

TOTAL PARTY THRILL #183 SUPPLEMENT



This document includes three monster stat blocks created by Shane for use in our Dark Sun 5E game, as discussed on the *Total Party Thrill* podcast. In [Episode 183](#), we walk through the process of building these monsters, design considerations made during their creations, and the results of how they

played at our table.

USING THIS DOCUMENT

Each entry in this document was requested by our DM, Angelo. I have included the original text of his request (the "High Concept"), as well as any notes or commentary I provided to him to aid him in playing these monsters. These are intended to be full statblocks, but not full *Monster Manual* entries.

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ABOUT THE PODCAST

Total Party Thrill is a RPG advice and discussion podcast for gamemasters and players. Each week, hosts I-Hsien and Shane recap a part of their home campaign, dive into an RPG-related advice topic, and build a 20th-level D&D 5E character inspired by archetypes from outside traditional D&D.

You can find the show on iTunes, Google Play, Stitcher, and at www.totalpartythrill.com. You can support Total Party Thrill on [Patreon](#).

THRI-KREEN PREDATOR

Medium humanoid, neutral

Armor Class 16 (Natural Armor)

Hit Points 98 (15d6 + 30)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	14 (+2)	15 (+2)	12 (+1)	10 (+0)

Saving Throws Dex +5, Con +5, Int +5

Skills Athletics +10, Stealth +5

Senses darkvision 60ft., passive Perception 11

Languages Common, Thri-Kreen

Challenge 6 (??? XP)

Pack Tactics. The thri-kreen predator has advantage on attack rolls against a creature if at least one of the thri-kreen's allies is within 5 feet of the creature and the ally isn't incapacitated.

Innate Spellcasting (Psionics). The Thri-Kreen Predator's innate spellcasting ability is Intelligence (spell save DC 13, to hit +5). It can innately cast the following spells, requiring no components:

At will: *produce flame*, *mage hand*, *magic weapon* (claws only), *jump* (self only)

1/day each: *blur*, *invisibility* (self-only), *locate object and person*, *pass without trace* (self-only)

(Note: flavor psionics as Chameleon, Know Direction and Location, Agitate Matter, Telekinesis, Psionic Displacement, and Metaphysical Claw)

Actions

Multiattack. The thri-kreen predator makes three melee attacks. If the thri-kreen predator is grappling a creature, the thri-kreen predator can also use its bite once.

Gythka. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 11 (2d6+4) slashing damage or 13 (2d8+4) slashing damage if used with two hands.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 7 (1d4+4) piercing damage. The target is grappled (escape DC 14) if it is a Medium or smaller creature and the thri-kreen predator doesn't have two other creatures grappled.

Poisonous Bite. One creature grappled by the thri-kreen predator must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

THRI-KREEN PREDATOR

HIGH CONCEPT

"Thri-kreen should have monklike powers supplemented by psionics."

COMMENTS

The abilities presented here were inspired by Thri-Kreen abilities from prior editions, especially prestige classes and paragon paths.

Mechanically, the thri-kreen predator was jointly inspired by the Chuul (*Monster Manual* pg. 40) and the Gladiator (*Monster Manual* pg. 346).

UNDEAD DEFILER

HIGH CONCEPT

"A CR 10 or 11 undead defiler focused on necromancy abilities."

COMMENTS

Between regeneration, condition immunities, *vampiric touch*, and undead fortitude, the undead defiler boasts high durability but relatively low damage.

With only 84 hit points, it can be overwhelmed by focused fire, so keep allies between it and its threats to wear them down at range.

The Undead Defiler wins through attrition, supplementing its allies with additional undead to prolong the fight, and eventually wearing down its enemies with exhaustion and ability drain.

The Undead Defiler was inspired by the Devkarin Lich, which is a lich without a phylactery (*Guildmaster's Guide to Ravnica* pg. 198).

UNDEAD DEFILER

Medium undead, neutral evil

Armor Class 14 (natural armor)

Hit Points 84 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	19 (+4)	16 (+3)	15 (+2)

Saving Throws Dex +5, Con +5, Int +5

Skills Athletics +10, Stealth +5

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 11

Languages Common and two additional languages

Challenge 11 (??? XP)

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

Regeneration. The undead defiler regains 10 hit points at the start of its turn. If the undead defiler takes radiant damage, this trait doesn't function at the start of the undead defiler's next turn. The undead defiler dies only if it starts its turn with 0 hit points and doesn't regenerate.

