

Critter Compendium



by Tobias Beis





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written by Tobias Beis



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Contents

This book is a collection of monsters both taken from previous editions of D&D and newly created, inspired by sources both in and outside the game. The monsters in this book are used the same way as those in the Monster Manual and Player's Handbook. Each monster has one or more stat blocks to represent one or several variations of the creature. The Monster Manual explains how to use monster and NPC stat blocks and how each element of a stat block functions in the game.

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Bestiary



A

Achaierai

Large fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 53 (7d10 + 14)

Speed 50 ft.

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Infernal

Challenge 3 (700 XP)

Magic Resistance. The achaierai has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The achaierai makes two melee attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Black Cloud. The achaierai releases a choking black cloud. Creatures within 10 feet must make a DC 12 Constitution saving throw, taking 7 (2d6) poison damage on a failure or half as much damage on a success.

Additionally on a failure, the creature can't take reactions for one minute. At the start of each of its turns it rolls a d4 to determine what it does: On a 1 or 2, the creature does nothing. On a 3, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 4, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success.

Achaierai

Achaierai hail from the lower plane of Acheron, but can often be found on the material plane. Their features resemble those of birds, although achaierai have strangely short torsos, small, stubby wings, incapable of flight and possess an additional pair of long legs that make them excellent runners. Achaierai are fast, predatory creatures, who prefer open plains as their hunting grounds. They use their height to spot smaller prey in the wilderness and their long, powerful legs to close the distance fast and then bring down the target with powerful attacks from their claws and beak.

Pack Hunters. Achaierai can often be found roaming in groups, where their ability to speak and coordinate attacks makes them more effective as hunters than natural pack predators. A large enough pack of achaierai is not afraid to even attack small villages and torment and consume their inhabitants.

Consummate Torturers. Despite their animalistic appearance, achaierai are intelligent creatures with a distinct taste for

torture. Achaierai often avoid killing their prey outright, instead inflicting as much pain as possible on their victim before consumption. As a result, an achaierai's favourite prey tend to be intelligent creatures, such as humanoids, whose suffering is more expressed and deflects the achaierai's senses more than that of a simple animal.

Cloud of Insanity. An achaierai can release a black cloud of toxic gas, which, if it doesn't kill its victim, will cause a temporary loss of lucidity, which can lead to the victim becoming dangerous to its own allies or even itself.

The achaierai delights in the mayhem its toxin can cause, but also knows how to use it to its advantage in battle, disrupting hostile creatures and clearing a way to priority targets.

Allip

Medium undead, neutral evil

Armor Class 12

Hit Points 26 (4d8 + 8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	14 (+2)	11 (+0)	11 (+0)	16 (+3)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Babble. An allip constantly mutters and whines to itself, creating a hypnotic effect. A creature that starts its turn within 60 feet of the allip and can hear it must succeed on a DC 13 Wisdom saving throw or be charmed for 1 minute. While charmed, the creature is incapacitated and can't move or speak. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success. A creature that succeeded on the saving throw cannot be affected by the same allip's Babble ability for the next 24 hours.

