

**BOREAL WIGHT GENERAL***Medium Undead***Armor Class** 17 (splint armor)**Hit Points** 144 (17d8 + 68) plus 30 temporary hit points**Speed** 30 ft.

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

**Proficiency** +4**Skills** Athletics +8, Perception +6**Damage Resistances** bludgeoning, piercing and slashing damage from nonmagical weapons not made out of silver**Damage Immunities** cold, necrotic, poison**Condition Immunities** frightened, poisoned**Senses** blindsight 60 ft. (see echolocation), passive Perception 15**Challenge** 9 (5,000 XP)

**Glacial Protection.** The Boreal Wight is covered in an armor of ice that grants it 30 temporary hit points. Any creature within 5 ft. of the Boreal Wight that deals damage to the wight with a weapon attack while it has these temporary hit points takes 10 (3d6) cold damage and its movement speed is reduced by 10 feet. The Boreal Wight gains 30 temporary hit points whenever it finishes a short or long rest.

**Necrotic Armaments.** The Boreal Wight's weapons are magical and deal an additional 9 (2d8) necrotic damage on a hit. Additionally any creature that suffers necrotic damage from the wight's weapon cannot regain hit points until the end of the wight's next turn.

**Winter Walk.** The wight 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 it extra movement.

**ACTIONS**

**Multiattack.** The Boreal Wight makes three attacks, two longsword attacks and one freezing touch attack.

**Longsword.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+4) slashing damage plus 9 (2d8) necrotic damage.

**Freezing Touch.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (4d8) cold damage and the target is restrained until the end of the wight's next turn or until it takes any amount of fire damage.

**Winter Magic.** The wight casts one of the following spells, using Intelligence as the spellcasting ability (Spell save DC 14) without material components:

1/day: *Sleet Storm***EVANGELIST***Medium Aberration, neutral evil***Armor Class** 17 (natural armor)**Hit Points** 71 (11d8 + 22)**Speed** 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	10 (0)	16 (+3)	17 (+3)

**Proficiency** +3**Skills** Perception +6**Damage Resistance** necrotic, poison**Condition Immunities** charmed, frightened**Senses** darkvision 120 ft., passive Perception 16**Languages** Common, Abyssal, Celestial, Undercommon**Challenge** 5 (1,800 XP)

**Blood Bond.** Whenever the evangelist causes a creature to take necrotic damage, it gains temporary hit points equal to the necrotic damage.

**Devil Sight.** Natural and magical darkness does not impede the evangelist's sight.

**ACTIONS**

**Multiattack.** The evangelist makes three bloodletter blade attacks. If two of these attacks hit the same creature, it takes 10 (4d4) necrotic damage at the end of its next turn.

**Bloodletter Blade.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

**Nocturne Commune.** The evangelist makes a bloodletter attack. If the attack hits the creature must succeed a DC 15 Constitution saving throw or be blinded until the end of the evangelist's next turn.

**BONUS ACTIONS**

**Rush Judgement.** When the evangelist hit with 2 or more attacks since the beginning of its turn, it dodges.

## PARAGON SPIRIT STATUE

Medium Construct, Unaligned

**Armor Class** 15 (natural armor)

**Hit Points** 37 (5d8 + 15)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	17 (+3)	14 (+2)	16 (+3)	8 (-1)

**Proficiency** +2

**Skills** Arcana +4, History +4, Perception +5

**Resistances** bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite

**Senses** passive Perception 14

**Languages** any languages it knew in life

**Challenge** 2 (450 XP)

**Deathburst.** When the spirit statue is reduced to 0 hit points, the statue crumbles and the spirit returns to the afterlife in a burst of splendid light. Each creature within 10 ft. of it must succeed on a DC 13 Constitution saving throw or take 7 (2d6) radiant damage and be blinded until the end of its next turn.

**Magic Weapons.** The spirit statue's attacks are magical.

### ACTIONS

**Multiattack.** The spirit statue makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

*Hit:* 6 (1d6 + 3) bludgeoning damage.

**Past's Blessing (2/day).** The spirit statue bestows magic guidance to one creature within 20 ft. of it that can hear it. Once within the next 10 minute, the creature can add 1d6 to an ability check, attack roll, or saving throw it makes, potentially turning a failure into a success.

