form, you are unable to speak, your speed becomes 0, and you automatically fail Dexterity saving throws. You are immune to bludgeoning, piercing, and slashing damage from nonmagical weapons and have resistance to all damage except psychic. The only action you can take in this form is a bonus action to return you and the armor to your normal form.

Curse. Once you don this cursed armor, you can't doff it unless you are targeted by the *remove curse* spell or similar magic. While wearing the armor, you have disadvantage on Dexterity saving throws.

Kazgorath's Lie

Weapon (pike), mythic (requires attunement)

This pike is one of the poisoned poles that Kazgoroth, disguised as Thelgaar Ironhand, used to slay the Aspect of the Earthmother. The pike lay embedded in the leviathan's body even after it had been reformed, a lasting reminder of Kazgoroth's deceit.

This oversized pike deals an extra 1d10 piercing damage on a hit. When a creature is damaged by this pike, it must succeed on a DC 21 Constitution saving throw or become poisoned for 1 minute. A poisoned creature can repeat this save at the start of each of their turns, neutralizing the poison early on a successful one. A creature who successfully saves against this poison, is immune to its effects for the next 24 hours.

Infernal Armor of Moloch



Rick Hershey

Kraken Society Token





Lexicon of Names

Kolyarut's Golden Edict

Armor (shield), mythic (requires attunement)

This golden disk, inscribed with the terms of a contract between two parties and committed to the fallen marut, acts as the marut's programming. When placed in the chest of a marut, it becomes bound to the terms of that contract and its duty to enforce those terms and punish either party for breaking them. Its large size and durable construction make it an ideal shield for most creatures.

Innate Spellcasting. You can cast the *plane shift* spell at will, targeting only yourself and requiring no material components. Intelligence is your spellcasting ability for this spell.

Curse. This item is cursed. Attuning to it affixes you with a baleful curse, only removable by the spell *wish* or by fulfilling the terms of the contract. This contract is an agreement between two parties, signed in the presence of Kolyarut in the Hall of Concordance. The DM knows the nature of this contract. While cursed, you are bound to uphold the terms of the contract. Should either party break the terms, you become affected by the *geas* spell as a 9th-level spell (which can't be dispelled, unless this curse is broken) with the following command: "Punish the party who broke the contract." Once conditions of the *geas* spell are fulfilled, the curse ends and the disk becomes inert and nonmagical.

Kraken Society Token

Wondrous item, rare

This square metal token bears the symbol of the Kraken Society. This symbol acts as a marker of membership to the Kraken Society and can open various doors in the Purple Rocks, the North, and Ascarle. While bearing this token, if you are subject to spells or magical effects that would force you to tell the truth about aspects of the Kraken Society, any response you give will appear as truthful as the spell itself.

Leviathan Hide Armor

Armor (hide), mythic (requires attunement)

This hide armor is made of the leathery skin of the ancient leviathan, an elder elemental. The oil-slicked material provides the wearer protection from the rigors of the sea and elements that surround it. While you are attuned to this armor, you gain the following benefits:

- You have resistance to cold and lightning damage, and are immune to the effects of extreme cold.
- You can cast *absorb elements* at 3rd level as a reaction, but only when you take cold or lightning damage. When you do, you gain immunity to the damage instead of resistance, in addition to the spell's other effects.
- You have a swim speed equal to your speed. While wearing this armor, if you swim 20 feet or more before making a melee weapon attack, you deal an extra 14 (4d6) bludgeoning damage on that attack.

Lexicon of Names

Wondrous item, mythic (requires attunement)

This tome is one of a set of books, each bound in luminous blue leather and adorned with gold lettering and brass clasps. There are three books in this set, one for each of the following: objects, creatures, and places. The book feels heavier than it looks, as though it bears some invisible burden. When you attune to one of these books, your mind is flooded with the knowledge of the language of Truespeech, the original language. You learn all the divine utterances related to the topic of the book, and can speak the true name of anything that falls under that topic. True names have power over certain creatures, such as fey and fiends, particularly when conjuring them or compelling them to act.

If you attune to more than one book in this set, they occupy only one attunement slot for the purposes of determining how many magic items you can attune to at a time.

Rick Hershey

Creatures. While attuned to the lexicon of names containing the names of creatures, you can cast the spell *planar binding* at-will.

Objects. While attuned to the lexicon of names containing the names of objects, you can cast the spell *legend lore* at-will.

Places. While attuned to the lexicon of names containing the names of places, you can cast the spell *scrying* at-will.

Mask of the Mad Monkey

Wondrous item, mythic (requires attunement)

This mask bears a striking resemblance to Demogorgon, the Prince of Demons. It has the face of a demonic mandrill-like creature, with large tusks and a mane of wild orange hair. While attuned to and wearing this mask, you can use your action to turn a magical gaze towards a creature you can see within 120 feet. The target must make a DC 23 Wisdom saving throw. Unless the target is incapacitated, it can avert its eyes to avoid the gaze; if it does so, it automatically succeeds on the save and can't see you until the start of its next turn. If the target looks at you in the meantime, it must immediately make the save.

