

DESERT

Desolation Giant

Large giant, neutral evil

Armor Class 16 (hide armor, natural armor)

Hit Points 162 (17d10 + 68)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	18 (+4)	10 (+0)	11 (+0)	8 (-1)

Skills Athletics +9, Perception +3

Senses darkvision 60 ft., passive perception 13

Languages Common

Challenge 8

Leaper. The desolation giant has advantage on Strength (Athletics) checks made to jump.

Pounce. If the desolation giant performs its Running Leap ability and then immediately follows with a successful greatclub attack, that target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, the giant can make one greatclub attack against it as a bonus action in addition to the attacks it has already made as part of its action.

Running Leap. With at least a 10-foot running start, the desolation giant can long jump up to 25 feet without needing to make a Strength (Athletics) check. This distance counts towards the giant's total movement for the round.

Actions

Multiattack. The giant makes 3 attacks-either two with its greatclub and one with its bite, or two with its claws and one with its bite. If both claw attacks hit, it rends the flesh of its target doing an additional 13 (2d6 + 6) slashing damage.

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

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage.

Created by Malystrix before her death, these giants used to be humans. They came to her when she promised power and wealth, but they only received a horrible, lingering transformation using the same powers that she used to create the Desolation. Such transformations took many years, covering their bodies with hoarse patches of wild hair and granting them wicked claws and fangs. Their gorilla-like arms hang down to nearly touch the ground, and even in their hunched-over posture, still stand nearly 15 feet tall. Their legs are now more powerful than ever, granting them the ability to leap long distances with ease as well as move as swiftly as the winds in a Desolation sandstorm.

They still can speak common, although getting any usable conversation out of them is unlikely. Their excruciating transformation and existence has left them quite insane.

Hatori

Large dragon, unaligned

Armor Class 20 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 10 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	21 (+5)	7 (-2)	14 (+2)	10 (+0)

Skills Perception +6, Stealth +7, Survival +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 13

Languages Draconic

Challenge 10

Stone & Sand Camouflage. The hatori has advantage on Dexterity (Stealth) checks made to hide in rocky or desert terrain as long as it remains still.

Actions

Multiattack. The hatori makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage. If the target is a creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the hatori can't bite another target.

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

Swallow. The hatori makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, that creature takes the bite's damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the hatori, and it takes 14 (4d6) acid damage at the start of each of the hatori's turns.

If the hatori takes 30 damage or more on a single turn from a creature inside it, the hatori must succeed on a DC 16 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a

space within 10 feet of the hatori. If the hatori dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Hatori look like a strange mix of dragon and large crocodile, also known as a sandwurm. It has a very hard hide that effectively protects them from most attacks. Their flipper-shaped limbs allow them to swim under the surface of the desert. They also are known to produce taylor offspring when they mate with a true dragon.

Skrit

Large beast, unaligned

Armor Class 18 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2).	16 (+3)	2 (-4)	10 (+0)	7 (-2)

Saving Throws Dex +5

Skills Perception +3

Senses darkvision 60 ft., tremorsense 60 ft., passive perception 13

Languages –

Challenge 6 (2300 XP)

Stone & Sand Camouflage. The skrit has advantage on Dexterity (Stealth) checks made to hide in rocky or desert terrain as long as it remains still.

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

Actions

Multiattack. The skrit makes 3 attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10+4) piercing damage. The target must succeed on a DC 14 Constitution saving throw or become poisoned until cured and have its hit point maximum reduced by 5 (1d10). While poisoned in this way, the target is paralyzed. The victim must repeat the saving throw every hour as their internal organs, muscles, and bone liquefy. On each successive failed save, the character's hit point maximum is reduced by 5 (1d10). After three successful saves, the poison ends. As long as the target is currently poisoned by this attack, it doesn't suffer from the effects of this kind of poison cumulatively. If they are not currently affected by the poison, however, they are susceptible to its effects.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

Skrits are giant desert beetles, with their shells reaching 5 feet in height, and their total body length reaching over 7 feet. They lay hidden in rocky desert areas, waiting to ambush prey passing by.

After they die, other desert creatures commonly use skrit shells for shelter or even for their homes. Desert nomads craft armor out of the shells occasionally.