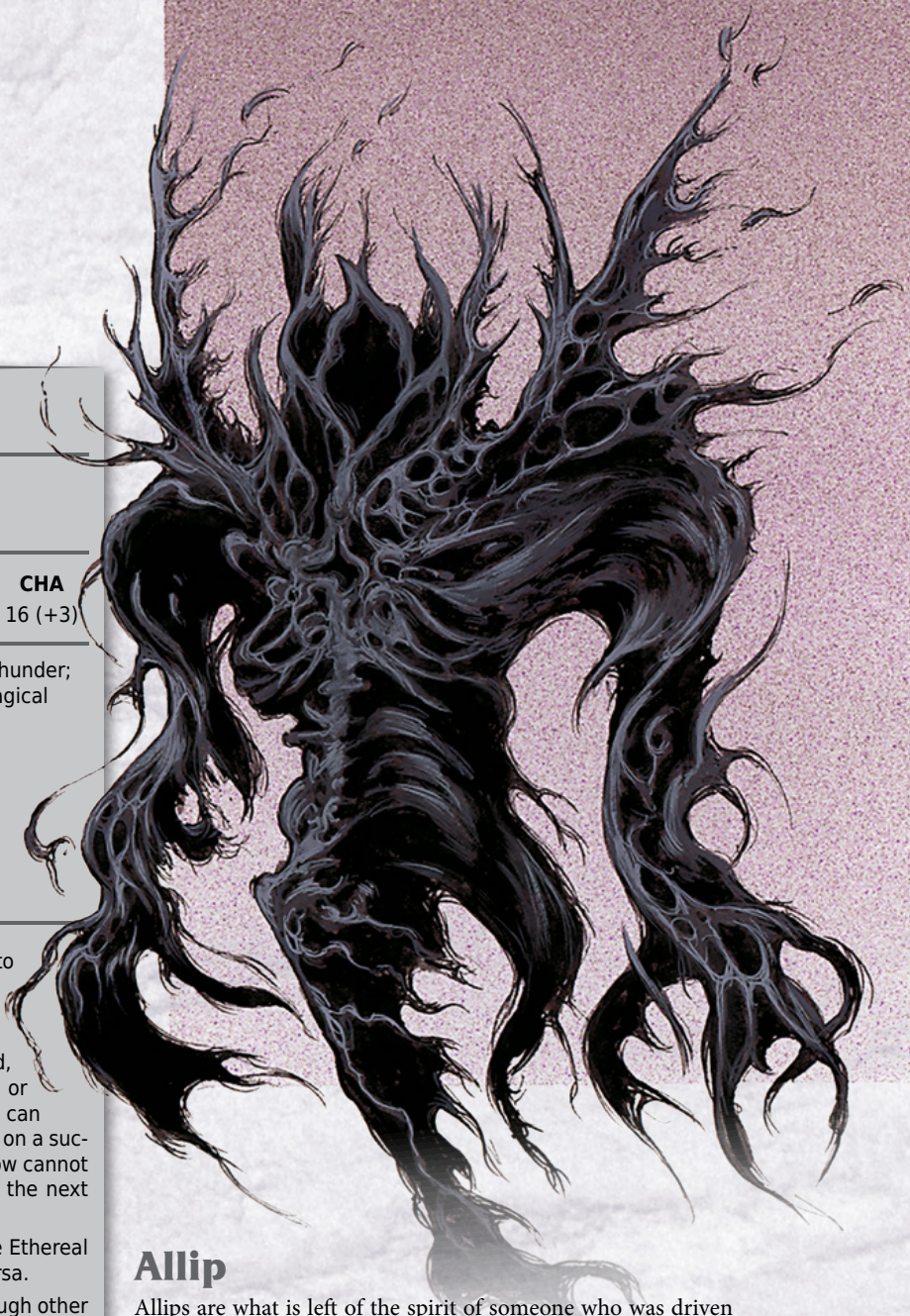
Ethereal Sight. The allip can see 60 feet into the Ethereal Plane when it is on the Material Plane and vice versa.

Incorporeal Movement. The allip can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Mind of Madness. A creature that targets an allip with a spell or ability, trying to read its thoughts, takes 10 (3d6) psychic damage and must succeed on a Wisdom saving throw or gain disadvantage on Wisdom checks and saving throws for 24 hours. A creature that is reduced to 0 hit points while under this effect automatically stabilizes but permanently falls into a coma and is unconscious until healed by a *restoration* spell or similar magic.

Actions

Touch of Madness. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) psychic damage and the target must succeed on a Wisdom saving throw or gain disadvantage on Wisdom checks and saving throws for 24 hours. A creature that is reduced to 0 hit points while under this effect automatically stabilizes but permanently falls into a coma and is unconscious until healed by a *restoration* spell or similar magic.



Allip

Allips are what is left of the spirit of someone who was driven to suicide by madness. The allip's appearance, while vaguely humanoid, mirrors the warped and tattered state of its mental state in life.

Seeking Vengeance. Allips crave revenge and relentlessly seek out those who tormented them in life and ruined their sanity. An allip will stop at nothing to exact vengeance on its tormentors.