If the target fails the save, roll 1d3 to determine which of the following effects it suffers:

Beguiling Gaze. The target is stunned until the start of your next turn, or until you are no longer within line of sight.

Hypnotic Gaze. The target is charmed by you until the start of your next turn. You choose how the charmed target uses its actions, reactions, and movement.

Insanity Gaze. The target suffers the effect of the *confusion* spell without making a saving throw. The effect lasts until the start of your next turn.

Maul of Stunning Bolts

Weapon (maul), mythic (requires attunement)

This maul is seemingly too massive to move. Once a creature attunes to this maul, it shrinks to an appropriate size and feels light as a feather to that creature. To anyone else, it weighs 500 pounds. Additionally, covering every surface of the maul are ancient runes written in Celestial, which can be read by any creature wielding it. They speak of heroic battles, overcoming all overwhelming odds, and other impressive legends.

When you take the Attack action on your turn, you can forgo an attack and speak a command word to launch a salvo of radiant energy towards a creature within 60 feet. The target must make a DC 21 Charisma saving throw, taking 4d6 radiant damage and becoming stunned until the end of their next turn on a failed save, or taking half as much radiant damage and not becoming stunned on a successful one.

Mickey's Curious Cloth

Wondrous item, mythic (requires attunement)

This unusual sheet of cloth refracts and bends light around it, and was crafted by Tazmikella in 1484 DR while in human form and running a shop called "Mickey's Bag of Holding". While worn over armor or clothing, it renders those garments invisible along with itself. Clothing and armor worn over the cloth is still visible. While concealing your armor this way, you gain a +2 bonus to AC and saving throws.

Miirym's Glass Guardians

Wonderous item, mythic

A glass guardian is a hamster-sized object made of green glass. Each glass guardian has a unique set of keywords that, when spoken aloud, cause the orb to become bound to that specific creature. The glass guardian has an AC of 12, 2 hit points, a fly speed of 20 feet, and can hover.

If a spell is cast within 10 feet of the guardian, or if the guardian is within an area affected by a spell, the creature it is bound to can use its reaction to cast *counterspell* as a 3rd-level spell, using its Intelligence modifier as the spellcasting ability for this spell. Doing so destroys the guardian.

Mirrym's Glass Guardians



Pete Linforth

Mind Stone Fragment

Wondrous item, mythic (requires attunement)

The phylactery of an illithilitch is known as a "mind stone". In the case of Itzigra'tz, this was a three-part crystal that was made in a dark ritual from the mind stones of three alhoons, each sacrificed to create it. The ritual that Itzigra'tz used to fuse these stones has been lost with his death, but each of these fragments still contains the power of the alhoon that it was created from. As part of the process of attuning to this stone, it embeds itself within you and becomes an intrinsic part of your mind, granting you innate psionic abilities.

Innate Spellcasting (Psionics). You innately cast the following spells, requiring no components. Intelligence is your spellcasting ability for these spells.

***At will**: detect thoughts, levitate*
***1/day each**: dominate monster, plane shift* (self only)

Curse. This item is cursed. Attuning to it affixes you with a baleful curse, only removable by the spell *wish*. As long as you remain cursed, you cannot discard the mind stone as it becomes fused with your body. Removing the curse has a deleterious effect on your mind. Once removed, you fall under the effects of the *feeblemind* spell as if you had failed your Intelligence saving throw to resist it.

Northlander's Axe of Felling

Weapon (any axe), mythic (requires attunement)

This axe, forged by the Northlanders of the northern Moonshea Isles, is an ancient relic of their past glory - lost at sea during an expedition to the Sea of Flowing Ice that resulted in the decimation of their entire fleet. This axe was wielded in wars against the frost giant tribes of the Sea of Flowing Ice. These tribes had the highest known concentration of seawolves, a rare form of lycanthropy that took the form of a seal-wolf hybrid, and this axe was forged with a silver-bladed head and adamantine shaft, particularly adept at fighting this foe.

You gain a +3 bonus to attack and damage rolls made with this magic weapon, and it counts as silvered. You have advantage on attack rolls against lycanthropes with the axe. When you hit a lycanthrope with the axe, if the target is transformed, it is forced back into its natural form.

Orcusword

Weapon (great sword), mythic (requires attunement)

Before the wand of Orcus, the Lord of Undeath wielded Orcusword, a massive and menacing greatsword. You have a +3 bonus to attack and damage rolls made with this weapon. The sword deals an extra 3d12 necrotic damage on hit, and each creature within 5 feet of the target (other than yourself) must succeed on a DC 21 Constitution saving throw, taking half as much necrotic damage as was dealt by the attack on a failed save. While you are wielding the sword and attuned to it, you can access the following property.

