

MONSTERS OF THE SCARRED LANDS
VOLUME 1. CONSTRUCTS

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This document provides game statistics for monsters for the **Dungeons & Dragons 5th Edition** roleplaying game and the **Scarred Lands** campaign setting, initially developed by **White Wolf**, and now co-owned by **Onyx Path** and **Nocturnal Media**. Monsters present in this document are converted from various sources in older editions of the game. This document does not aim to replace any of these sources.

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In addition to game statistics, this documents contains information on how to insert these monsters in the **Scarred Lands** setting. These story hooks are unofficial, and a Game Master should feel free to adapt, change, or ignore any of it for the purpose of its campaign.

List of Sources

This document contains material from the following sourcebooks.

Monster Manual 2 Copyright 2002, Wizards of the Coast.

Fiend Folio Copyright 2003, Wizards of the Coast.

Monster Manual Copyright 2003, Wizards of the Coast.

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Chapter 1

Monsters

Automaton, Hammerer

Source: Monster Manual 2
Medium construct, unaligned
Armor Class: 15 (natural armor)
Hit Points: 25 (3d8+12)
Speed: 20 ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	18 (+4)	1 (-5)	9 (-1)	4 (-3)

Skills: Perception +1
Damage Immunities: poison
Condition Immunities: exhaustion, paralyzed, petrified, poisoned
Senses: passive Perception score 11
Languages: understands the languages of its creator but can't speak
Challenge: 1 (200 XP)

Grappler: The automaton has advantage on attack rolls against creatures grappled by it.

Siege Engine: The automaton deals double damage against objects and structures.

Unreliable: When the automaton starts its turn, it must roll 1d6. On a roll of 1-2, the automaton is incapacitated until the end of its current turn.

Actions

Pincer: *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 8 (1d6+5) damage, and the target is grappled (escape DC 15). The grapple ends if the automaton attacks another creature.

Slam: *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 14 (2d8+5) bludgeoning damage.

Automaton, Pulverizer

Source: Monster Manual 2
Medium construct, unaligned
Armor Class: 15 (natural armor)
Hit Points: 17 (2d8+8)
Speed: 40 ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	18 (+4)	1 (-5)	9 (-1)	4 (-3)

Skills: Perception +3
Damage Resistances: thunder
Damage Immunities: poison
Condition Immunities: exhaustion, paralyzed, petrified, poisoned
Senses: blindsight 30 ft, passive Perception score 13
Languages: understands the languages of its creator but can't speak
Challenge: 1 (200 XP)

Echolocation: The automaton can't use its blindsight while deafened

Siege Engine: The automaton deals double damage against objects and structures.

Unreliable: When the automaton starts its turn, it must roll 1d6. On a roll of 1-2, the automaton is incapacitated until the end of its current turn.

Actions

Multiattack: The automaton makes two Slam attacks.

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

Shriek (recharge 5-6): The automaton emits an ear-piercing shriek. All creatures that can hear the automaton in a 30 ft cone in front of it must succeed a DC 14 Constitution saving throw, taking 9 (2d8) thunder damage on a failed save, or half as much on a successful one. If the target is within 5 ft of the automaton and fails its saving throw, it is also stunned until the end of the automaton's next turn.

Blackstone Gigant

Source: Fiend Folio
Huge construct, neutral evil
Armor Class: 17 (natural armor)
Hit Points: 189 (14d12+98)
Speed: 40 ft, climb 30 ft, fly 40 ft

STR	DEX	CON	INT	WIS	CHA
25 (+7)	17 (+3)	24 (+7)	6 (-2)	10 (+0)	10 (+0)

Damage Resistances: acid, cold, fire, lightning, thunder
Damage Immunities: necrotic, poison
Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses: darkvision 60 ft, tremorsense 120 ft, passive Perception score 10
Languages: understands Infernal, Titan Speech but can't speak
Challenge: 17 (18,000 XP)

Legendary Resistance (3/day): When the blackstone gigant fails a saving throw, it can choose to succeed instead.

Magic Resistance: The blackstone gigant has advantage on all saving throws against spells and magical effects.

Magic Weapons: The blackstone gigant weapon attacks are magical.

Actions

Multiattack: The blackstone gigant makes four Slam attacks.

Slam: *Melee Weapon Attack:* +12 to hit, reach 10 ft, one target. *Hit:* 20 (3d8+7) bludgeoning damage and the target must make a DC 10 Constitution saving throw. The DC increases by 1 each time the blackstone gigant hits the target, to a maximum of 20.

On a failed save, the target begins to turn to stone and is restrained. It must repeat the saving throw at the start of its next turn. On a success, the effect ends and the DC is reset to 10. On a failure, the target is petrified until freed by a *greater restoration* spell or similar magic.

Tail Slap: *Melee Weapon Attack:* +12 to hit, reach 20 ft, up to two creatures within 10 ft of each other. *Hit:* 34 (6d8+7) bludgeoning damage and the target must make a DC 20 Strength saving throw or be pushed back 30 ft and knocked prone.

Animate Statue: The blackstone gigant magically animates one petrified creature it can see within 60 ft. The target can make a DC 20 Charisma saving throw, ending the effect on a successful save. On a failed save, the target becomes animated as an Animated Armor for 10 minutes under the blackstone gigant's telepathic control. The effect ends if the target and the gigant are not on the same plane of existence.

Legendary Actions

Slam: The blackstone gigant makes one Slam attack.

Move: The blackstone gigant moves by its movement speed.

Animated Attack: One petrified creature animated by the blackstone's gigant makes an attack.

Blood Warmachine

Source: Fiend Folio (*Blood Golem of Hextor*)
Medium construct, lawful evil
Armor Class: 16 (natural armor)
Hit Points: 63 (6d10+30)
Speed: 20 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	20 (+5)	2 (-4)	10 (+0)	6 (-2)

Damage Resistances: bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite weapons
Damage Immunities: necrotic, poison
Condition Immunities: charmed, exhaustion, frightened, poisoned
Senses: darkvision 60 ft, passive Perception score 10
Languages: understands Infernal but can't speak
Challenge: 6 (2,300 XP)

Blood Dependency: Every 24 hours the blood warmachine loses 5 (1d10) hit points, and its hit points maximum decreases by the same amount. If the warmachine reaches 0 hit points, it is destroyed.

Magic Weapons: The blood warmachine weapon attacks are magical.

Actions

Multiattack: The blood warmachine makes two Heavy Flail attacks.

Heavy Flail: *Melee Weapon Attack:* +7 to hit, reach 10 ft, one target. *Hit:* 15 (2d10+4) bludgeoning damage.

Blood Siphon (recharge 5-6): *Melee Spell Attack:* +3 to hit, reach 5 ft, one creature below its maximum hit points. *Hit:* 9 (2d8) necrotic damage and the target must make a DC 16 Constitution saving throw. On a failed save, the target takes 18 (4d8) additional necrotic damage, and the blood warmachine regains as many hit points and its hit points maximum is increased by the same amount, up to 63. On a successful save, the target becomes immune to this ability for 24 hours.

Whirlwind of Death: The blood warmachine spins its heavy flails in a 10-ft radius around it. Every creature in the area must make a DC 15 Strength saving throw. On a failed save, the target takes 26 (4d10+4) bludgeoning damage and is knocked prone. On a successful save, the target takes only half damage and remains standing.

Bronze Serpent

Source: Monster Manual 2

Huge construct, unaligned

Armor Class: 17 (natural armor)

Hit Points: 84 (8d12+32)

Speed: 50 ft, burrow 30 ft, climb 30 ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	21 (+5)	20 (+5)	1 (-5)	13 (+1)	3 (-4)

Skills: Perception +4

Damage Resistances: bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite weapons

Damage Immunities: lightning, poison

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft, passive Perception score 14

Languages: understands the languages of its creator but can't speak

Challenge: 8 (3,900 XP)

Damage Absorption: Whenever the bronze serpent is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the amount of lightning damage dealt.

Magic Resistance: The bronze serpent has advantage on all saving throws against spells and magical effects.

Magic Weapons: The bronze serpent weapon attacks are magical.

Shock: The bronze serpent has advantage on attack rolls when using its Bite attack against creatures primarily made of metal, wearing metal armor, or carrying a significant amount of metal.

Actions

Multiattack: The bronze serpent makes one Bite and one Constrict attacks.

Bite: *Melee Weapon Attack:* +8 to hit, reach 10 ft, one target. *Hit:* 8 (1d8+4) piercing damage and 22 (5d8) lightning damage.

Constrict: *Melee Weapon Attack:* +7 to hit, reach 10 ft, one target. *Hit:* 17 (3d8+4) bludgeoning damage, and the target is grappled (escape DC 15). Until the grapple ends, the target is restrained, and the bronze serpent can't use that attack against another creature.

Caryatid Column

Source: Fiend Folio

Medium construct, unaligned

Armor Class: 16 (natural armor)

Hit Points: 52 (7d8+21)

Speed: 30 ft

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

Damage Immunities: poison

Condition Immunities: exhaustion, petrified, poisoned

Senses: darkvision 60 ft, passive Perception score 11

Languages: understands the languages of its creator but can't speak

Challenge: 3 (700 XP)

Magic Weapons: The caryatid column weapon attacks are magical.

Shapechanger: The caryatid column can use its action to polymorph into a stone column up to 25-ft high, 2-ft diameter, or back to its true form. While in column form, the caryatid column has a speed of 0 and is incapacitated, but has immunity against bludgeoning, piercing and slashing damage from nonmagical attacks damage, and is indistinguishable from a normal stone column.

Summon Weapon: If the caryatid column is disarmed, it can create a new weapon from its own body with a bonus action.

Actions

Multiattack: The caryatid column makes two Greatsword attacks.

Greatsword: *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 13 (2d8+4) slashing damage.

Reactions

Break Weapon: When the caryatid column is hit by a manufactured melee weapon, it can attempt to break it. The wielder of the weapon must make a DC 15 Strength saving throw, with advantage if it wields a magical weapon. On a success, the weapon does not break and is immune to this ability for 25 hours. On a failed save, the caryatid column takes only half damage from the attack, and the weapon breaks and becomes unusable until repaired. If the weapon is magical, it loses its magical properties for 1 minute but is not broken.

Clockwork Horror, Adamantine

Source: Monster Manual 2

Small construct (clockwork horror), lawful evil

Armor Class: 16 (natural armor)

Hit Points: 90 (12d6+48)

Speed: 50 ft, climb 30 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	18 (+4)	17 (+3)	24 (+7)	21 (+5)

Damage Vulnerabilities: thunder

Damage Resistances: bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite weapons

Damage Immunities: lightning, poison

Condition Immunities: exhaustion, petrified, poisoned

Senses: blindsight 30 ft, passive Perception score 17

Languages: Mechanical

Challenge: 9 (5,000 XP)

Hive Mind: While the clockwork horror is within 10 miles of a gold, platinum or adamantite clockwork horror, it can communicate telepathically with all other the clockwork horror in the same area. the clockwork horror can't be surprised, unless all others in this radius are surprised as well.