## GRAFTED KING

Large Monstrosity

**Armor Class** 17 (natural armor)

**Hit Points** 231 (22d10 + 110)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (0)	21 (+5)	13 (+1)	11 (0)	14 (+2)

**Proficiency** +5

**Saving Throws** Wis +5, Cha +7

**Skills** History +6, Intimidation +7, Perception +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, and three additional ones

**Challenge** 15 (13,000 XP)

**Grip of Many Hands.** The grafted king has advantage on saving throws that would cause it to drop an item it is holding.

**Legendary Resistance (3/day).** When the grafted king fails a saving throw, it can choose to succeed instead.

**Spiderclimb.** The grafted king can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

### ACTIONS

**Multiattack.** The grafted king makes four attacks: three with its greataxe and one with its battleaxe.

**Greataxe.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 19 (2d12 + 6) slashing damage.

**Battleaxe.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

**Whirlwind Assault (Recharge 4-6).** The grafted king moves up to 30 feet. Any creature in its reach that it passes must make a DC 16 Dexterity saving throw, taking 58 (8d12 + 6) slashing damage on a failed save and half as much on a successful one.

**Tremor.** The grafted king stomps and causes a tremor within 10 ft. of itself. Each creature other than the king must succeed a DC 16 Strength saving throw or take 10 (3d6) damage and be knocked prone.

### LEGENDARY ACTIONS

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

**Boast.** The grafted makes a haughty declaration and gains 10 temporary hit points.

**Move.** The grafted king moves up to half of his speed.

**Flailing Arms (2 Actions).** The grafted king makes 2 battle axe attacks against different targets.

**Tremor (3 Actions).** The grafted king uses its tremor action.

## THE SUN CHILD

Medium aberration

**Armor Class** 18 (natural armor)

**Hit Points** 304 (32d8 + 160)

**Speed** 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	21 (+5)	20 (+5)	15 (+2)	9 (-1)	20 (+5)

**Proficiency** +6

**Saving Throws** Str +12, Dex +11, Con +11, Wis +5

**Skills** Perception +5

**Damage Resistances** bludgeoning, piercing and slashing damage from nonmagical weapons

**Damage Immunities** poison, radiant

**Condition Immunities** charmed, frightened, paralyzed, poisoned, unconscious

**Senses** passive Perception 15

**Challenge** 20 (25,000 XP)

**Dim.** When the Sun Child takes necrotic damage it has disadvantage on it's attacks until the end of its next turn.

**Legendary Resistance (3/day).** When the Sun Child fails a saving throw, it can succeed it instead.

**Magic Resistance.** The Sun Child has advantage on saving throws against magic.

**Radiant.** The Sun Child sheds bright light in a 60-foot radius and dim light in an additional 60 feet.

**Shining Arms.** The Sun Child Attack's are magical and it deals an additional 9 (2d8) radiant damage (included in the attack).

### ACTIONS

**Multiattack.** The Sun Child makes three attacks.

**Slam.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 9 (2d8) radiant damage.

**Glare.** *Ranged Weapon Attack:* +11 to hit, range 60 ft., one target. *Hit:* 18 (4d6) radiant damage.

**Sun Pillar (Recharge 5-6).** A 20 ft. radius cylinder that is 120 ft. tall of radiant light centers on the Sun Child until the beginning of it's next turn. Any magical darkness in the area is dispelled. A creature that starts its turn in the area or enters it for the first time in a turn must make a DC 18 Constitution saving throw, taking 54 (12d8) radiant damage on a failed save and half as much on a successful one. Additionally, any creature that starts its turn and can see the Sun Child must succeed a DC 18 Constitution saving throw or be blinded until the end of the Sun Child's next turn (if the creature is in the cylinder, make one roll for both effects).

For as long as the area exists, the Sun Child's movement is 0 and it can't teleport.

### REACTIONS

**Tantrum.** When the Sun Child takes necrotic damage it rerolls to recharge it's Sun Pillar. If it recharges its use, it uses Sun Pillar as part of the same reaction.

### LEGENDARY ACTIONS

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

**Move.** The Sun Child moves up to its speed without provoking opportunity attacks.

**Strike.** The Sun child makes one slam attack.

**Flashing Step (2 Actions).** The Sun Child teleports up to it's speed to an unoccupied space it can see. Each creature within 5 ft. of the space must succeed a DC 18 Constitution saving throw or be blinded until the beginning of the Sun Child's next turn.

**Raining Light.** If the Sun Child used it's Sun Pillar action since the beginning of it's last turn, it calls down a pillar of light down on a creature within 60 ft. of itself. The creature must succeed a DC 18 Dexterity throw or take 28 (8d6) radiant damage.