Paired Rings of Draconic Might



Innate Spellcasting. You can cast the following spells, requiring no material components. Your spellcasting ability for these spells is Charisma.

***At will**: chaos bolt [XGE], inflict wounds*
***3/day each**: animate dead, synaptic static [XGE]*
***1/day each**: finger of death, prismatic spray*

Paired Rings of Draconic Might

Wondrous item (ring), mythic (requires attunement)

This pair of copper rings are tarnished and discolored, but the magic within them is as strong as ever. Two creatures can attune to these rings. As long as you and the other attuned creature are within 1 mile of one another, you can communicate telepathically and know the location of one another. Your Strength and Intelligence scores change to 21 while within this range. The item has no effect on these ability scores if they are equal to or higher than 21.

Phoenix Cage

Wondrous item, mythic (requires attunement)

This small adamantine box, embedded with fragments of elemental ice, is designed to hold the cinder-like ashes of a phoenix egg. When placed inside the box, the egg can be handled freely without taking damage. So long as the phoenix egg is contained within, the egg is placed in stasis and cannot be reborn.

Rick Hershey

If the creature attuned to this cage dies while in possession of it, the cage activates and the attuned creature's body explodes. Each creature within 60 feet of the body must make a DC 20 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much on a successful one. The fire ignites flammable objects in the area that aren't worn or carried.

The explosion destroys the attuned creature's body and the *phoenix cage*, leaving behind an egg that weighs 5 pounds. The egg is immune to all damage, and after 1d6 days, it hatches and the attuned creature returns to life with a new body as if the *reincarnate* spell had been cast on the egg.

Reigns of Chaos

Wondrous item, mythic (requires attunement)

This wound-up strap of dark-hued leather shimmers with an iridescent rainbow of colors as it catches the light. As an action while wielding these reigns, you can cast the spell *illusory dragon* [XGE] (requiring no concentration) to summon a swirling mass of color which coalesces into the shape of a huge dragon, rather than the threads of shadow material normally conjured by the spell. When dealing damage with its breath weapon as a bonus action, instead of choosing the damage type from those available, roll a d6. The number rolled on this die determines the attack's damage type, as shown below.

Chaos Breath

d6	Damage Type	d6	Damage Type
1	Acid	4	Lightning
2	Cold	5	Necrotic
3	Fire	6	Poison

Although the dragon is an intangible illusion, while attuned to these reigns you can mount the creature as though it were real. Once you cast the spell in this way, you can't do so again until the next dawn.

Ring of the Tempest

Wondrous item, mythic (requires attunement)

This ring, forged from the platinum band that was once the Great Caliph's ring of air elemental command, has been imbued with much of the elder elemental's might. While you are attuned to and wearing this ring, you have a flying speed equal to your speed, and can take the Dash action as a bonus action.

Bolt. You can speak a command word as an action to call down a bolt of lightning. Three creatures of your choice that you can see within 120 feet must make a DC 20 Dexterity saving throw, taking 16 (3d10) lightning damage on a failed save, or half as much damage on a successful one.

Deflect. When you are made the target of a ranged weapon attack, you can use your reaction to reduce the normal and long ranges of the attack by half, potentially causing the attack to fail or be made at disadvantage for attacking at long range.

Summon. You can speak a command word to cast *conjure elemental*, restricted to conjuring air elementals. Once you use the ring in this way, you can't do so again until the next dawn.



Scythe of Decimation

Scythe of Decimation

Weapon (glaive), mythic (requires attunement)

This two-handed farming implement-turned-weapon bears the slaad word for "death" on its blade. The scythe deals an extra 3d12 necrotic damage to any target it hits. If an attack from this weapon would reduce a creature to 0 hit points, its body and any nonmagical belongings it is wearing or carrying burst into a cloud of ash. The creature can be restored to life only by means of a *wish* spell.

Sever

Weapon (battleaxe), mythic (requires attunement)

This battleaxe was forged in the Nine Hells, possibly by Asmodeus himself, and given sentience to ensure its owner acted on behalf of the archdevil's interests. It was gifted to Geryon, the Deposed Lord, to ensure that he would not revolt against Asmodeus during his exile in Stygia and would continually fight to regain his throne. He has wielded Sever ever since, and it was Sever's constant voice in his head, urging him to return to his glory, that brought Geryon out of exile to reclaim Stygia from its new lord, Levistus.

Bob Greyvenstein



Spellsong Sword

You gain a +3 bonus to attack and damage rolls made with this magic weapon. The weapon also functions as an *adamantine battleaxe*, *helm of devil command*, and a *sword of sharpness*.

Gifts of Asmodeus. While attuned to this axe, you gain the following benefits:

- You have immunity to cold damage.
- You can read and speak Infernal.

Telepathic Warning. The axe will telepathically alert you to any traps or hidden passages when you move to within 30 feet of them.