Magic Resistance: The clockwork horror has advantage on all saving throws against spells and magical effects.

Magic Weapons: The clockwork horror weapon attacks are magical.

Thunder Vulnerability: When the clockwork horror takes thunder damage, it becomes blinded and can't use its blindsight. At the start of each of its following turn, roll 1d6. On a roll of 5-6, the clockwork horror recovers its senses.

Actions

Multiattack: The clockwork horror makes two Razor Saw attacks.

Razor Saw: *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 16 (2d10+5) slashing damage and 11 (2d10) force damage.

Ray of Destruction (recharge 4-6): *Ranged Spell Attack:* +8 to hit, range 60 ft, one target. *Hit:* 33 (6d10) force damage, and the clockwork horror can choose one of the following effects:

- All spells and magic effects that are affecting the target are dispelled, as a *dispel magic* spell cast using a 6th-level spell slot (spellcasting ability check +5 to dissipate spells of 7th-level or higher).

- The target must make a Constitution saving throw (DC 16) or take an additional 33 (6d10) force damage. If the target is a Large or smaller object, it is automatically destroyed. If the target is a creature and is brought to 0 hit points by this effect, it is disintegrated.

Clockwork Horror, Electrum

Source: Monster Manual 2

Small construct (clockwork horror), lawful evil

Armor Class: 14 (natural armor)

Hit Points: 22 (3d6+12)

Speed: 30 ft, climb 30 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	18 (+4)	5 (-3)	14 (+2)	5 (-3)

Damage Vulnerabilities: thunder

Damage Resistances: bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite weapons

Damage Immunities: lightning, poison

Condition Immunities: exhaustion, petrified, poisoned

Senses: blindsight 30 ft, passive Perception score 12

Languages: Mechanical

Challenge: 1/2 (100 XP)

Hive Mind: While the clockwork horror is within 10 miles of a gold, platinum or adamantite clockwork horror, it can communicate telepathically with all other the clockwork horror in the same area. the clockwork horror can't be surprised, unless all others in this radius are surprised as well.

Magic Resistance: The clockwork horror has advantage on all saving throws against spells and magical effects.

Magic Weapons: The clockwork horror weapon attacks are magical.

Pack Tactics: The clockwork horror has advantage on attack rolls against a creature if at least one of the clockwork horror allies is within 5 ft of that creature and is not incapacitated.

Thunder Vulnerability: When the clockwork horror takes thunder damage, it becomes blinded and can't use its blindsight. At the start of each of its following turn, roll 1d6. On a roll of 5-6, the clockwork horror recovers its senses.

Actions

Razor Saw: *Melee Weapon Attack:* +3 to hit, reach 5 ft, one target. *Hit:* 6 (1d10+1) slashing damage.

Pressure Dart: *Ranged Weapon Attack:* +3 to hit, range 20/80 ft, one target. *Hit:* 5 (1d8+1) piercing damage.

Clockwork Horror, Gold

Source: Monster Manual 2

Small construct (clockwork horror), lawful evil

Armor Class: 14 (natural armor)

Hit Points: 45 (6d6+24)

Speed: 30 ft, climb 30 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	18 (+4)	9 (-1)	16 (+3)	11 (+0)

Damage Vulnerabilities: thunder

Damage Resistances: bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite weapons

Damage Immunities: lightning, poison

Condition Immunities: exhaustion, petrified, poisoned

Senses: blindsight 30 ft, passive Perception score 13

Languages: Mechanical

Challenge: 3 (700 XP)

Hive Mind: While the clockwork horror is within 10 miles of a gold, platinum or adamantite clockwork horror, it can communicate telepathically with all other the clockwork horror in the same area. the clockwork horror can't be surprised, unless all others in this radius are surprised as well.

Magic Resistance: The clockwork horror has advantage on all saving throws against spells and magical effects.

Magic Weapons: The clockwork horror weapon attacks are magical.

Thunder Vulnerability: When the clockwork horror takes thunder damage, it becomes blinded and can't use its blindsight. At the start of each of its following turn, roll 1d6. On a roll of 5-6, the clockwork horror recovers its senses.

Actions

Multiattack: The clockwork horror makes two Razor Saw attacks.

Razor Saw: *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 7 (1d10+2) slashing damage.

Lightning Bolt (recharge 4-6): The clockwork horror shoots lightning in a 5-ft wide, 80-ft long line in front of it. Creatures caught in the area must succeed a DC 14 Dexterity saving throw, taking 21 (6d6) lightning damage on a failure, or half as much on a success.

Clockwork Horror, Platinum

Source: Monster Manual 2

Small construct (clockwork horror), lawful evil

Armor Class: 15 (natural armor)

Hit Points: 67 (9d6+35)

Speed: 40 ft, climb 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	13 (+1)	20 (+5)	15 (+2)

Damage Vulnerabilities: thunder

Damage Resistances: bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite weapons

Damage Immunities: lightning, poison

Condition Immunities: exhaustion, petrified, poisoned

Senses: blindsight 30 ft, passive Perception score 15

Languages: Mechanical

Challenge: 5 (1,800 XP)

Hive Mind: While the clockwork horror is within 10 miles of a gold, platinum or adamantite clockwork horror, it can communicate telepathically with all other the clockwork horror in the same area. the clockwork horror can't be surprised, unless all others in this radius are surprised as well.

Magic Resistance: The clockwork horror has advantage on all saving throws against spells and magical effects.

Magic Weapons: The clockwork horror weapon attacks are magical.

Thunder Vulnerability: When the clockwork horror takes thunder damage, it becomes blinded and can't use its blindsight. At the start of each of its following turn, roll 1d6. On a roll of 5-6, the clockwork horror recovers its senses.

Actions

Multiattack: The clockwork horror makes two Razor Saw attacks.

Razor Saw: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 10 (2d6+3) slashing damage and 7 (2d6) lightning damage.

Lightning Command (recharge 4-6): Up to three clockwork horrors allied to the clockwork horror can spend their reaction to make a single Attack, or take the Dash or Disengage action. If the target makes an attack and hits, it deals an additional 7 (2d6) lightning damage.

Alternatively, a clockwork horror that was blinded by thunder damage can recover its senses.

Dread Guard

Source: Monster Manual 2
Medium construct, unaligned
Armor Class: 16 (natural armor)
Hit Points: 26 (4d8+8)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	15 (+2)	6 (-2)	13 (+1)	2 (-4)

Damage Resistances: cold, fire, necrotic
Damage Immunities: poison
Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses: darkvision 60 ft, passive Perception score 11
Languages: understands the languages it knew in life but can't speak
Challenge: 1 (200 XP)

Necromantic Power: The dread guard is considered as an undead for all effects that specifically affect undead, except that it can't be turned.

Undead Fortitude: If damage reduces the dread guard to 0 hit points, it must make a Constitution saving throw (DC 5 + amount of damage taken), unless the damage is radiant or from a critical hit. On a success, the dread guard drops to 1 hit points instead.

Actions

Longsword: *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target.
Hit: 7 (1d8+3) slashing damage.

Golem, Brain

Source: Fiend Folio
Large construct (golem), unaligned
Armor Class: 16 (inertial armor)
Hit Points: 94 (9d10+45)
Speed: 20 ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	20 (+5)	16 (+3)	11 (+0)	8 (-1)

Damage Immunities: poison, psychic; bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite weapons
Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned
Senses: darkvision 60 ft, passive Perception score 12
Languages: understands the languages of its creator but can't speak
Challenge: 7 (2,900 XP)

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

Magic Resistance: The golem has advantage on all saving throws against spells and magical effects.

Magic Weapons: The golem weapon attacks are magical.

Sense Mind: The golem detects the exact position of any sentient creature within 100 ft, unless its thoughts are protected with a *mind blank* or *nondetection* spell or a similar effect.

Actions

Multiattack: The golem makes two Slam attacks.

Slam: *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 13 (2d8+4) bludgeoning damage.

Mind Blast (recharge 5-6): The golem magically emits psychic energy in a 30-ft cone. Each creature in the area must succeed a DC 14 Intelligence saving throw or take 21 (4d8+3) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turn, ending the effect on itself on a success.

Reactions

Psychic Discharge: When the golem is hit by an attack from a creature it can sense within 100 ft, the target must make a DC 14 Intelligence saving throw or take 12 (2d8+3) psychic damage.

Golem, Brass

Source: Monster Manual 2

Large construct (golem), unaligned

Armor Class: 16 (natural armor)

Hit Points: 84 (8d10+40)

Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	20 (+5)	3 (-4)	14 (+2)	7 (-2)

Damage Immunities: poison, psychic; bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite weapons

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft, passive Perception score 12

Languages: understands the languages of its creator but can't speak

Challenge: 8 (3,900 XP)

Charge: If the golem moves at least 20 ft straight toward a target and then hits it with a Gore attack, the attack deals 22 (4d10) additional damage. If the target is a creature, it must succeed a DC 15 Strength saving throw or be pushed up to 20 ft and knocked prone.

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

Innate Spellcasting (1/day): The golem can innately cast *maze*, requiring no material components. Its innate spellcasting ability is Wisdom (spell save DC 13).

Magic Resistance: The golem has advantage on all saving throws against spells and magical effects.

Magic Weapons: The golem weapon attacks are magical.

Maze Hunter: As a bonus action, the golem can make a Greataxe attack against a creature trapped in its *maze* spell.

Recall Path: The golem can perfectly recall any path it has traveled

Actions

Multiattack: The golem makes two Greataxe attacks.

Gore: *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 20 (3d10+4) piercing damage.

Greataxe: *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 17 (2d12+4) slashing damage.

Golem, Chain

Source: Monster Manual 2

Medium construct (golem), unaligned

Armor Class: 15 (natural armor)

Hit Points: 47 (5d8+25)

Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	20 (+5)	5 (-3)	11 (+0)	1 (-5)

Damage Immunities: fire, poison; bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite weapons

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: blindsight 30 ft, passive Perception score 10

Languages: understands the languages of its creator but can't speak

Challenge: 5 (1,800 XP)

Damage Absorption: Whenever the golem is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the amount of fire damage dealt.

Extend Reach: As a bonus action, the golem can extend its reach for one Spiked Chain or Spiked Hook attack it makes on this turn to 20 ft.

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

Magic Resistance: The golem has advantage on all saving throws against spells and magical effects.

Magic Weapons: The golem weapon attacks are magical.