Once a creature makes a saving throw (success or fail) against this action, it has advantage on saving throws against all Raining Lights until the beginning of the Sun Child's next turn.

## ECHO KNIGHT

Medium humanoid (any)

**Armor Class** 18 (plate)  
**Hit Points** 170 (20d8 + 80)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (0)	18 (+4)	15 (+2)	13 (+1)	9 (-1)

**Proficiency** +4

**Saving Throws** Str +8, Con +8, Wis +5, Cha +3

**Skills** Athletics +8, Perception +5

**Senses** passive Perception 15

**Languages** Common and one additional language

**Challenge** 10 (5,900 XP)

**Indomitable (1/round).** When the echo knight or its echo fail a saving throw, it can repeat the saving throw but must use the second result. Once the echo knight uses this trait it can't use it until the beginning of its next turn.

**Magic Weapons.** The echo knight's maul is magical and deals an additional 7 (2d6) force damage on a hit (included in the attack).

### ACTIONS

**Multiattack.** The echo knight makes three maul attacks. The knight can replace one of these attacks with a rush attack.

**Maul.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage plus 7 (2d6) force damage.

**Rush.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature of size large or smaller. *Hit:* The creature is knocked prone or pushed up to 10 ft. away from the knight.

### BONUS ACTIONS

**Manifest Echo.** The echo knight conjures an echo duplicate at an unoccupied space within 15 ft. of itself. The echo (1 hitpoint, 18 AC, immune to any condition, same saving throws as the knight) can move once per turn up to 30 ft., but is destroyed if it ends its turn further than 30 ft. away from the knight. The echo is an extension of the knight's reach, meaning that the knight can make attacks and opportunity attacks from the echo's position.

**Echo Attack.** An echo within 30 ft. of the knight makes a maul attack, if the attack hits, the knight's next attack against the same target is made with advantage until the end of the knight's turn.

### REACTIONS

**Echo Martyr (1/day).** When the Echo Knight is hit with an attack or becomes target of a spell an echo within 30 ft. of the knight teleports to an unoccupied space within 5 ft. of the knight and becomes the new target of the triggering attack or spell.

## GASTROMANCER

Medium humanoid (any)

**Armor Class** 16 (natural armor)  
**Hit Points** 127 (15d8 + 60)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	19 (+4)	10 (0)	15 (+2)	11 (0)

**Proficiency** +3

**Saving Throws** Str +8, Dex +5, Con +7

**Skills** Athletics +8, Perception +5, Survival +5

**Damage Resistances** poison

**Senses** passive Perception 15

**Languages** Common and two additional languages

**Challenge** 8 (3,900 XP)

**Tough Stomach.** The gastromancer has advantage on saving throws against disease and being poisoned.

### ACTIONS

**Multiattack.** The gastromancer makes three unarmed strikes.

**Unarmed Strike.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10+5) bludgeoning damage.

**Gastromancy (Recharge 5-6).** The gastromancer does one of the following:

- **Mustard Belch.** The gastromancer releases a belch of burning gas in a 20 ft. square adjacent to itself. The gas lightly obscures the area and each creature that starts its turn in the area must make a DC 15 Constitution saving throw. On a failed save a creature takes 21 (6d6) acid damage and is blinded until the beginning of its next turn. On a successful save a creature takes half as much damage. The mustard belch remains for 1 minute or until the gastromancer uses this gastromancy again.
- **Snackification.** The gastromancer touches and transmutes a large or smaller non-magical object to be consumable. For 1 minute, a creature within 5 ft. of the object can use an action take a bite out of it and regains 22 (4d8+4) hit points and the object takes damage equal to the amount healed. The gastromancer can take a bite out of the transmuted object as part of the same action.
- **Tenderize.** The gastromancer makes a single unarmed strike against a creature. On a hit the creature becomes tenderized for one minute. A tenderized creature becomes vulnerable to bludgeoning damage (if it has resistance to bludgeoning damage, the resistance is negated instead) and has disadvantage on attacks that use strength, strength ability checks, and strength saving throws. A tenderized creature makes a Constitution saving throw at the end of each of its turns, ending the condition on a success.

### REACTIONS

**Cross Counter.** When a creature misses an attack targeting the gastromancer while within 5 ft. of it, the gastromancer makes an unarmed strike against the triggering creature.

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