Sentience. Sever is a sentient weapon of lawful evil alignment, with an Intelligence of 19, a Wisdom of 10, and a Charisma of 14. It has hearing and darkvision out to a range of 120 feet. The weapon communicates telepathically with its wielder and can speak, read, and understand Infernal.

Personality. Sever is eager to please Asmodeus by adhering to its purpose: to direct the wielder to serve Asmodeus's goals. If at any point it feels like you are not moving towards accomplishing those goals, it will telepathically remind you to do so. This reminder will be laced with threats of Asmodeus's wrath and retribution.

Sever is deathly afraid of Nessus, since it cannot be destroyed anywhere else. The lower it travels in Baator through the layers of the Nine Hells, the more anxious and apprehensive it gets. Conversely, while in the Prime Material Plane or the Abyss, Sever is full of glee and zeal. These are the planes where Asmodeus has clearer and more achievable goals, and Sever finds it easy to persuade its wielder to work towards these goals while on these planes.

Curse. The axe bears a curse that affects good or chaotic creatures that become attuned to it. Whenever such a creature makes an attack roll with this axe, it takes 1d10 lightning damage.

Destroying the Axe. The axe can only be destroyed by Asmodeus himself, while in Nessus, the ninth layer of Baator.

Bob Greyvenstein

Skull of Ingeloakastimizilian

Wondrous item (helmet), mythic (requires attunement)

This skull belonged to the ancient white dragon turned dracolich, Icingdeath. While wearing this helmet, you gain a +1 bonus to AC and saving throws.

Frightful Presence. As an action, each creature of your choice within 30 feet of the helmet that is aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once you use this property, it can't be used again until the next dawn.

Necrotic Breath. As an action, the skull exhales a deathly blast in a 60-foot cone. Each creature in this area must make a DC 22 Constitution saving throw, taking 72 (16d8) necrotic damage on a failed save, or half as much damage on a successful one. Once you use this property, it can't be used again until the next dawn.

Flying Skull. You can use your bonus action and speak a command word and cause the skull to hover. When you do so, it flies up to 30 feet and attacks one creature of your choice within 5 feet of it. The skull has +7 to hit on attack rolls, and deals 9 (1d10 + 4) piercing damage plus 4 (1d8) cold damage on hit.

While the skull hovers, you can use a bonus action to cause it to fly up to 30 feet to another spot within 30 feet of you. As part of the same bonus action, you can cause the skull to attack one creature within 5 feet of it.

The skull ceases to hover if you move more than 30 feet away from it or use your bonus action to recall it back to your head.

Spellsong Sword

Weapon (longsword), mythic (requires attunement)

This slender mithral blade, etched in Draconic and Elvish runes, has a plain bronze hilt with oxidized veins running a bright seafoam color throughout. It was a gift to Xanscilathampos, bestowed upon her by Essembramaerytha, the song dragon.

You gain a +3 bonus to attack and damage rolls made with this magic weapon.

Bladesong. You can invoke a secret elven magic called the Bladesong as a bonus action, provided you aren't wearing medium or heavy armor or using a shield. It graces you with supernatural speed, agility, and focus, which last for 1 minute. It ends early if you are incapacitated, if you don medium or heavy armor or a shield, or if you use two hands to make an attack with a weapon. You can also dismiss Bladesong at any time you choose (no action required).

While your bladesong is active, you gain the following benefits:

- You gain a bonus to your AC equal to your Intelligence modifier (minimum of +1).
- Your walking speed increases by 10 feet.
- You have advantage on Dexterity (Acrobatics) checks.
- You gain a bonus to any Constitution saving throws you make to maintain concentration on a spell. The bonus equals your Intelligence modifier (minimum of +1).

Once you activate this property, you can't do so again until the next dawn.

Sporogenesis Cloak

Wondrous item, mythic (requires attunement)

This heavy cloak is composed of thick polypore fungi, which create an almost bark-like texture. You gain a +1 bonus to AC and saving throws while wearing this cloak.

As an action, you can shake the cloak vigorously to shed a cloud of spores into a 20-foot radius sphere originating from you. These spores can go around corners, and last for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. Creatures within the area of spores can communicate telepathically with one another while they are within 30 feet of each other. Humanoids and beasts in the cloud when it appears, or that enter it later, must make a DC 19 Wisdom saving throw. On a failed save, the creature is infected with a disease called the Influence of Zuggtmoy for 24 hours. While infected, the creature is charmed by you and can't be reinfected by the spores.

Once you use this action, you can't do so again until the next dawn. The cloak also has the following additional properties.

Protective Thrall. As a reaction after being hit by an attack, you can have one creature within 5 feet of you that is willing, or charmed by you, use its reaction to be hit by the attack instead.

Exert Will. As an action you can have one willing creature, or a creature charmed by you, use its reaction to move up to its speed as you direct and make a weapon attack against a target of your choice.

