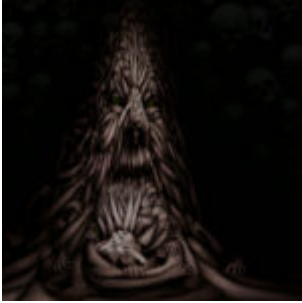


# Dreadfallen

March 10, 2024



Huge undead, chaotic evil

**Armor Class** 13 (natural armor)

**Hit Points** 115 (11d12 + 44)

**Speed** 0 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	3 (-4)	19 (+4)	11 (+0)	16 (+3)	14 (+2)

**Saving Throws** Str +8, Con +8

**Skills** Perception +11, Stealth +0

**Damage Vulnerabilities** radiant

**Damage Immunities** necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

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

**Senses** blindsight 60 ft., darkvision 60 ft., passive Perception 21

**Languages** Infernal Sign

**Challenge** 9 (5,000 XP)

**Turn Resistance.** The dreadfallen has advantage on saving throws against any effect that turns undead.

## Actions

**Multiattack.** The dreadfallen makes two attacks with its Grasping Arms or Howling Skull, and makes one attack with its Biting Jaws per grappled target.

**Biting Jaws.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (4d4 + 4) piercing damage.

**Grasping Arms.** Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it is restrained (escape DC 16). The dreadfallen can keep up to four targets restrained.

**Howling Skull.** Ranged Weapon Attack: +8 to hit, range 30 ft., one target. Hit: 11 (2d6 + 4) thunder damage. The dreadfallen uses an arm to hurl a skull at a target which explodes with a deep howl on impact.

## Legendary Actions

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

**Nightmarish Scream.** The dreadfallen emits a cacophonous scream of many tortured voices. Each creature within 30 feet of the dreadfallen who can hear must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Leg Extension.** Melee Weapon Attack: +8 to hit, reach 15 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage. The dreadfallen uses an arm to grasp a leg and uses it as a club.

**Spawn Creeper (Costs 2 Actions).** The dreadfallen creates a [creeper](#) in an unoccupied space within 10 feet of it. The creeper acts on its own initiative count. Creepers cannot move more than 60 feet from the dreadfallen. Additionally, if a creeper takes radiant damage in the same round it is destroyed, the dreadfallen takes radiant damage equal to the amount of radiant damage dealt to the creeper in that round. Destroying the dreadfallen also destroys all remaining creepers.

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## Swarm of Rats

March 10, 2024



swarm of Tiny beasts

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# Swarm of Ravens

March 10, 2024



swarm of Tiny beasts

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# Swarm of Insects

March 10, 2024



swarm of Tiny beasts

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# Swarm of Bats

March 10, 2024



swarm of Tiny beasts

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## Swarm of Quippers

March 10, 2024



swarm of Tiny beasts

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## Swarm of Poisonous Snakes

March 10, 2024



swarm of Tiny beasts

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# Swarm of Centipedes

March 10, 2024



Medium swarm of Tiny beasts, unaligned

- **Armor Class** 12 (natural armor)
- **Hit Points** 22 (5d8)
- **Speed** 20 ft., climb 20 ft.

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

- **Damage Resistances** bludgeoning, piercing, slashing
- **Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
- **Senses** blindsight 10 ft., passive Perception 8
- **Languages** –

- **Challenge** 1/2 (100 XP)

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

## Actions

**Bites.** Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

A creature reduced to 0 hit points by a swarm of centipedes is stable but poisoned for 1 hour, even after regaining hit points, and paralyzed while poisoned in this way.

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# Swarm of Eye Gnats

March 10, 2024

Small swarm of Tiny beasts, unaligned

- **Armor Class** 12 (natural armor)
- **Hit Points** 17 (5d6)
- **Speed** 5 ft., fly 30 ft.

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

- **Damage Resistances** bludgeoning
- **Damage Immunities** piercing, slashing

- **Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
- **Senses** blindsight 10 ft., passive Perception 8
- **Languages** –
- **Challenge** 1/4 (50 XP)

**Eye Gnat Life Cycle.** These tiny transparent larvae live in the eyes of certain creatures with eye discharges, a different breed for each type of discharge, feeding off the discharge. This creates a symbiotic relationship with the host. Because they are transparent – aside from an occasional blur across the eyelid, indistinguishable from a tear bubble without magnification – the host rarely knows they're there. They enter the pupa stage while the host is sleeping after 2d4 days, and after being hidden in the eyelid for 1 day. The following day, they hatch as eye gnats and fly to the nearest eyeballs, where they lay eggs coated in a toxin into the eyes of the target that causes the same condition, hatching 1d4 days later. A Lesser Restoration spell cast before the eggs hatch will heal the condition, but once they hatch, it will only kill the larvae – the eye discharge of the original host is now a permanent condition in the new host.

**Eye Gnat Variant Immunity.** Eye gnats are immune to damage from the substance they feed on, so those who feed on acid or poison are immune to acid damage and poison damage accordingly.

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny gnat-sized insect, including most armor. The swarm can't regain hit points or gain temporary hit points.

## Actions

**Bites.** Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: The swarm does no damage. However, they lay eggs coated in a toxin into the eyes of the target.



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# Iz'zart's Swarm Limb

March 10, 2024



1st-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

You summon a swarm of fey spirits that take the form of a swarm of beasts of Challenge Rating 1 or lower shaped as an adaptive limb, responding to telepathic commands like the appendage it's replacing. This spell cannot add an extra limb beyond those typical for your ancestry.

The summoned swarm is also considered fey, and it disappears when it drops to 0 hit points or when the spell ends.

The swarm gets no actions of its own, but you can use its bite as an unarmed attack

The swarm can detach on command as a bonus action. While detached, it retains its link and can attack and follow simple commands up to 30 feet away from you. If it moves further away,

the spell ends.