Actions

Multiattack: The golem makes two melee weapon attacks.

Spiked Chain: *Melee Weapon Attack:* +7 to hit, reach 10 ft, one target. *Hit:* 8 (1d8+4) piercing damage and the target is grappled (escape DC 15). The creature is restrained until the grapple ends. The golem can grapple up to one Huge, two Large, or four Medium or smaller creatures at a time.

Spiked Hook: *Melee Weapon Attack:* +7 to hit, reach 10 ft, one target. *Hit:* 11 (2d6+4) slashing damage and the target must succeed a DC 15 Constitution saving throw. On a failed save, the target takes 7 (2d6) necrotic damage at the start of each of its turn for 1 minute, or until the target receives healing. The target can make a new saving throw on each of its turn, ending the effect on a success.

Chain Barrier (recharge 5-6): The golem whirls its chains in a 5 ft radius around itself. Any creature caught in the area or that enters the area after it is created must succeed a DC 15 Dexterity saving throw, taking 24 (7d6) slashing damage on a failed save, or half as much on a successful one.

Until the start of the golem's next turn, the area becomes difficult terrain, the golem speed is reduced to 0, and any ranged attack that crosses the area is made at disadvantage. The effect ends if the golem is pushed away from its position or knocked prone.

Fling: One Medium or smaller object or creature grappled by the golem is thrown up to 30 ft in a random direction and knocked prone. If a thrown target hits a solid surface, it takes 3 (1d6) bludgeoning damage for every 10 ft it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 15 Dexterity saving throw or take the same damage and be knocked prone.

Golem, Demonflesh

Source: Fiend Folio

Large construct (golem), chaotic evil

Armor Class: 15 (natural armor)

Hit Points: 168 (16d10+80)

Speed: 50 ft, fly 50 ft

STR	DEX	CON	INT	WIS	CHA
25 (+7)	8 (-1)	20 (+5)	8 (-1)	12 (+1)	13 (+1)

Damage Resistances: acid, cold, fire

Damage Immunities: lightning, poison; bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite weapons

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: truesight 60 ft, passive Perception score 11

Languages: Abyssal

Challenge: 12 (8,400 XP)

Fiendish Essence: The golem is also considered as a fiend for all effects that specifically affects fiends.

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

Magic Resistance: The golem has advantage on all saving throws against spells and magical effects.

Magic Weapons: The golem weapon attacks are magical.

Actions

Multiattack: The golem uses its Terrifying Gaze, and then makes one Bite, one Claw and one Slam attacks.

Bite: *Melee Weapon Attack:* +11 to hit, reach 5 ft, one target. *Hit:* 20 (2d12+7) piercing damage.

Claw: *Melee Weapon Attack:* +11 to hit, reach 10 ft, one target. *Hit:* 23 (3d10+7) slashing damage.

Slam: *Melee Weapon Attack:* +11 to hit, reach 5 ft, one target. *Hit:* 16 (2d8+7) bludgeoning damage.

Tail: *Melee Weapon Attack:* +11 to hit, reach 15 ft, one target. *Hit:* 14 (2d6+7) piercing damage and the target must make a Constitution saving throw (DC 17) or take another 21 (6d6) poison damage and be incapacitated until the end of its next turn.

Terrifying Gaze: The golem magically instills fear in one creature it can see within 30 ft. If the two can see each other, the target must make a DC 13 Charisma saving throw. On a failed save, the target becomes frightened by the golem for 1 minute, and its speed drops to 0 for as long as it is frightened and can see the golem. The target can repeat the saving throw at the end of each of its turn, ending the effect on itself on a success. If the target succeeds its saving throw, or if the effect ends, the target becomes immune to the golem Terrifying Gaze for 24 hours.

Golem, Dragonflesh

Source: Monster Manual 2

Huge construct (golem), unaligned

Armor Class: 18 (natural armor)

Hit Points: 161 (14d12+70)

Speed: 40 ft, fly 40 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	20 (+5)	4 (-3)	17 (+3)	17 (+3)

Damage Immunities: lightning, poison, psychic; bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite weapons

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: blindsight 150 ft, passive Perception score 13

Languages: understands Draconic but can't speak

Challenge: 11 (7,200 XP)

Damage Absorption: Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the amount of lightning damage dealt.

Damage Aversion: If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

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

Magic Resistance: The golem has advantage on all saving throws against spells and magical effects.

Magic Weapons: The golem weapon attacks are magical.

Actions

Multiattack: The golem uses its Frightful Presence, and then makes one Bite and two Claw attacks.

Bite: *Melee Weapon Attack:* +10 to hit, reach 10 ft, one target. *Hit:* 17 (2d10+6) piercing damage.

Claw: *Melee Weapon Attack:* +10 to hit, reach 5 ft, one target. *Hit:* 13 (2d6+6) slashing damage.

Tail: *Melee Weapon Attack:* +10 to hit, reach 15 ft, one target. *Hit:* 20 (3d8+6) bludgeoning damage.

Frightful Presence: Each creature of the golem choice within 30 ft of the golem and aware of it must make a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turn, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the golem Frightful Presence for the next 24 hours.

Tail Sweep: The golem makes one Tail attack against up to three creatures within 15 of one another. On a hit, the target must make a DC 18 Strength saving throw or be pushed back 20 ft and knocked prone.

Golem, Hellfire

Source: Fiend Folio
Large construct (golem), lawful evil
Armor Class: 16 (natural armor)
Hit Points: 105 (10d10+50)
Speed: 40 ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	20 (+5)	12 (+1)	13 (+1)	14 (+2)

Damage Resistances: acid, lightning
Damage Immunities: fire, poison; bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite weapons
Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses: darkvision 60 ft, passive Perception score 11
Languages: Ignan, Infernal
Challenge: 10 (5,900 XP)

Damage Aversion: If the golem takes cold damage, it has disadvantage on attack rolls and ability checks until the end of its next turn, and all its fire damage is reduced by half for the same duration.

Fiendish Essence: The golem is also considered as a fiend for all effects that specifically affects fiends.

Hellfire: A creature that touches the golem or hits it with a melee attack while within 5 ft of it takes 13 (3d8) fire damage.
 20-ft

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

Magic Resistance: The golem has advantage on all saving throws against spells and magical effects.

Magic Weapons: The golem weapon attacks are magical.

Actions

Multiattack: The golem makes two Slam attacks.

Slam: *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 14 (2d8+5) bludgeoning damage and 13 (3d8) fire damage.

Golem, Stained Glass

Source: Monster Manual 2
Medium construct (golem), unaligned
Armor Class: 16 (natural armor)
Hit Points: 66 (7d8+35)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	20 (+5)	4 (-3)	13 (+1)	7 (-2)

Damage Vulnerabilities: thunder
Damage Immunities: poison, psychic, radiant; bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite weapons
Condition Immunities: blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses: darkvision 60 ft, passive Perception score 11
Languages: understands the languages of its creator but can't speak
Challenge: 5 (1,800 XP)

False Appearance: While the golem is motionless, it is indistinguishable from an ornamented stained glass window.

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

Magic Resistance: The golem has advantage on all saving throws against spells and magical effects.

Magic Weapons: The golem weapon attacks are magical.

Actions

Multiattack: The golem makes two Glass Shard attacks.

Glass Shard: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 7 (1d8+3) piercing or slashing damage (to the golem's choice). If the attack hits by 5 or more, it deals 9 (2d8) additional damage.

Shimmer (recharge 5-6): The golem radiates colorful lights in a 20-ft radius around it. Creatures in the area must make a DC 14 Dexterity saving throw. On a failed save, the target takes 21 (6d6) radiant damage and is blinded for 1 minute. On a successful save, the target only takes half damage and is not blinded. A blinded creature can make a new saving throw on each of its turn, ending the effect on itself on a success. If the golem is in an heavily obscured area, the radius decreases to 10 ft. If it is in an area of bright light, it increases to 30 ft.

Reactions

Radiant Reflection: When the golem is hit by an effect that deals radiant damage, it can use its Shimmer action if it is available, or recharge it otherwise.

Inevitable, Kolyarut

Source: Monster Manual
Medium construct (inevitable), lawful neutral
Armor Class: 16 (natural armor)
Hit Points: 95 (10d8+50)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	20 (+5)	10 (+0)	17 (+3)	16 (+3)

Saving Throws: Str +5, Dex +5, Int +3, Wis +6
Skills: Arcane +3, History +3, Insight +6, Perception +6, Persuasion +6
Damage Resistances: necrotic, radiant
Damage Immunities: poison; bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite weapons
Condition Immunities: poisoned
Senses: darkvision 60 ft, passive Perception score 16
Languages: Celestial, Hedradian, Infernal
Challenge: 9 (5,000 XP)

Enforcer of the Law: The inevitable has been assigned a creature who has broken an oath to eliminate. The inevitable speaks and understands the main language of its target, and it always knows the distance and direction to its target, unless it is on another plane of existence or protected by a *mind blank* or *nondetection* spell, or similar magic.

Legendary Resistance (1/day): When the inevitable fails a saving throw, it can choose to succeed instead.

Magic Resistance: The inevitable has advantage on all saving throws against spells and magical effects.

Magic Weapons: The inevitable weapon attacks are magical.

Actions

Multiattack: The inevitable makes two Longsword or two Ray of Enervation attacks.

Longsword: *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 7 (1d8+2) slashing damage and 14 (4d6) necrotic damage.

Ray of Enervation: *Ranged Spell Attack:* +6 to hit, range 60 ft, one creature. *Hit:* 14 (4d6) necrotic damage, and the target must succeed a Constitution saving throw (DC 14). On a failed save, the target takes another 14 (4d6) necrotic damage and is poisoned for 1 minute. If the target was already poisoned, it becomes incapacitated until the end of its next turn instead.

Steal Life (recharge 5-6): *Melee Spell Attack:* +6 to hit, reach 5 ft, one creature. *Hit:* 35 (10d6) necrotic damage and the target must succeed a Constitution saving throw (DC 14). On a failed save, the target maximum hit points is reduced by the amount of damage taken, and the inevitable regains as many hit points. If the inevitable reaches its maximum hit points, it can then use its Ray of Enervation as a bonus action.

Invisibility: The inevitable magically turns invisible until it attacks, casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the inevitable wears or carries is invisible with it.