Staff of Fraz-Urb'luu

Staff, mythic (requires attunement by a spellcaster)

This staff is not the staff originally wielded by the great demon, but a recreation he has worked on since escaping imprisonment. The staff parallels its predecessor in power and potency.

Rulership. You can use an action to present the staff and command obedience from each creature of your choice that you can see within 120 feet of you. Each target must succeed on a DC 21 Wisdom saving throw or be charmed by you for 8 hours. While charmed in this way, the creature regards you as its trusted leader. If harmed by you or your companions, or commanded to do something contrary to its nature, a target ceases to be charmed in this way. Once you use this property, it can't be used again until the next dawn.

Duplicate. You can use an action to present the staff and instantly create a simulacrum (as if created with the *simulacrum* spell) of a creature you can see within 120 feet. This simulacrum obeys your commands, and is destroyed at the start of your next turn. Once you use this property, it can't be used again until the next dawn.

Inscrutable. While attuned to this staff, you can't be targeted by divination magic, perceived through magical scrying sensors, or detected by abilities that detect your creature type.



Staff of Slime and Many Eyes

Weapon (staff), mythic (requires attunement by a spellcaster)

This staff can be wielded as a magic quarterstaff that grants a +3 bonus to attack and damage rolls made with it. While you hold it, you gain a +3 bonus to spell attack rolls.

The staff has 10 charges for the following properties. It regains 2d4 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 20, the staff regains 1d4 + 1 charges.

Amorphous. You can expend a charge as part of your movement to become amorphous until the end of your turn, allowing you to move through a space as narrow as 1 inch wide without squeezing.

Slurp. While holding the staff, you can touch it to an ooze within reach and expend any number of remaining charges. For each charge spent, the target loses 2d6 + 3 hit points and you gain an equal number of temporary hit points. If this would reduce the ooze to 0 hit points, you also regain an expended spell slot equal to the number of charges spent or less.

Spells. While holding the staff, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: *cloudkill* (5 charges), *enemies abound* XGE (3 charges), *enlarge/reduce* (2 charges), *investiture of ooze* (6 charges), *maddening darkness* XGE (8 charges), *regenerate* (7 charges), or *vitriolic sphere* XGE (4 charges).

You can also use an action to cast one of the following spells from the staff without using any charges: *acid splash* (17th level), *grease*, or *primal savagery* XGE (17th level).



Stomach of Donjon

Matt Morrow

Statuette of Moloch

Wondrous item, mythic (requires attunement)

This small golden statue depicts the devil sitting cross-legged and holding a brazier. In each eye sits a dazzling ruby. This statue has 2 charges to expend on the following properties. When you expend a charge, one of the rubies must be removed and crushed. By placing a new ruby worth at least 50 gp in an empty eye socket, you can cause the statue to regain a single charge.

Breath of Despair. As an action, you can expend a charge and point the idol outwards. A cloud is exhaled from its mouth in a 30-foot cube. Each creature in that area must succeed on a DC 21 Wisdom saving throw or take 5d10 psychic damage, drop whatever it is holding, and become frightened for 1 minute. While frightened this way, a creature must take the Dash action and move away from the statue by the safest possible route on each of its turns, unless there is nowhere to move, in which case it needn't take the Dash action. If the creature ends its turn in a location where it doesn't have line of sight to the statue, the creature can repeat the saving throw. On a success, the effect ends.

Pertification Gaze. As an action, you can expend a charge and point the idol outwards. The eye socket that held the ruby used for this action glows a bright red, emitting a beam in a 30-foot cone. Each creature in that area must succeed on a DC 19 Constitution saving throw. On a failed save, a target begins to turn to stone and is restrained. The restrained target must repeat this saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

Stomach of Donjon

Wondrous item, mythic (requires attunement)

This fleshy bladder is just but one of Adamastor's many stomachs. Smaller than the others, but just as potent. The shape of this stomach is that of a water skin, but the size is that of a backpack. The opening is 1 foot in diameter, but can be stretched to 5 feet in diameter. Any willing creature or object that is placed within the stomach is transported to a demiplane that can be entered by no other means except a *wish* spell or this item's Donjon Visit property. A creature can leave the demiplane only by using magic that enables planar travel, such as the *plane shift* spell. The demiplane resembles a stone cave roughly 1,000 feet in diameter with a ceiling 100 feet high. Like a stomach, it contains the remains of the astral dreadnought's past meals. The stomach can't be damaged from within the demiplane. If the stomach is destroyed, the demiplane disappears, and everything inside it appears around the remains. The demiplane is otherwise indestructible.