Spirits of Madness. Being incorporeal creatures, allips cannot inflict physical harm on other creatures, though they don't appear to be aware of this, their distorted insubstantial limbs flailing madly at any creature they come close to, inflicting no physical wounds. However, their touch can sap the target's mental health, rending its psyche asunder.

Insane Whispers. An allip constantly mutters and whines, incoherently and obsessively repeating to itself the horrors and injustices it had to endure. Those who listen often become so enraptured by the unintelligible noise emanating from the spirit, that they forget themselves and the danger the creature poses, becoming easy prey for the allip.

Undead Nature. An allip doesn't require air, food, drink, or sleep.

Arcadian Avenger

The warriors of the grand legions of Arcadia are images of perfect symmetry, resembling humanoid females with skin, hair, and wings shining like polished metal. The armor plates covering their bodies may appear like a suit of plate armor, but are in fact part of the avengers' metallic skins. While two avengers may not look perfectly identical, their features are always very similar in appearance.

Lawkeepers. Arcadian avengers are shining paragons of justice, born of the pure forces of law suffusing the lawful good plane of Arcadia. Though they are benevolent creatures who exist to uphold rules and laws above anything else and will not hesitate to come into conflict with anyone, even a good creature, who violates the law.

Arcadian avengers are the protectors of their home plane and keepers of the peace and harmony, who will not stop at waging war, if it is in the interest of preventing an even larger disturbance of the peace.

The Ideal of Order. Despite their humanoid appearance, the thought processes of Arcadian avengers are just as alien to mortal creatures as those of demons or devils. An avenger under-

stands all events as a series of applied rules unfolding. This frees them of any concept of doubt, or remorse, since anything they do is laid out in just laws they will not question. When an Arcadian avenger sees any need for action she will spring to it without hesitation, enforcing the rules she lives by and seeing any sacrifice as a necessity, never a tragedy.

A group of Arcadian avengers works together and coordinates in flawless synchronicity. They advance as a unit in perfect formation that responds to unforeseen circumstances immediately and without fail.

Swift Punishment. An Arcadian avenger is quick to bring those to justice who would violate the law, disturb the peace and harmony of Arcadia, or obstruct her in her duty. Seeing a fellow legionnaire of Arcadia fall will only inspire the avenger to even more fervor, exacting her vengeance with deadly strikes of her twin swords.

Arcadian avengers will even be sent to the Material Plane to exact punishment if a mortal creature commits especially egregious crimes that catch the attention of Arcadian judges.

Arcadian Avenger

Medium celestial, lawful good

Armor Class 16 (natural armor)

Hit Points 56 (8d8 + 24)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	12 (+1)

Skills Perception +3, Insight +5

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Celestial, Common

Challenge 3 (700 XP)

Elude Chance (3/day). When the Arcadian avenger fails a saving throw or misses on an attack roll, it can choose to reroll the save or attack.

Vengeance. Any time the Arcadian avenger sees an ally fall she rolls her weapons' damage dice twice and chooses the higher result for one minute.

Magic Weapons. The avenger's melee attacks are magical.

Perfect Symmetry. When the avenger cooperates with other Arcadian avengers, she is immune to the frightened and charmed conditions. All allied Arcadian avengers roll a single Initiative check with advantage, acting on the same initiative. The Arcadian avengers can move or take their actions in any order, even before another avenger has completed her turn. For example, two avengers can move, before either of them makes an attack.

Actions

Multiattack. The Arcadian avenger makes two attacks with her longswords.

Longswords. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.



Arcanians

Animate corpses, brimming with elemental energy, glowing from within in their eyes and mouth, their attire usually gives away the fact that arcanians were spellcasters in life.

Unliving Spells. Sorcerers are born with magic coursing through their veins, and warlocks attain their powers through pacts with eldritch entities. Wizards have to dedicate themselves to years of study in order to gain this kind of power. Some are too impatient to spend that much time working their way to arcane mastery and seek alternative ways, subjecting themselves to experiments using powerful spells.

Usually, these attempts end with the enormous amounts of arcane energy they require simply escaping the spellcaster. In rare cases, they backfire in a surge of wild magic, leaving little more of the spellcaster than a messy reminder of the virtue of patience and study. In some rare instances, the experiment ends in a horrific event: The caster is killed by the arcane surge, while his body absorbs the energy, which animates the last spark of life left within the corpse. This causes the body to rise again as an arcanian, the undead incarnation of the spell that destroyed the caster.