Inevitable, Marut

Source: Monster Manual
Large construct (inevitable), lawful neutral
Armor Class: 16 (natural armor)
Hit Points: 115 (11d10+55)
Speed: 40 ft

STR	DEX	CON	INT	WIS	CHA
25 (+7)	13 (+1)	20 (+5)	12 (+1)	17 (+3)	18 (+4)

Saving Throws: Int +6, Wis +8, Cha +9
Skills: Arcane +6, History +6, Insight +8, Perception +8, Religion +6
Damage Resistances: lightning, thunder
Damage Immunities: poison; bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite weapons
Condition Immunities: poisoned
Senses: truesight 60 ft, passive Perception score 18
Languages: Celestial, Hedradian, Infernal
Challenge: 15 (13,000 XP)

Enforcer of the Law: The inevitable has been assigned a creature who has escaped death to eliminate. The inevitable speaks and understands the main language of its target, and it always knows the distance and direction to its target, unless it is on another plane of existence or protected by a *mind blank* or *nondetection* spell, or similar magic.

Fist of Justice: When the inevitable succeeds two Fist attacks on the same turn, it can spend its bonus action to trigger one of the following effects:

- All creatures within 30 ft of the inevitable must make a Strength saving throw (DC 18) or take 11 (2d10) thunder damage and be pushed back 30 ft.
- Until the end of the inevitable's next turn, all creatures who attack it with a melee attack must make a Dexterity saving throw (DC 18) or take 11 (2d10) lightning damage.
- Spells and magic effects in a 30 ft radius around the inevitable are dispelled, as with a *dispel magic* spell (spellcaster check +4).

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

Magic Resistance: The inevitable has advantage on all saving throws against spells and magical effects.

Magic Weapons: The inevitable weapon attacks are magical.

Actions

Multiattack: The inevitable makes one Fist of Thunder and one Fist of Lightning attacks.

Fist of Lightning: *Melee Weapon Attack:* +12 to hit, reach 5 ft, one target. *Hit:* 16 (2d8+7) bludgeoning damage and 11 (2d10) lightning damage.

Fist of Thunder: *Melee Weapon Attack:* +12 to hit, reach 5 ft, one target. *Hit:* 16 (2d8+7) bludgeoning damage and 11 (2d10) thunder damage.

Inevitable, Quarut

Source: Fiend Folio

Medium construct (inevitable), lawful neutral

Armor Class: 18 (natural armor)

Hit Points: 123 (13d8+55)

Speed: 50 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	20 (+5)	14 (+2)	17 (+3)	20 (+5)

Saving Throws: Dex +5, Int +6, Wis +7, Cha +9

Skills: Arcane +6, History +6, Insight +7, Perception +7

Damage Resistances: force

Damage Immunities: poison; bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite weapons

Condition Immunities: poisoned

Senses: truesight 60 ft, passive Perception score 18

Languages: Celestial, Hedradian, Infernal

Challenge: 11 (7,200 XP)

Dimensional Protector: The inevitable radiates an aura of protection in a 60 ft radius around it. This aura acts as an *antimagic aura*, except it only suppresses spell and effects that affect gravity (including *telekinesis*), space (including any teleport effect) or time (such as *haste* or *time stop*). The inevitable can activate and deactivate the aura as a bonus action. The aura doesn't suppress the inevitable's own abilities.

Enforcer of the Law: The inevitable has been assigned a creature who has transgressed space or time to eliminate. The inevitable speaks and understands the main language of its target, and it always knows the distance and direction to its target, unless it is on another plane of existence or protected by a *mind blank* or *nondetection* spell, or similar magic.

Magic Resistance: The inevitable has advantage on all saving throws against spells and magical effects.

Magic Weapons: The inevitable weapon attacks are magical.

Actions

Multiattack: The inevitable makes two Slam attacks.

Slam: *Melee Weapon Attack:* +9 to hit, reach 5 ft, one target. *Hit:* 12 (2d6+5) bludgeoning damage and the target must make a DC 17 Strength saving throw or take 14 (4d6) force damage and be magically pushed back 60 ft.

Stasis (recharge 5-6): The inevitable magically holds up to three creatures it can see within 60 ft of it, and within 20 ft of each other. The target must succeed a DC 17 Intelligence saving throw or be paralyzed for 1 minute. A target can repeat the saving throw at the end of each of its turn, ending the effect on itself on a successful save. However, if the new saving throw is also a failure, the target takes 21 (6d6) psychic damage.

Teleport: The inevitable magically teleports, along with any equipment it is wearing or carrying, up to 120 ft to an unoccupied space it can see. It can make a Slam attack immediately before or after the teleport.

Inevitable, Varakhut

Source: Fiend Folio

Large construct (inevitable), lawful neutral

Armor Class: 18 (natural armor)

Hit Points: 157 (15d10+75)

Speed: 50 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	20 (+5)	18 (+4)	19 (+4)	22 (+6)

Saving Throws: Dex +8, Int +10, Wis +10, Cha +12

Skills: Arcane +10, History +10, Insight +10, Perception +10, Religion +10

Damage Resistances: psychic

Damage Immunities: poison; bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite weapons

Condition Immunities: charmed, frightened, poisoned

Senses: truesight 60 ft, passive Perception score 20

Languages: Celestial, Hedradian, Infernal

Challenge: 17 (18,000 XP)

Enforcer of the Law: The inevitable has been assigned a creature who has usurped the powers of the gods to eliminate. The inevitable speaks and understands the main language of its target, and it always knows the distance and direction to its target, unless it is on another plane of existence or protected by a *mind blank* or *nondetection* spell, or similar magic.

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

Magic Resistance: The inevitable has advantage on all saving throws against spells and magical effects.

Magic Weapons: The inevitable weapon attacks are magical.

Actions

Multiattack: The inevitable makes two Slam attacks.

Slam: *Melee Weapon Attack:* +12 to hit, reach 5 ft, one target. *Hit:* 17 (2d10+6) bludgeoning damage. If the target is marked by the inevitable, it takes 11 (2d10) additional psychic damage.

Divine Vortex (recharge 5-6): The inevitable creates a magic vortex centered on a point of space within 60 ft of it. All creatures within 30 ft of the vortex must make a DC 20 Strength saving throw or take 63 (18d6) force damage and be pulled 20 ft toward the center of the vortex. On a successful save, the target only takes half damage and is not pulled.

Mark of Justice: The inevitable magically marks one creature it can see within 60 ft. The target must make a DC 20 Intelligence saving throw. On a successful save, the target takes 21 (6d6) psychic damage and suffers no other effects. On a failed save, the target takes 42 (12d6) psychic damage and becomes marked by the inevitable for 1 minute. While marked by the inevitable, the target can't cast spells or use magic abilities, has disadvantage on all saving throws against the inevitable abilities, and takes 21 (6d6) psychic damage each time it makes an attack.

The inevitable can only mark one creature at a time. If it marks another creature, any previous mark is freed from the effect. The mark can be removed with a *remove curse* spell or similar magic.

Legendary Actions

Slam: The inevitable makes one Slam attack.

Divine Justice (costs 2 actions): One creature the inevitable can see and within 60 ft of it must make a DC 20 Strength saving throw or be magically pulled to an empty space adjacent to the inevitable.

Dispel Magic (costs 3 actions): The inevitable casts *dispel magic*, requiring no components (spellcasting ability check +6).

Inevitable, Zelekhut

Source: Monster Manual

Large construct (inevitable), lawful neutral

Armor Class: 16 (natural armor)

Hit Points: 73 (7d10+35)

Speed: 40 ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	20 (+5)	10 (+0)	17 (+3)	15 (+2)

Saving Throws: Int +3, Wis +6

Skills: History +3, Insight +6, Perception +6

Damage Resistances: lightning

Damage Immunities: poison; bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite weapons

Condition Immunities: poisoned

Senses: darkvision 60 ft, passive Perception score 16

Languages: Celestial, Hedradian, Infernal

Challenge: 7 (2,900 XP)

Blurred Movement: Attack rolls against the inevitable have disadvantage unless it is incapacitated or restrained.

Enforcer of the Law: The inevitable has been assigned a creature who has escaped justice to eliminate. The inevitable speaks and understands the main language of its target, and it always knows the distance and direction to its target, unless it is on another plane of existence or protected by a *mind blank* or *nondetection* spell, or similar magic.

Lightning Chain: If the inevitable hits the same creature with its Spiked Chain twice during its turn, the inevitable can spend a bonus action to force the target to make a Dexterity saving throw (DC 13) or take 14 (4d6) lightning damage.

Magic Resistance: The inevitable has advantage on all saving throws against spells and magical effects.

Magic Weapons: The inevitable weapon attacks are magical.

Actions

Multiattack: The inevitable makes two Spiked Chain attacks.

Spiked Chain: *Melee Weapon Attack:* +8 to hit, reach 10 ft, one target. *Hit:* 14 (2d8+5) slashing damage.

Silver Prison (recharge 5-6): The inevitable targets one Large creature or smaller it can see within 30 ft. The target must make a Charisma saving throw (DC 13). On a failed save, the target is bound by silver chains for 1 minute: the target is restrained, and the inevitable can take a bonus action on its turn to force the target to make a new Charisma saving throw (DC 13) or take 14 (4d6) psychic damage, provided the inevitable is still within 30 ft of the target.

Iron Cobra

Source: Fiend Folio

Small construct, unaligned

Armor Class: 15 (natural armor)

Hit Points: 32 (5d6+15)

Speed: 30 ft, climb 20 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	16 (+3)	5 (-3)	11 (+0)	6 (-2)

Skills: Perception +2, Stealth +5, Survival +2

Damage Immunities: poison

Condition Immunities: poisoned

Senses: darkvision 60 ft, passive Perception score 12

Languages: understands the languages of its creator but can't speak

Challenge: 1/2 (100 XP)

Faultless Tracker: The iron cobra is given a quarry by its master. The iron cobra knows the direction and distance to its quarry, as long as the two are on the same plane of existence. The iron cobra also knows the location of its master.

Shadow Stealth: While in dim light or darkness, the iron cobra can take the Hide action as a bonus action.

Actions

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 6 (1d6+3) piercing damage and the target must make a DC 14 Constitution saving throw. On a failed save, the target is poisoned for 1 minute. If the target was already poisoned, it takes 7 (2d6) poison damage instead.

Juggernaut

Source: Monster Manual 2
Huge construct, unaligned
Armor Class: 11 (natural armor)
Hit Points: 103 (9d12+45)
Speed: 10 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	3 (-4)	20 (+5)	5 (-3)	15 (+2)	6 (-2)

Damage Immunities: acid, cold, fire, poison, psychic; bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite weapons

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: blindsight 60 ft, passive Perception score 12

Languages: understands the languages of its creator but can't speak

Challenge: 9 (5,000 XP)

All-Around Vision: The juggernaut can't be surprised, and all opportunity attacks against it have disadvantage.