Donjon Visit. The stomach has 1d4 + 1 charges. While holding it, you can use an action and expend 1 charge to suck a creature into the stomach. One creature that is Huge or smaller that you can see within 60 feet of

you must succeed on a DC 19 Charisma saving throw or be magically teleported to an unoccupied space on the floor of the stomach's Demiplanar Donjon. At the end of the target's next turn, the target reappears in the space it left or the nearest unoccupied space if that space is occupied. This property can't be used again until the next dawn. When the last charge is used, the stomach is destroyed.

Extract Ichor. When casting the spell *Waethra's warm welcome*, a creature attuned to the stomach can expend a charge of its Donjon Visit property to provide 1,000 gp worth of ichor, enough to cast the spell once.

Tarrasque Egg

Wondrous item, mythic

Nearly indistinguishable from a large boulder, this egg weighs 500 pounds and occupies a cube 10-feet on each side. The exterior is craggy and rough, with a brownish-red-hue, and impervious to damage. The egg is also impervious to all magic, and if targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, the caster must roll a d6. On a 1 to 5, the egg is unaffected. On a 6, the egg is unaffected, and the effect is reflected back at the caster as though it originated from the egg, turning the caster into the target. Any attempts made to move the egg to another plane fail.

The area within 1 mile of the egg is heavy, preventing any sort of flying movement, magical or otherwise.

Tarrasque Plated Armor

Armor (half-plate or plate armor), mythic (requires attunement)

This armor is made from the red-brown reflective carapace of a tarrasque, bestowing its wearer with its anti-magic properties. You have advantage on saving throws against spells and other magical effects.

Additionally, any time you are targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 3, you are affected by the spell. On a 4 or 5, you are unaffected. On a 6, you are unaffected, and the effect is reflected back at the caster as though it originated from you, turning the caster into the target.

Once you've reflected a spell in this way, the effectiveness of the armor diminishes. On a 1 to 5, you are affected by the spell. On a 6, you are unaffected. The armor regains its full strength at the next dawn.

Token of Avernus

Wondrous item, mythic

This wrought iron pin bears a large inset ruby, held with fierce-looking head prongs. The purpose of this token is to provide diplomatic immunity in Avernus, the first layer of the Nine Hells of Baator. By displaying this token proudly, devils under the command of the Lord of the First are unable to willfully take actions that would harm the bearer. In addition, portals that exist from Avernus to other planes or layers of Baator that are blocked to non-devils open for you, and any traps or wards placed on them do not activate.

Tome of Mephistopheles

Wondrous item, mythic (requires attunement by a spellcaster)

This book is bound in charred leather, and is cool to the touch. Despite its appearance, the book and its contents can't be destroyed by fire or immersion in water. This tome contains knowledge of spells handed to Hutijin from the Lord of the Eighth himself. The spells that can be found within the book are:

1st level*: armor of Agathys, burning hands, hellish rebuke, ice knife* XGE
2nd level*: Aganazzar's scorcher* XGE*, flame blade, flaming sphere, heat metal, snilloc's snowball swarm*
3rd level*: fireball, flame arrows, hunger of Hadar*
4th level*: fire shield, ice storm, wall of fire*
5th level*: cone of cold, flame strike, immolation* XGE
6th level*: investiture of flame* XGE*, investiture of ice* XGE*, wall of ice*
7th level*: delayed blast fireball, fire storm*
8th level*: incendiary cloud*
9th level*: meteor swarm*

While attuned to this book, spells you cast ignore resistance to cold and fire damage. In addition, when you roll a 1 or 2 on a damage die for a spell you cast that deals cold or fire damage, you can reroll the die and must use the new roll, even if the new roll is a 1 or 2.

Tome of Mephistopheles



Rick Hershey

Twin Singing Blades



Tonguelash

Armor (shield), mythic (requires attunement)

This mirror-polished shield depicts the face of a devil on its surface. A hinge near the mouth of the devilish face can open, exposing a red tongue. While attuned to this shield, you can speak a command word as a bonus action to make a whipping strike with the tongue. The tongue is a melee weapon attack that you are proficient with and has a reach of 10 feet. On a hit, the target takes 1d4 slashing damage and must succeed on a DC 19 Constitution saving throw or become paralyzed until the end of its next turn. Add your Strength modifier to attack and damage rolls made with the tongue.

Fearsome Roar. As an action, the devilish face on the shield unleashes a blood-curdling scream. Creatures within 120 feet of you must succeed on a DC 21 Wisdom saving throw or become frightened by you for 1 minute. This effect ends early if the creature ends its turn more than 120 feet away from you or where it can't see you. Once you use this property, you can't do so again until the next dawn.

Twin Singing Blades

Weapon (shortsword), mythic (requires attunement)

This blade is one of a set of two shortswords, forged from bloodstone with a tempered copper hilt and inlaid with emerald jewels. The blade is infused with the copper dragon's slowing magic. You gain a +2 bonus to attack and damage rolls made with this magic weapon (which increases to +3 if wielding both *twin swinging blades*), and any target damaged by one of these blades must succeed on a DC 20 Constitution saving throw or it can't use reactions and its speed is halved until the end of its next turn.