Spellcasting. The undead defiler is an 11th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The undead defiler has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *chill touch*, *mage hand*, *poison spray*, *prestidigitation*

1st (4 slots): *magic missile*, *ray of sickness*, *shield*

2nd (3 slots): *Melf's acid arrow*, *ray of enfeeblement*, *spider climb*, *web*

3rd (3 slots): *animate dead*, *bestow curse*, *fear*, *vampiric touch*

4th (3 slots): *blight*, *Evard's black tentacles*

5th (2 slots): *cloudkill*, *insect plague*

6th (1 slot): *circle of death*, *create undead*

Turn Resistance. The undead defiler has advantage on saving throws against any effects that turn undead.

Undead Fortitude. If damage reduces the undead defiler to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the lich drops to 1 hit point instead.

Actions

Defiling Touch. *Melee Spell Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 14 (3d8) necrotic damage, and the target must succeed on a DC 16 Constitution saving throw or gain 1 level of exhaustion.

Legendary Actions

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

Cantrip. The undead defiler casts one of its cantrips.

Defiling Touch (Costs 2 Actions). The undead defiler uses Defiling Touch.

Defile (Costs 3 Actions). Each creature within 30 feet of the undead defiler must make a DC 16 Constitution saving throw, taking 18 (5d6) necrotic damage and 1 level of exhaustion on a failed save, or half as much damage and no exhaustion on a successful one.

SUNSCORCH DEFILER

HIGH CONCEPT

"A CR 11 or 12 living defiler focused on damage dealing spells, particularly fire and radiant."

COMMENTS

Compared to Undead Defiler, Sunscorch Defiler packs much more punch at the expense of durability. Its high level spells should provide a serious threat, though it needs to choose between wall of fire, wall of light, immolation, and sunbeam depending on the biggest threat.

Without condition immunity or counterspell, and suffering from a weak Wisdom save, sunscorch defiler is particularly vulnerable to enemy spellcasters. With misty step, greater invisibility, fly, and etherealness (or teleport), the sunscorch defiler should look to escape if its enemies turn their full attention toward it.

Even encountered alone, a sunscorch defiler can kill one or more of its enemies before they realize the level of threat it presents, though it is unlikely to stick around to receive retribution.

The sunscorch defiler was inspired by the undead defiler and the Mage (*Monster Manual* pg. 352).

SUNSCORCH DEFILER

Medium humanoid (any race), neutral evil

Armor Class 12 (15 with *mage armor*)

Hit Points 108 (12d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	18 (+4)	19 (+4)	11 (+0)	10 (+1)

Saving Throws Con +9, Int +9, Wis +5

Skills Arcana +9, History +9

Damage Resistances fire, necrotic, radiant

Senses passive Perception 10

Languages Common and two additional languages

Challenge 12 (??? XP)

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

Mantle of Flame. A creature that touches the sunscorch defiler or hits it with a melee attack while within 5 feet of it take 10 (2d10) fire damage.

Illumination. The sunscorch defiler sheds bright light in a 10 ft. radius and dim light for an additional 10 feet.

Spellcasting. The sunscorch defiler is a 13th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The sunscorch defiler has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st (4 slots): *burning hands*, *detect magic*, *mage armor*, *shield*

2nd (3 slots): *flaming sphere*, *misty step*, *scorching ray*

3rd (3 slots): *Melf's minute meteors* (EE), *fireball*, *fly*

4th (3 slots): *greater invisibility*, *wall of fire*

5th (2 slots): *wall of light* (XGtE), *immolation* (EE)

6th (1 slot): *sunbeam*

7th (1 slot): *etherealness* (or *teleport*, if allowed)

Actions

Hurl Flame. Ranged Spell Attack: +9 to hit, range 120 ft., one target. *Hit:* 17 (5d6) fire damage.

Legendary Actions

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

Cantrip. The sunscorch defiler casts one of its cantrips.

Hurl Flame (Costs 2 Actions). The sunscorch defiler uses Hurl Flame.

Defile (Costs 3 Actions). Each creature within 30 feet of the sunscorch defiler must make a DC 16 Constitution saving throw, taking 21 (6d6) necrotic damage and 1 level of exhaustion on a failed save, or half as much damage and no exhaustion on a successful one.