Hiding Space: The juggernaut contains a hiding space large enough for one Large or two Medium or smaller creatures. Any creature in the juggernaut hiding space is blinded and has total cover against attacks and other effects from outside the juggernaut (including attacks from the juggernaut itself). A creature inside the juggernaut hiding space can exit by spending 10 ft of movement. A creature can enter the hiding space only if the juggernaut or its master allows it.

Innate Spellcasting (3/day): The juggernaut can innately cast *wall of force*, requiring no material components. Its innate spellcasting ability is Charisma.

Magic Weapons: The juggernaut weapon attacks are magical.

Siege Engine: The juggernaut deals double damage against objects and structures.

Actions

Multiattack: The juggernaut makes two Slam attacks.

Slam: *Melee Weapon Attack:* +9 to hit, reach 10 ft, one target. *Hit:* 22 (3d10+6) bludgeoning damage.

Squash: The juggernaut moves in a 10-ft square next to its current space. All Large or smaller creatures in the area must make a DC 17 Dexterity saving throw. On a success, the target is pushed back 10 ft. On a failed save, the target is pinned under the juggernaut: the target immediately takes 55 (10d10) bludgeoning damage and becomes prone and restrained. At each of its turn, the target can take an action to make a DC 17 Strength (Athletics) or Dexterity (Acrobatics), ending the effect on a success. If a creature ends its turn while being pinned, it must make a DC 17 Strength saving throw or take 55 (10d10) bludgeoning damage.

If the juggernaut moves or is moved, all creatures pinned under it are freed.

Maug

Source: Fiend Folio
Large construct, lawful evil
Armor Class: 18 (natural armor)
Hit Points: 42 (5d10+15)
Speed: 40 ft

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

Skills: Intimidation +3

Damage Immunities: poison

Condition Immunities: exhaustion, poisoned

Senses: darkvision 60 ft, passive Perception score 10

Languages: Giant, Terran, Titanspeech

Challenge: 2 (400 XP)

Graft: The maug has one graft from the list below.

- *Locking Hand.* The maug gains the following action. *Melee Weapon Attack:* +5 to hit, reach 5 ft, one creature. *Hit:* 10 (2d6+3) slashing damage and the target is grappled (escape DC 14). The grapple ends if the maug attacks another creature.

- *Roller.* The maug movement speed increases by 20 ft and ignores difficult terrain. It has disadvantage on all Strength (Athletics) checks to climb or jump.

- *Shoving Arm.* The maug gains the following action. *Melee Weapon Attack:* +5 to hit, reach 10 ft, one creature. *Hit:* 10 (2d6+3) bludgeoning damage and the target must make a DC 14 Strength saving throw or be pushed back 15 ft and knocked prone.

- *Shudder Plate.* The maug gains tremorsense 20 ft, but has disadvantage on all Dexterity (Stealth) checks.

- *Spiked Stones.* At the start of each of its turn, the maug deals 7 (2d6) piercing damage to any creature grappling it.

- *Stone Spitter.* The maug gains the following action. *Ranged Weapon Attack:* +5 to hit, range 20/80 ft, one target. *Hit:* 13 (3d6+3) bludgeoning damage.

Siege Engine: The maug deals double damage against objects and structures.

Actions

Multiattack: The maug makes two melee attacks.

Two-bladed Sword: *Melee Weapon Attack:* +5 to hit, reach 10 ft, one target. *Hit:* 12 (2d8+3) slashing damage.

Necrophidius

Source: Fiend Folio
Small construct, unaligned
Armor Class: 15 (natural armor)
Hit Points: 19 (5d6+9)
Speed: 30 ft, climb 20 ft

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

Skills: Perception +2, Stealth +5, Survival +2
Damage Immunities: necrotic, poison
Condition Immunities: charmed, frightened, poisoned
Senses: darkvision 60 ft, passive Perception score 12
Languages: understands the languages of its creator but can't speak
Challenge: 1/4 (50 XP)

Telepathic Bond: While the necrophidius is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

Sneak Attack: Once per turn, the necrophidius deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft of an ally of the necrophidius that isn't incapacitated and the necrophidius doesn't have disadvantage on the attack roll.

Actions

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 5 (1d4+3) piercing damage and the target must make a DC 13 Constitution saving throw. On a failed save, the target becomes poisoned for 1 minute, or paralyzed until the end of its next turn if it was already poisoned.

Dance of Death: The necrophidius magically hypnotizes creatures who can see it within 30 ft of it. A target must succeed a DC 11 Charisma saving throw or be charmed by the necrophidius for 1 minute. While charmed, the target is incapacitated and has its speed reduced to 0. At the end of each of its turn, the target can make repeat the saving throw, ending the effect on itself on a success. The effect also ends if the necrophidius moves outside the line of sight of the target.

If the target succeeds its saving throw, or when the effect ends for it, it becomes immune to this effect for the next 24 hours.

Nimblewright

Source: Monster Manual 2
Medium construct, unaligned
Armor Class: 17 (natural armor)
Hit Points: 76 (9d8+36)
Speed: 40 ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	21 (+5)	18 (+4)	10 (+0)	15 (+2)	17 (+3)

Damage Immunities: poison; bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite weapons
Condition Immunities: exhaustion, paralyzed, petrified, poisoned
Senses: darkvision 60 ft, passive Perception score 12
Languages: Ahnae, Termanean
Challenge: 7 (2,900 XP)

Damage Aversion: If the nimblewright takes cold or fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Magic Weapons: The nimblewright weapon attacks are magical.

Reactive: The nimblewright can take one reaction on every turn in a combat.

Tripping Thrust: If the nimblewright hits the same creature twice since the end of its previous turn, the target must make a DC 14 Strength saving throw or be knocked prone.

Actions

Multiattack: The nimblewright makes two Rapier attacks.

Rapier: *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 9 (1d8+5) piercing damage. If the attack hits by 5 or more, it deals 9 (2d8) additional damage.

Tumbling Attack (recharge 5-6): The nimblewright moves by 40 ft without triggering attacks of opportunities. During its movement, it can make up to three Rapier attacks against different creatures.

Reactions

Parry: The nimblewright adds +3 to its AC against one melee attack that would hit it, provided that the nimblewright can see the attacker and is wielding a melee weapon.

Riposte: When a creature targets the nimblewright with a melee attack, the nimblewright can make a Rapier against it.

Raggamoffyn, Common

Source: Monster Manual 2

Medium construct (raggamoffyn), any chaotic

Armor Class: 13 (natural armor)

Hit Points: 15 (2d8+6)

Speed: 30 ft, fly 30 ft (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	10 (+0)	15 (+2)	17 (+3)

Damage Immunities: poison

Condition Immunities: paralyzed, poisoned

Senses: blindsight 30 ft, passive Perception score 12

Languages: telepathy 30 ft (other raggamoffyns only)

Challenge: 1 (200 XP)

Antimagic Susceptibility: The raggamoffyn is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the raggamoffyn must succeed a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Damage Transfer: While it is grappling a creature, the raggamoffyn takes only half the damage dealt to it, and the grappled creature takes the other half.

False Appearance: While the raggamoffyn is motionless, it is indistinguishable from a pile of clothing.

Fragmented Shape: The raggamoffyn can occupy the same space as a Medium or smaller creature. It can move through any space as narrow as 1 ft wide without squeezing.

Suffocate: As a bonus action, the raggamoffyn can attempt to suffocate the creature it is wrapping. The target must make a DC 13 Constitution saving throw. On a failed save, the target takes 5 (1d6+2) bludgeoning damage and starts suffocating.

Actions

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

Wrap: *Melee Weapon Attack:* +4 to hit, reach 0 ft, one creature in the raggamoffyn space. *Hit:* 5 (1d6+2) bludgeoning damage and the raggamoffyn wraps itself around the target. The target becomes grappled (escape DC 12). Until the grapple ends, the raggamoffyn is restrained and can't use its Slam attack against the target or its Wrap attack against another creature. However, the raggamoffyn moves alongside the target and always stays in the same space.

Control Host (recharge 5-6): The raggamoffyn tries to magically dominate a creature it is wrapped around. The target must succeed a DC 13 Wisdom saving throw. On a failure, the target is charmed by the raggamoffyn, can't take reactions, and the raggamoffyn controls its actions.

Each time the target takes damage, or once every 24 hours, the target can make a new saving throw, ending the effect on itself on a success. Once a creature has succeeded a saving throw against this effect, or once this effect ends, it becomes immune to the raggamoffyn's Control Host for 24 hours.

Raggamoffyn, Guttersnipe

Source: Monster Manual 2

Medium construct (raggamoffyn), any chaotic

Armor Class: 14 (natural armor)

Hit Points: 45 (6d8+18)

Speed: 30 ft, fly 30 ft (hover)

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

Damage Immunities: poison, radiant

Condition Immunities: paralyzed, poisoned

Senses: blindsight 30 ft, passive Perception score 13

Languages: telepathy 30 ft (other raggamoffyns only)

Challenge: 3 (700 XP)

Antimagic Susceptibility: The raggamoffyn is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the raggamoffyn must succeed a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Damage Transfer: While it is grappling a creature, the raggamoffyn takes only half the damage dealt to it, and the grappled creature takes the other half.

False Appearance: While the raggamoffyn is motionless, it is indistinguishable from a pile of working tools.

Fragmented Shape: The raggamoffyn can occupy the same space as a Medium or smaller creature. It can move through any space as narrow as 1 ft wide without squeezing.

Actions

Multiattack: The raggamoffyn makes two Slam attacks.

Slam: *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 4 (1d6+1) bludgeoning, piercing or slashing damage (to the raggamoffyn choice).

Wrap: *Melee Weapon Attack:* +5 to hit, reach 0 ft, one creature in the raggamoffyn space. *Hit:* 4 (1d6+1) bludgeoning damage and the raggamoffyn wraps itself around the target. The target becomes grappled (escape DC 11). Until the grapple ends, the raggamoffyn is restrained and can't use its Slam attack against the target or its Wrap attack against another creature. However, the raggamoffyn moves alongside the target and always stays in the same space.

Control Host (recharge 5-6): The raggamoffyn tries to magically dominate a creature it is wrapped around. The target must succeed a DC 13 Wisdom saving throw. On a failure, the target is charmed by the raggamoffyn, can't take reactions, and the raggamoffyn controls its actions.

Each time the target takes damage, or once every 24 hours, the target can make a new saving throw, ending the effect on itself on a success. Once a creature has succeeded a saving throw against this effect, or once this effect ends, it becomes immune to the raggamoffyn's Control Host for 24 hours.

Glitterdust (recharge 5-6): The raggamoffyn spreads diamond dust in a 20 ft radius around itself. Any invisible creature or object in the area is revealed, as if the effect had ended. Creatures in the area must make a DC 13 Dexterity saving throw or be blinded for 1 minute. A creature blinded by this effect can take its action to wipe its eyes and end the condition.