If a creature fails this saving throw twice in a single turn, the effect lasts 1 minute instead. The 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 fails this saving throw three times in a single turn, the creature can't make more than one attack on its turn, and can use either an action or bonus action on its turn, but not both.

Umberlee's Rage

Weapon (any crossbow), mythic

This specialized crossbow is made of materials found along the ocean floor, such as shells and coral, and is held together with sand. When making an attack underwater, this crossbow can be fired normally to its long range.

Once per turn when you make an attack with this crossbow, you can enchant the ammunition to become a netting bolt. On a hit, if the target is a Large or smaller creature, it is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

As a bonus action, you can speak a command word and have each creature restrained by a net from this crossbow take 3d10 lightning damage.

Bob Greyvenstein



Unerring Maul

Weapon (maul), mythic (requires attunement)

Crafted from the disassembled fist of a marut, the unerring maul is a hideously efficient weapon. Before making a weapon attack roll with the maul, you can decide to have this attack automatically hit instead of making the attack roll. When you do, in addition to the attack's normal damage, you can push the target 5 feet away from you.

Wave of Sorrow

Weapon (great sword), mythic (requires attunement)

Despite this sword's massive size, Graz'zt is known to wield it in a single hand with deftness and ease. The blade is wavy and hooked at its end. The material that forms the blade secretes a powerful acid, capable of dissolving most organic material and many nonmagical metals.

You have a +3 bonus to attack and damage rolls made with this magic weapon. It deals an extra 3d6 acid damage to any target it hits. When you score a critical hit with this weapon, choose one object, weapon, or piece of armor being worn or held by the target that you can see. If the target is nonmagical, it is destroyed.

Wraithscale

Wondrous item, mythic (requires attunement by a spellcaster)

This blue dragon scale resembles an ethereal flame, and is almost unreal to the touch. It is all that remains of the fallen Iymrith's body after she ascended to a form of pure arcane energy. While you are attuned to this scale, you have advantage on all saving throws against spells and other magical effects. In addition, when you succeed on a saving throw against a spell of 1st-level or higher, you can roll a Hit Die without expending it and regain hit points equal to the result + your spellcasting ability modifier. If you have more than one spellcasting ability modifier, use the one with the highest modifier.

Weave Step. As a bonus action, you turn incorporeal and can move up to your speed, moving through other creatures and objects as if they were difficult terrain. You take 5 (1d10) force damage if you end your turn inside an object.

Mythic Artifacts

The *platinum dragon crown* and *Tiamat's choker* are mythical artifacts, created by the draconic gods themselves to test and manipulate mortals. These artifacts have not been seen in Toril in millenia, and not even Candlekeep has a record of their existence.

That being said, they do exist, and the heart of the ancient gemstones that can be found in ancient dragon hoards are testament to this. If your adventures have brought you to the level of myth and legend, there is no more tantalizing reward than one of these two artifacts. Below are two quest hooks that could lead your adventurers to discover the artifacts.

Platinum Dragon Crown. The platinum dragon crown has been used over the ages like a legendary sword, to discern a mere mortal from the champion of justice that Bahamut would want as an agent in his court. When the great gold dragon Tamarand slew his brother Lareth during the Year of Rogue Dragons, the act of great sacrifice in the name of duty drew the attention of Bahamut and his clerics. After taking up the mantle previously held by Lareth and becoming King of Justice, it is said that the crown was a pivotal conduit in Tamarand's rise to becoming a Chosen of Bahamut. The crown that Tamarand took up as King of Justice is made of platinum, and bears a single golden gem in its center facet.

Tiamat's Choker. Before his utter destruction, the wizard Sammaster was said to hold Tiamat's choker in his possession, possibly with machinations to use it and pledge himself to Tiamat at some point. A lowly Cult of the Dragon member likely would know nothing about it, not even a fairy tale; however, should you loosen the lips of a Wyrmspeaker, one of the five members who share this title, there is a chance you can discern the choker's location hidden amongst the lies, misdirections, and outright denials.

Platinum Dragon Crown

Wondrous item, mythic (requires attunement by a good or neutral creature)

This crown is a glistening band of platinum without a single imperfection. It has five raised sections, each sporting a setting for a gemstone. To unlock the power of the platinum dragon crown, each setting must be occupied by a special gemstone—known as a *heart of the ancient*—found only in the hoards of ancient dragons. Each dragon variety bears a unique gemstone, and the crown needs five unique gemstones, each from a metallic dragon.

If an evil creature attempts to attune to this crown, it takes 20d10 radiant damage and its level of exhaustion immediately increases to 5 levels.

While you are attuned to and wearing this crown, if all the gemstones are present and its power is unlocked, you gain the following benefits.

Enhanced. You gain a +3 bonus to attack rolls and the save DCs of your spells and features.