Blue Arcanian

Medium undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	15 (+2)	19 (+4)	13 (+1)	10 (+0)

Skills Arcana +6

Damage Immunities cold, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages any languages it knew in life

Challenge 5 (1,800 XP)

Arcane Surge (Recharge after Short or Long Rest).

If the arcanian hits a creature with a spell attack, it may choose to double the dice rolled for cold damage.

Actions

Frost Staff. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) bludgeoning damage plus 13 (2d8 + 4) cold damage.

Freezing Blast. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 13 (2d8 + 4) cold damage and the target must succeed on a DC 14 Constitution saving throw or its speed is halved until the end of the arcanian's next turn.

Blizzard (Recharge 4-6). The arcanian magically evokes a maelstrom of cold around itself that lasts until the start of the arcanian's next turn. Creatures that start or end their turn within 30 feet of the arcanian must make a DC 14 Constitution saving throw, taking 31 (6d8 + 4) cold damage on a failed save, or half as much damage on a successful one. Creatures other than the arcanian treat the area within 30 feet of the arcanian as difficult terrain and have disadvantage on Strength (Athletics) and Dexterity (Acrobatics) checks made in the area.



Enemies of Life. While an arcanian will ally with any creature willing to share its goals, it will eventually turn on its allies. Only other undead are safe from the arcanian's betrayal, as they do not offend the arcanian's fickle sensibilities, or evoke its strange desires with their very presence.

Beings of Obsession. Arcanians are impassioned by the obsessions of their former life. However, the nature of their obsession changes with the elemental power which now lends them false life. Each arcanian has its own strange goals and cravings, depending on the nature of the element infusing it.

Undead Nature. An arcanian doesn't require air, food, drink, or sleep.

Blue Arcanian

Blue arcanians are infused with cold magic, their clothes and skin covered in frost and a cold mist seeping from their lipless mouths. Their magic freezes their environment and slows their enemies' movements. Blue arcanians are loathe to see life wasted by leaving it to the ravages of time and so are obsessed with preserving it in frozen, timeless perfection.

Green Arcanian

Green arcanians seep acidic magic. They are hairless and constantly drooling caustic liquids, their clothes ruined by corrosion. They despise physical beauty and destroy it wherever they tread, using the aggressive acid created by their magic, that clings to their victims and eats away at them over time.

Red Arcanian

Red arcanians are ablaze with inner fire, glowing from within and wreathing around their blackened bodies, wrapped in scorched robes. They release this fire in explosive bursts covering great areas. Their obsession is fiery passion that causes them to seek thrills and exert their burning wrath on the living.

Other Arcanians

Arcanians can be created from the energy of a great variety of spells, among them black arcanians, created from necrotic magic, yellow arcanians, created from lightning spells, purple arcanians, created by force energy and even white arcanians, from thunder energy.



Green Arcanian

Medium undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	15 (+2)	19 (+4)	17 (+3)	10 (+0)

Skills Arcana +7

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages any languages it knew in life

Challenge 6 (2,300 XP)

Arcane Surge (Recharge after Short or Long Rest).

If the arcanian hits a creature with a spell attack, it may choose to double the dice rolled for acid damage.

Actions

Corrosive Touch. *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 21 (5d6 + 4) acid damage.

Voracious Acid. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 21 (5d6 + 4) acid damage and the target must succeed on a DC 15 Constitution saving throw or take an additional 7 (2d6) acid damage at the start of each of its turns. At the end of each of its turns, the target may repeat the saving throw, ending the effect on itself on a success.

Caustic Cloud (Recharge 4-6). The arcanian magically douses a creature it can see within 120 feet in acid. The target must make a DC 15 Dexterity saving throw, taking 46 (12d6 + 4) acid damage on a failed save or half as much damage on a successful one. The creature must repeat the saving throw at the end of each of its turns, taking 46 (12d6 + 4) acid damage on a failed saving throw, or ending the effect on itself on a successful one.