Raggamoffyn, Shrapnyl

Source: Monster Manual 2

Large construct (raggamoffyn), any chaotic

Armor Class: 15 (natural armor)

Hit Points: 68 (8d10+24)

Speed: 30 ft, fly 30 ft (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	10 (+0)	19 (+4)	17 (+3)

Damage Vulnerabilities: thunder

Damage Resistances: bludgeoning, piercing and slashing damage from nonmagical attacks

Damage Immunities: poison

Condition Immunities: paralyzed, poisoned

Senses: blindsight 30 ft, passive Perception score 13

Languages: telepathy 30 ft (other raggamoffyns only)

Challenge: 6 (2,300 XP)

Antimagic Susceptibility: The raggamoffyn is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the raggamoffyn must succeed a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Damage Transfer: While it is grappling a creature, the raggamoffyn takes only half the damage dealt to it, and the grappled creature takes the other half.

False Appearance: While the raggamoffyn is motionless, it is indistinguishable from a pile of weapons.

Fragmented Shape: The raggamoffyn can occupy the same space as a Large or smaller creature. It can move through any space as narrow as 1 ft wide without squeezing.

Magic Weapons: The raggamoffyn weapon attacks are magical.

Actions

Multiattack: The raggamoffyn makes two Slam attacks.

Slam: *Melee Weapon Attack:* +7 to hit, reach 10 ft, one target. *Hit:* 13 (2d8+4) bludgeoning, piercing or slashing damage (to the raggamoffyn choice).

Wrap: *Melee Weapon Attack:* +5 to hit, reach 0 ft, one creature in the raggamoffyn space. *Hit:* 13 (2d8+4) bludgeoning damage and the raggamoffyn wraps itself around the target. The target becomes grappled (escape DC 15). Until the grapple ends, the raggamoffyn is restrained and can't use its Slam attack against the target or its Wrap attack against another creature. However, the raggamoffyn moves alongside the target and always stays in the same space.

Control Host (recharge 5-6): The raggamoffyn tries to magically dominate a creature it is wrapped around. The target must succeed a DC 14 Wisdom saving throw. On a failure, the target is charmed by the raggamoffyn, can't take reactions, and the raggamoffyn controls its actions.

Each time the target takes damage, or once every 24 hours, the target can make a new saving throw, ending the effect on itself on a success. Once a creature has succeeded a saving throw against this effect, or once this effect ends, it becomes immune to the raggamoffyn's Control Host for 24 hours.

Cloud of Steel (recharge 5-6): The raggamoffyn explodes in a deadly cloud of weapons. All creatures within 20 ft of the raggamoffyn must succeed a DC 15 Dexterity saving throw, taking 22 (4d10) slashing damage on a failure, or half as much on a success.

Any creature wrapped by the raggamoffyn is freed, both from the grapple and the Control Host ability.

Raggamoffyn, Tatterdemanimal

Source: Monster Manual 2

Small construct (raggamoffyn), any chaotic

Armor Class: 13

Hit Points: 13 (2d6+6)

Speed: 30 ft, fly 30 ft (hover)

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

Damage Resistances: bludgeoning

Damage Immunities: poison

Condition Immunities: paralyzed, poisoned

Senses: blindsight 30 ft, passive Perception score 13

Languages: telepathy 30 ft (other raggamoffyns only)

Challenge: 1/2 (100 XP)

Antimagic Susceptibility: The raggamoffyn is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the raggamoffyn must succeed a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Damage Transfer: While it is grappling a creature, the raggamoffyn takes only half the damage dealt to it, and the grappled creature takes the other half.

False Appearance: While the raggamoffyn is motionless, it is indistinguishable from a pile of tattered rags.

Fragmented Shape: The raggamoffyn can occupy the same space as a Medium or smaller creature. It can move through any space as narrow as 1 ft wide without squeezing.

Actions

Slam: *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 5 (1d4+3) bludgeoning damage.

Wrap: *Melee Weapon Attack:* +5 to hit, reach 0 ft, one creature in the raggamoffyn space. *Hit:* 5 (1d4+3) bludgeoning damage and the raggamoffyn wraps itself around the target. The target becomes grappled (escape DC 10). Until the grapple ends, the raggamoffyn is restrained and can't use its Slam attack against the target or its Wrap attack against another creature. However, the raggamoffyn moves alongside the target and always stays in the same space.

Control Host (recharge 5-6): The raggamoffyn tries to magically dominate a creature it is wrapped around. The target must succeed a DC 12 Wisdom saving throw. On a failure, the target is charmed by the raggamoffyn, can't take reactions, and the raggamoffyn controls its actions.

Each time the target takes damage, or once every 24 hours, the target can make a new saving throw, ending the effect on itself on a success. Once a creature has succeeded a saving throw against this effect, or once this effect ends, it becomes immune to the raggamoffyn's Control Host for 24 hours.

Retriever

Source: Monster Manual
Huge construct, chaotic evil
Armor Class: 16 (natural armor)
Hit Points: 136 (13d12+52)
Speed: 50 ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	18 (+4)	7 (-2)	11 (+0)	1 (-5)

Skills: Investigation +8, Perception +4, Survival +4
Damage Immunities: poison; bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite weapons
Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses: truesight 60 ft, passive Perception score 14
Languages: understands Abyssal but can't speak
Challenge: 9 (5,000 XP)

Fiendish Essence: The retriever is also considered as a fiend for all effects that specifically affects fiends.

Faultless Tracker: The retriever is given a quarry by its master. The retriever knows the direction and distance to its quarry, as long as the two are on the same plane of existence. The retriever also knows the location of its master. If the retriever can see its quarry, it can use its Eye Ray as a bonus action.

Sense Magic: The retriever senses magic within 60 ft of it at will. This trait otherwise works like the *detect magic* spell but isn't magical itself.

Siege Engine: The retriever deals double damage against objects and structures.

Actions

Multiattack: The retriever makes three Claw attacks.

Claw: *Melee Weapon Attack:* +9 to hit, reach 10 ft, one target. *Hit:* 16 (2d10+5) slashing damage.

Eye Ray: *Ranged Spell Attack:* +4 to hit, range 60 ft, one target. *Hit:* 42 (12d6) cold, fire or lightning damage (the retriever's choice).

Rogue Eidolon

Source: Monster Manual 2
Large construct, chaotic neutral
Armor Class: 15 (natural armor)
Hit Points: 52 (5d10+25)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	20 (+5)	2 (-4)	6 (-2)	13 (+1)

Damage Immunities: necrotic, poison, psychic; bludgeoning, piercing and slashing damage from nonmagical attacks not made with silver weapons
Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses: blindsight 60 ft, passive Perception score 8
Languages: understands Celestial, Hedradian, Infernal, Titan Speech but can't speak
Challenge: 5 (1,800 XP)

Fiendish Essence: The eidolon is also considered as a fiend for all effects that specifically affects fiends.

Desecrated Aura: The eidolon projects an aura of desecration in a 30-ft radius around itself. A creature with divine abilities that enters the area must make a DC 12 Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls and ability checks it makes in the aura for 1 hour, provided the aura is active. On a successful save, the target becomes immune to the eidolon aura for 24 hours.

The eidolon can deactivate or activate the aura with a bonus action. If the eidolon is targeted by a *dispel evil and good* spell, it must make a Charisma saving throw against the spell save DC. On a failed save, the aura is deactivated and the eidolon can't reactivate it for 1 hour.

Divine Resistance: The eidolon has advantage on all saving throws against divine spells and magical effects.

Magic Weapons: The eidolon weapon attacks are magical.

Actions

Multiattack: The eidolon makes two Slam attacks.

Slam: *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 12 (2d6+5) bludgeoning damage. If the target can cast divine spells or has divine abilities, it must make a DC 12 Wisdom saving throw or take an additional 14 (4d6) psychic damage.

Blood Spray (recharge 5-6): *Ranged Spell Attack:* +4 to hit, range 60 ft, one target. *Hit:* 12 (2d10+1) psychic damage and the target must make a DC 12 Wisdom saving throw. On a failed save, the target becomes charmed by the eidolon for 1 minute, and must use all its actions to attack its closest allies. The target can make a new saving throw at the end of each of its turn, ending the effect on itself on a success.

Runic Guardian

Source: Monster Manual 2
Large construct, unaligned
Armor Class: 17 (natural armor)
Hit Points: 161 (17d10+68)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	18 (+4)	7 (-2)	12 (+1)	3 (-4)

Damage Immunities: poison
Condition Immunities: charmed, exhaustion, frightened, paralyzed, poisoned
Senses: blindsight 10 ft, darkvision 60 ft, passive Perception score 11
Languages: understands commands given in any language but can't speak
Challenge: 9 (5,000 XP)

Bound: The guardian is magically bound to an amulet. As long as the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 ft of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the guardian.

Regeneration: The guardian regains 10 hit points at the start of its turn if it has at least 1 hit point.

Spell Storing: A spellcaster who wears the guardian's amulet can cause the guardian to store spells of 7th level or lower. To do so, the wearer must cast the spell on the guardian. The spell has no effect but is stored within the guardian. When commanded to do so by the wearer or when a situation arises that was predefined by the spellcaster, the guardian casts the spell with any parameters set by the original caster, requiring no components.

The guardian can store several spells, as long as the sum of their level does not exceed 7th. When a new spell is cast that would exceed this limit, previously stored spells are lost, starting from the lowest-level spell, until the sum of the stored spell is equal or under 7th. Once a spell is cast or spent in an Exploding Glyph, it is also lost.

Actions

Multiattack: The guardian makes two Slam attacks.

Slam: *Melee Weapon Attack:* +9 to hit, reach 5 ft, one target. *Hit:* 15 (2d8+6) bludgeoning damage. If the guardian hits the same creature twice on its turn, the creature must make a DC 17 Strength saving throw or be stunned until the end of its next turn.

Exploding Glyph: The guardian can consume one of its stored spells in a burst of magic energy. All creatures within 30 ft of the guardian must make a DC 12 Dexterity saving throw, taking 7 (2d6) fire damage per spell level on a failed save, or half as much on a successful one. If the spell spent deals damage, then this ability deals damage of the same type instead of fire. The stored spell is lost.

Reactions

Shield: When a creature makes an attack against the wearer of the guardian's amulet, the guardian grants a +3 bonus to the wearer's AC if it is within 5 ft of the wearer.