Bob Greyvenstein

Damage Absorption. You have resistance against acid, cold, fire, lightning, thunder, and radiant damage.

Dragon Justice. You have a +3 bonus to your AC.

Dragon Breath (Recharge 6). You can use your action to exhale destructive energy. Choose a damage type: acid, cold, fire, lightning, thunder, or radiant. Choose an area, either a 5 by 60-foot line or a 30-foot cone. Each creature in the area of the exhalation must make a DC 21 saving throw: Constitution if you chose cold, thunder, or radiant, otherwise Dexterity. A creature takes 10d6 damage on a failed save, or half as much damage on a successful one.

Dragon Sight. You gain darkvision to a radius of 60 feet, or an additional 60 feet of darkvision if you already have that sense. Once per day, you can gain blindsight out to a range of 30 feet for 10 minutes.

Dragon Tongue. You can speak and understand Draconic. You also have advantage on any Charisma check you make against dragons.

Legendary Resistance (5/Day). If you fail a saving throw, you can choose to succeed instead.

Curse. The crown is cursed, but it is a benevolent curse that was put in place by Bahamut to bind the worthy wearer to his cause. Once attuned to it, you are unable to unattune to it except through the power of a *wish* spell, or by defeating Bahamut. Bahamut is immediately made aware of your presence, and location. You gain the following ideal, which can only be removed by breaking your attunement to the crown: "Chromatic dragons have been given their chance to redeem themselves, but Tiamat has corrupted them beyond any redemption. They must be purged from this world."

Bahamut watches a creature attuned to this crown closely, ensuring they are upholding his ideals of a "greater justice", liberating the oppressed, and protecting the weak. If you remain cursed by this crown for a full year, and Bahamut feels you have served to the utmost in his quest, you will be granted the opportunity to be reborn as a platinum dragonborn. Should you accept, you die and are reincarnated in Mount Celestia as a dragonborn. Use the racial features of a dragonborn, except your Draconic Ancestry trait is "platinum", which has a damage type of thunder and has a breath weapon area of "self 15 ft. radius (Con. save)" and can exclude targets of your choice. In this form, you maintain all your previous knowledge and class levels.

Tiamat's Choker

Wondrous item, mythic (requires attunement by an evil or neutral creature)

This infernal iron collar was forged in Tiamat's own dragon fire. No buckle or hinge can be seen to attach it, but when a creature attunes to it, it forms around their neck. Five recessed spots exist on it, each a setting for a gemstone. To unlock the power of Tiamat's choker, each setting must be occupied by a special gemstone—known as a *heart of the ancient*—found only in the hoards of ancient dragons. Each dragon variety bears a unique gemstone, and Tiamat's choker needs five unique gemstones, each from a chromatic dragon.

If a good creature attempts to attune to this choker, it takes 20d10 necrotic damage and its level of exhaustion immediately increases to 5 levels.

While you are attuned to and wearing this crown, if all the gemstones are present and its power is unlocked, you gain the following benefits.

Enhanced. You gain a +3 bonus to attack rolls and the save DCs of your spells and features.

Damage Absorption. You have resistance against acid, cold, fire, lightning, and poison damage.

Dragon Tyranny. You have a +3 bonus to your AC.

Dragon Breath (Recharge 6). You can use your action to exhale destructive energy. Choose a damage type: acid, cold, fire, lightning, or poison. Choose an area, either a 5 by 60-foot line or a 30-foot cone. Each creature in the area of the exhalation must make a DC 21 saving throw: Constitution if you chose poison or cold, otherwise Dexterity. A creature takes 10d6 damage on a failed save, or half as much damage on a successful one.

Dragon Sight. You gain darkvision to a radius of 60 feet, or an additional 60 feet of darkvision if you already have that sense. Once per day, you can gain blindsight out to a range of 30 feet for 10 minutes.

Dragon Tongue. You can speak and understand Draconic. You also have advantage on any Charisma check you make against dragons.

Legendary Resistance (5/day). If you fail a saving throw, you can choose to succeed instead.

Curse. This choker is cursed. Once attuned to it, you are unable to unattune to it except through the power of a *wish* spell, or by defeating Tiamat. Tiamat is immediately made aware of your presence and location. You gain the following flaw, which can only be removed by breaking your attunement to the choker: "Bahamut, and the metallic dragons that follow him, are a profane and vainglorious race that must be extinguished."

Tiamat watches a creature attuned to this choker closely, to ensure that they are unable to overcome this flaw and act as a mortal agent of her will to destroy metallic dragons. If you remain cursed by this choker for a full year, and don't incur Tiamat's vengeful wrath, Tiamat will claim your soul. This kills you, and your soul reincarnates in Avernus as a dragonspawn (using the racial features of a dragonborn, with all five chromatic dragons as your draconic ancestry), maintaining all your knowledge and class levels.

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