Zodar

Source: Fiend Folio
Medium construct, neutral
Armor Class: 17 (natural armor)
Hit Points: 104 (11d8+55)
Speed: 60 ft

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	20 (+5)	15 (+2)	16 (+3)	10 (+0)

Saving Throws: Con +9, Int +6, Wis +7, Cha +4
Skills: Athletics +11, History +6, Insight +7, Perception +7
Damage Resistances: force, piercing, psychic, slashing
Damage Immunities: poison; bludgeoning, piercing and slashing damage from nonmagical attacks
Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, stunned
Senses: truesight 60 ft, passive Perception score 17
Languages: all
Challenge: 13 (10,000 XP)

Burst of Strength: As a bonus action, the zodar can gain advantage on all Strength and Constitution ability checks, attack rolls and saving throws until the end of its next turn, and its leap distance is doubled. Once it has used this trait, it can't use it again until it recharges (recharge 5-6).

Freedom of Movement: The zodar ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 ft of movement to escape from nonmagical restraints or being grappled.

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

Magic Weapons: The zodar weapon attacks are magical.

Standing Leap: The zodar long jump is up to 60 ft and its high jump is up to 30 ft, with or without a running start.

Actions

Multiattack: The zodar makes two melee attacks.

Slam: *Melee Weapon Attack:* +11 to hit, reach 5 ft, one target. *Hit:* 18 (2d10+7) bludgeoning damage. If the zodar is under the effects of its Burst of Strength trait, the target must make a DC 19 Strength saving throw or take 22 (4d10) force damage and be pushed back 60 ft and knocked prone.

Grab: *Melee Weapon Attack:* +11 to hit, reach 5 ft, one target. *Hit:* 14 (2d6+7) bludgeoning damage, and the target is grappled (escape DC 19). The grapple ends if the zodar attacks another creature.

Legendary Actions

Slam: The zodar makes one Slam attack.

Constrict: One creature grappled by the zodar must make a DC 19 Strength saving throw or take 14 (2d6+7) bludgeoning damage.

Move: The zodar moves by its movement speed.

Chapter 2

Use in the Scarred Lands

This chapter provides additional details on how to insert new monsters in a **Scarred Lands** campaign. These are only examples of storylines; feel free to change them or adapt them to better fit your campaign.

Ghelspad

Automatons

Automatons were designed in the early stages of the Ledeane empire, as a tool to build the cities and fortresses of the new regime. It is rumored that they were conceived by an unlikely alliance of elves, dwarves and human wizards. Various magical mishaps and inner disputes within the team led to the project being abandoned, and thus the very few surviving automatons are unreliable at best.

The formulae to create automatons has been lost since. Gest Ganest pretended to have found a way to replicate them, and stabilize the magic that animates them, but never showed proof of his theories. Nowadays, automatons can be found in some ancient Ledeane ruins, for those daring enough to visit them.

Caryatid Column

The caryatid columns were originally the defenders of Hedrada's main temple in Susephra, Ankila's capital. During the Calastian invasion, the columns disappeared from the temple, leading some to believe that Ankila had lost its divine patron. And sure enough, Ankila fell a few weeks after the columns' disappearance. Their fate remains unknown to this day, though the Patriarchs in Hedrad have sent several investigators in Ankila and the surrounding countries to solve this mystery.

Clockwork Horrors

These strange creatures are fortunately extremely rare, as their potential for devastation is immense. The Loremasters of Lokil have recorded several outbreaks of clockwork horrors in different parts of Ghelspad and Termana. The last to date was in the Plains of Lede, not far off Mithril, and near a ruin of the mysterious Ancients. It is not sure how these creatures relate to this forgotten civilization.

Gest Ganest has studied a specimen that was given to him by a group of adventurers. However, only a few notes on the margin of a scroll have survived the Divine War.

Golems

Golem, Brass. These golems were created by the mysterious taurons to guard their labyrinths. They are rarely seen outside of a tauron's domain, even if some have been glimpsed accomplishing some mission or another for their masters. The drendali have shown some interest in capturing one of these golems, to help them in their constant war against Burok Torn.

Golem, Demonflesh. The terrifying demonflesh golem is a sinister creation of the warlocks of the Obsidian Pyres. These summoners grafted parts of different demons to one another to create these monstrosities. Initially, they were used as studies of a demon's body, in order to advance their own goal towards becoming demons themselves. Since then, they have become the warlocks' trusted servants and protectors.

Iron Cobra

These constructs are a well-guarded secret of the high gorgons. These powerful followers of Mormo use the iron cobras as spies, or, in some rare occasions, assassins. The gorgons generally use them to pry upon other worshippers of Mormo, as they know that most druids are powerless against the metallic constructs.

In the recent years, the gorgons have shared their secrets with the drendalis of Dier Drendal, as part of the alliance between the two people. It is probable that, with the help of the dark elves, a new breed of iron cobra will be created, larger, stronger, better.

Necrophidius

These small constructs were created by a convent of ratmen known as the Bonemakers. This unlikely alliance of several species, including plagued, red witches, or white shadows has proven over the years to be a fearsome foe, and rather adept magic-users. The necrophidius serves as an improved homonculus, spying on foes, or delivering messages to other warrens. In more than one occasion, a necrophidius was sent to a nearby human village to assassinate an adventurer in its sleep, before he could become a danger for the ratmen.

The Krewe of Bones, in Termana, also build constructs similar to the necrophidius, although theirs are generally more colorful than their slithering counterparts.

Raggamoffyns

The rare raggamoffyns are animated objects that seek to control other creatures. Similarly to spontaneous golems, the raggamoffyns are not created by any sentient being (even though scholars have theorized that Enkili is behind their existence). Sages of the Phylacteric Vault have taken a special interest into these creatures, notably considering their history. It might be that other types of raggamoffyns exist, which have yet to be discovered.

Raggamoffyn, Common. This specimen was discovered in the Phylacteric Vault, when a mage found one morning its own garments animated by some unseen force. This was first thought as a prank, until it was established that this was actually a creature. The raggamoffyn rampaged in the Phylacteric Vault, causing some chaos around it until disappearing altogether. Since then, the sages of the Phylacteric Vault have been studying these strange creatures, hoping to find a way to either stop their rampage, or at least control them.

Raggamoffyn, Guttersnipe. This type of raggamoffyn was found in Bridged City, animated from the tools of one of the workers attending the repair of a majestic bridge. This caused the construction to halt for almost a year, until the creature was found and finally destroyed. The dwarves of Burok Torn have admitted that they met several of these in their own forges, yet they never indicated the best way to deal with those.

Raggamoffyn, Shrapnyl. These vicious creatures are animated in old battlefields from the Divine War. Several have been seen around Ghelspad, trying to find new conflicts to fight. One particular specimen managed to control a half-orc mercenary of the Crimson Legion, and can now be hired for a price. The Phylacteric Vault tried to capture that specimen, but it has since then escaped to Shelzar, where the pay is more substantial.

Raggamoffyn, Tatterdemanimal. The first known specimen was reported in an halfling slum in Calastia. It was first thought to be a ghost, until the clerics of Chardun found that their powers were ineffective against it. It has escaped multiple times, and have been involved in several incidents with the halfling resistance, sometimes helping them, sometimes impeding their efforts. Its current whereabouts are unknown.

Runic Guardian

The dwarves of Burok Torn have created these constructs using their mastery of runic magic. By tradition, the King or his family is generally protected by one of these guardians, even though some monarchs have refused this honor. King Thain is one of them, as he argued that the link between the runic guardian and the amulet that controls it is a liability: What if the amulet were stolen? What if the link was subverted by some unknown magic? After all, the drendali elves are masters of golems and constructs, and surely they could seize control of the guardians. For these reasons, King Thain prefers the protection of his loyal subjects, rather than the mystic protection of the runic guardians.

Termana

Bronze Serpent

These creatures were created by the yuan-tis to defend their cities during their war against the asaathi. After their defeat, the asaathi stole the secrets of the bronze serpent fabrication, and therefore, bronze serpents can be found protecting ruins of both races, either in the Yellow Jungle in Termana or in the Kan Tet marshes in Ghelspad.

The followers of Elamash, in the far-distant Asherak, also build guardians similar to the bronze serpents. Whether they found the formula by themselves, or stole it from either the asaathi or the yuan-ti, is unknown.

Golems

Golem, Brain. These golems are the creations of the terrible mind flayers who leave deep below the Tepuje cities in the Gamulganjus. They were never seen outside the mind flayer's domain.

Golem, Chain. The servants of Chardun were the insidious minds behind the construction of these horrors. They were first created by the charduni dwarves of Termana, as silent guardians to oversee the slaves in the capital. After the Divine War, the charduni lost the Slaver's favor, and lost their ability to build and control these machines. Since then, chain golems can be found throughout the lands formerly occupied by the Charduni, notably in Chardunanae or in Calastia.

The Monastery of the Sacred Chain, in Calastia, is currently working alongside the Church of the Purifying Thorn to create new chain golems. It is rumored that monks of that twisted monastery are attempting to transform themselves into the image of chain golems, becoming an aberration between human and construct.

Golem, Stained Glass. The forsaken elves used to decorate their temples and cities with these delicate yet deadly wardens. When That Which Abides fell, the elves lost their control over the golems, and the secrets to produce them. They still lurk in the ruins of the elven cities, as a tragic reminder of their former glory.

It is rumored that Heterotecles, the Glass Mage, learned to build these golems. However, he did not transmit his secrets to his apprentices. The mages of the Phylacteric Vault, under the impulse of their alchemical savants, have started studying these strange constructs, and are preparing expeditions to Termana to learn more about them.

Maug

The maugs are a terrible creation of Golthagga, who crafted them using iron ore found in the Titansforge mountains. They bear the distinctive mark of the titan, as each maug has a unique and monstrous feature.

They served as footsoldiers in the armies of the titans during the Divine War, during which most were destroyed.

The few remaining maugs have found their way back to the Titansforge mountains, where they prepare for a new conquest. They have allied themselves with giants, rock goblins, and other monsters from the mountains, and have even sent emissaries to the Iron Desert or the Centaur Plains. Soon, they hope, they will raise an army powerful enough to crush any follower of the gods who stands in their way.

Nimblewright

Nimblewrights were created by the high elves as sparring partners for their elite duellists. Since the Divine War, the forsaken elves lost control over their creation, and the secrets to fabricate them. Some nimblewrights went mad and attacked their former masters. They still haunt the citadels where they used to train, attacking any intruder or thief that would dare venture in their domain.

However, some nimblewrights gained a mind of their own, leaving the elvish lands to discover the world. These creatures are generally more peaceful, but have a need to prove their skill in duel. They will seek worthy adversaries and challenge them in one-on-one combat, sometimes to the first blood, sometimes to death. Some of these rogue nimblewrights have been spotted as far off as Vesh, Darakeene, or New Venir.

Asherak

Blackstone Gigant

The blackstone gigant (and fortunately, there exists only one) is the monstrous protector of the city of Taroke in the Fertile Crescent. It was Elamash's gift to the city at the end of the Divine War, and some have suggested (although not within earring distance of the temple) that the Lizard King actually stole this creation from his mother Mormo. After all, that would explain why the statue understands Titan Speech as well as Infernal.

Rumors of the blackstone gigant have reached Ghelspad amongst Mormo's followers. A race seems to have started between the Blood Crone in the Hornsaw Forest and Queen Sharliss in Khirdet to steal the gigant, or create a new, better one.

Dread Guard

The dread guards are creations of the clergy of Gamgal, in Asherak, and can be found protecting the sanctuaries in the city of Ravyyk. As opposed to golems, which are inhabited by elemental spirits, the dread guards are inhabited by the souls of deceased soldiers.

The priests of Gamgal never force a soul into becoming a dread guard. Instead, servants of the god, when feeling their death arrive, volunteer for the transformation ritual, which is conducted in the depths of the Ravvyk ziggurat, and under strict supervision. There are only 999 dread guards in the city. When a new soldier becomes a dread guard, another is freed from its duty and allowed to finally rest in peace.

Golems

Golem, Hellfire. The hellfire golems are servants of Subastas, the devilish god of the desert. They protect his temples from intruders, and rarely set foot outside their designated areas. Regularly, the clerics of Subastas make ritual sacrifices to the god, in which the victim is bound to a hellfire golem until it dies. The god feeds himself from the screams and agony of the victim (generally, a servant of an opposite religion), and rewards his followers with magic blessings.

Juggernaut

These war machines were created by the Chardunite god-king Kanith, and were instrumental in his conquests in the Riverlands. Later, priests in the Andoral Federation learned how to create these monstrous siege engines as well, despite some concern among the Madrielites; after all, the juggernauts are embodiment of destruction, and those should not be used as weapons by the servants of Good. Other Chardunite cities have tried to reproduce Kanith's creations, but have failed so far, as Kanith (and now his widow and successor Janaia) have refused to share their secrets with their fellows.

Retriever

Retrievers were originally created long before the Divine War by the demon prince Kaereth after a courageous (or foolish) sorcerer stole an artifact from him. Kaereth asked Hrinruuk to help him in the creation of these beasts, and the titan obliged, granting them surnatural tracking abilities. Soon after the sorcerer was found, captured, and tortured to death, while the artifact found its way back to Kaereth's fortress.

When Kaereth aligned himself with Hrinruuk during the Divine War, the gods decided to punish the demon lord for his treason. Using black magic, Belsameth seized the controls of the retrievers, and sent them against their former master. Kaereth was forced into exile in the depths of the Abyss, in places so dark even gods won't wander.

Retrievers are a rare sight in the Scarred Lands since then, and were mostly seen in the theocratic city-states of Asherak. Followers of Belsameth, Vangal or Hrinruuk sometimes call upon their services, but should be warned, as these are bitter creatures, who will hunt and kill their summoner if he is not careful enough in his commands.

Rogue Eidolon

These poor creatures were the guardians of the temples of an unknown deity, before the Divine War. When the Seraphic Engine exploded, that deity was amongst the divine casualties: its name was forgotten, and most of its followers went mad or died of terrible pain. The eidolon themselves went rogue, forsaking their duty and seeking revenge for their lost god. Since the Divine War, they roam around Asherak, hunting down clerics, paladins and other servants of the gods.

Some have allied themselves with followers of the Flayed God, and a few erudites have proposed that the god the eidolons served was the Flayed God himself. Other have argued that eidolons might not be related to a single divinity, but a small pantheon instead, in a similar fashion that Gamgal, Kadeshu and Otossal are different aspects of the Ne Morga.

The Dragon Lands

Blood Warmachine

The blood warmachines are the elite soldiers in the armies of Clan Talance, and one of the reasons the clan is so feared by the others. The sorcerers of Clan Talance experimented a long time before reaching their current formula, which still has some flaws, as the warmachines require a constant influx of blood to work. Fortunately, the regular wars and skirmishes the Clan is involved provides enough blood for their small contingent.

A well-guarded secret, both by Clan Talance and Clan Drask, is that the first blood warmachines were powered by the blood of halfling slaves. The atrocities committed by the human sorcerers against these poor souls is the reason of the deep hatred the halflings have against Clan Talance.

Golems

Golem, Dragonflesh. Dragonflesh golems were initially created in ancient time by Hetherkaleb of the Glorious Devil-Dragon Society as a mean to explore her own immortality. When the other dragons saw what horrors she had created, she was harshly punished and exiled from the Dragon Lands. Since then, practicing the craft of the dragonflesh is forbidden, and the very few foolish sorcerers who attempted to do so were tracked down and executed by the mighty dragons.

It is rumoured that Hetherkaleb found her way to the Chain Mountains in Termana, in which case one might find some of her creations in the region.

Zodar

The enigmatic zodar is a rare sight in the Dragon Lands, and even rarer on other continents. Scholars have long speculated on its nature and its origin, but all agree that it appeared at the time of the Divine War. Some say that it is a servant of the gods sent to spy on them, other pretend that it is possessed by a wizard curious of the Dragon Lands.

The zodar seems interested in magic of all form, be it artifacts, ancient spells, or exotic components. He generally joins some adventuring party, help them in their hunt, and then leaves with the most interesting items in the lot.

It is not known whether all sighting of the zodar were of the same creature, or distinct creatures. It has been seen on occasion around the Blood Bayou in Termana, and also has a keen interest in Gest Ganest's old laboratory.

Other Planes of Existence

Inevitables

The dreaded inevitables are the embodiment of Hedrada's justice. They were designed by the god himself for the sole purpose of enforcing his divine law, and making sure mortals would not escape judgement.

There are only a limited number of inevitables of each type. When they are not in the Material Plane, the inevitables wait patiently in a vault in the planar city of Aureon, beneath Hedrada's palace. While independent, the inevitables will rarely go on a mission by themselves: they must be summoned or commanded before acting. Sometimes, Hedrada himself, his herald, or a powerful intercessor in Hedrada's service would give an inevitable a mission. Most of times however, the inevitables respond to the requests of mortals summoners.

Calling an inevitable is an act only the most powerful and wisest of Hedrada's servant are allowed. It is a delicate process, as the summoner must describe to the inevitable its quest in great details for it to agree to the mission. Calling the wrong type of servant for a mission is a major transgression of faith, and requires the mortal to atone for its mistake with some form of quest or service for the church. This ensures that an inevitable powers are not wasted on the wrong mission.

Inevitables are generally called by the most powerful servants of Hedrada. These can be found in the city of Hedrad in Ghelspad, or several city-states in Asherak. They are rarely seen outside of these areas, even if their missions might lead them almost anywhere in the Scarred Lands.

New Languages

These languages complete the table found in the **Scarred Lands Player's Guide**.

Exotic Languages

Abyssal (alphabet: Infernal). This ancient language, related to Infernal, is still spoken by some demons in the Abyss. It has been slowly replaced by Infernal over the centuries, even if older demons prefer to speak (and be spoken to) in Abyssal.

Secret Languages

Mechanical. This strange language, made of mechanical chips and sounds, is spoken by the mysterious clockwork horrors. It has no known alphabet, even though a draft of a transcription have been made by Gest Ganest using a mixture of Dwarvish runes and phonetic ideograms.

Changelog

September 4, 2017

- Added Inevitable (Kolyarut, Marut, Zelekhut) and Retriever from Monster Manual.
- Added Automaton (Hammerer, Pulverizer), Bronze Serpent, Clockwork Horror (Adamantine, Electrum, Gold, Platinum), Dread Guard, Golem (Brass, Chain, Dragonflesh, Stained Glass), Juggernaut, Nimblewright, Raggamoffyn (Common, Guttersnipe, Shrapnyl, Tatterdemanimal), Rogue Eidolon and Runic Guardian from Monster Manual 2.
- Added Blacstone Gigant, Blood Warmachine, Caryatid Column, Golem (Brain, Demonflesh, Hellfire), Inevitable (Quarut, Varakhut), Iron Cobra, Maug, Necrophidius and Zodar from Fiend Folio.

Monsters by Type

Constructs

Automaton, Hammerer	5
Automaton, Pulverizer	5
Blackstone Gigant	6
Blood Warmachine	6
Bronze Serpent	7
Caryatid Column	7
Clockwork Horror, Adamantine	8
Clockwork Horror, Electrum	8
Clockwork Horror, Gold	9
Clockwork Horror, Platinum	9
Dread Guard	10
Golem, Brain	10
Golem, Brass	11
Golem, Chain	11
Golem, Demonflesh	12
Golem, Dragonflesh	12
Golem, Hellfire	13
Golem, Stained Glass	13
Inevitable, Kolyarut	14
Inevitable, Marut	14
Inevitable, Quarut	15
Inevitable, Varakhut	15
Inevitable, Zelekhut	16
Iron Cobra	16
Juggernaut	17
Maug	17
Necrophidius	18
Nimblewright	18
Raggamoffyn, Common	19
Raggamoffyn, Guttersnipe	19
Raggamoffyn, Shrapnyl	20
Raggamoffyn, Tatterdemanimal	20
Retriever	21
Rogue Eidolon	21
Runic Guardian	22
Zodar	22

Monsters by Challenge Rating

Challenge Rating 1/4

Necrophidius 18

Challenge Rating 1/2

Clockwork Horror, Electrum 8
Iron Cobra 16
Raggamoffyn, Tatterdemanimal 20

Challenge Rating 1

Automaton, Hammerer 5
Automaton, Pulverizer 5
Dread Guard 10
Raggamoffyn, Common 19

Challenge Rating 2

Maug 17

Challenge Rating 3

Caryatid Column 7
Clockwork Horror, Gold 9
Raggamoffyn, Guttersnipe 19

Challenge Rating 5

Clockwork Horror, Platinum 9
Golem, Chain 11
Golem, Stained Glass 13
Rogue Eidolon 21

Challenge Rating 6

Blood Warmachine 6
Raggamoffyn, Shrapnyl 20

Challenge Rating 7

Golem, Brain 10
Inevitable, Zelekhut 16
Nimblewright 18

Challenge Rating 8

Bronze Serpent 7
Golem, Brass 11

Challenge Rating 9

Clockwork Horror, Adamantine 8
Inevitable, Kolyarut 14
Juggernaut 17
Retriever 21
Runic Guardian 22

Challenge Rating 10

Golem, Hellfire 13

Challenge Rating 11

Golem, Dragonflesh 12
Inevitable, Quarut 15

Challenge Rating 12

Golem, Demonflesh 12

Challenge Rating 13

Zodar 22

Challenge Rating 15

Inevitable, Marut 14

Challenge Rating 17

Blackstone Gigant 6
Inevitable, Varakhut 15