Red Arcanian

Medium undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	15 (+2)	19 (+4)	17 (+3)	10 (+0)

Skills Arcana +7

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages any languages it knew in life

Challenge 6 (2,300 XP)

Arcane Surge (Recharge after Short or Long Rest).

If the arcanian hits a creature with a spell attack, it may choose to double the dice rolled for fire damage.

Actions

Burning Touch. *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) fire damage.

Firethrow. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 18 (4d6 + 4) fire damage and creatures within 10 feet of the target must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) fire damage.

Scorching Burst (Recharge 4-6). The arcanian magically causes a surge of fire to explode around it. Creatures within 30 feet of the arcanian must make a DC 15 Dexterity saving throw, taking 49 (13d6 + 4) fire damage on a failed save or half as much damage on a successful one.



Arrowhawks

Bizarre avian creatures with serpentine bodies and four feathered wings, these creatures have a unique two-axis symmetry to their body. The jaws of an arrowhawk's jagged beak are identical, each with its own tongue, pair of nostrils, and eyes. An arrowhawk's upside and downside are indistinguishable. In fact they appear to defy this distinction altogether.

Elemental Denizens. Arrowhawks are native to the Elemental Plane of Air, as evidenced by their physique adapted to a near entirely aerial lifestyle and their ability to generate lightning.

Agile Flyers. An arrowhawk can not be turned upside down, which allows it to perform a wide variety of aerial maneuvers without getting disoriented, coming out of every loop and turn right side up. With its serpentine body and additional wings it is capable of turning tight corners at high speeds.

Juvenile Arrowhawk

Small elemental, neutral

Armor Class 15 (natural armor)

Hit Points 18 (4d6 + 4)

Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	10 (+0)	13 (+1)	13 (+1)

Skills Stealth +6

Damage Resistances acid, cold, fire

Damage Immunities lightning

Senses passive Perception 11

Languages —

Challenge 1 (200 XP)

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Lightning Blast. *Ranged Weapon Attack:* +6 to hit, range 30/90 ft., one target. *Hit:* 11 (2d6 + 4) lightning damage.

Adult Arrowhawk

Medium elemental, neutral

Armor Class 16 (natural armor)

Hit Points 38 (7d8 + 7)

Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	10 (+0)	13 (+1)	13 (+1)

Skills Perception +3, Stealth +6

Damage Resistances acid, cold, fire

Damage Immunities lightning

Senses passive Perception 13

Languages —

Challenge 2 (450 XP)

Flyby Attack. When the arrowhawk attacks, it does not provoke an opportunity attack from the target when moving out of its reach.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Lightning Blast. *Ranged Weapon Attack:* +6 to hit, range 30/90 ft., one target. *Hit:* 13 (2d8 + 4) lightning damage.

Elder Arrowhawk

Large elemental, neutral

Armor Class 18 (natural armor)

Hit Points 97 (13d10 + 26)

Speed 0 ft., fly 60 ft.

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

Skills Perception +4, Stealth +6

Damage Resistances acid, cold, fire

Damage Immunities lightning

Senses passive Perception 14

Languages —

Challenge 6 (2,300 XP)

Flyby Attack. When the arrowhawk attacks, it does not provoke an opportunity attack from the target when moving out of its reach.

Actions

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

Lightning Blast. *Ranged Weapon Attack:* +7 to hit, range 30/90 ft., one target. *Hit:* 18 (4d6 + 4) lightning damage.

Astral Stalker

Astral stalkers are muscular humanoid creatures with greenish black skin, vicious claws for hands, and skeletal visages. They roam the planes in search for worthy prey to hunt down, slay, and take a trophy of to bring home.

Society of Hunters. Astral stalkers are brutal and ruthless creatures, frequently found hunting alone. These qualities bely their social nature. They live in tight knit communities that measure the status and worth of an individual by the number and power of creatures it successfully hunted and brought down. An astral stalker will bring trophies home as proof of its kills.

Hunting for Sport. Astral stalkers consider any other creature as legitimate prey, though they prefer to hunt intelligent quarries, which provide a greater challenge and therefore make for better sport. To this end, an astral stalker often warns its prey in advance that it is being hunted, to make the hunt more sporting.

This means the stalker will often target humanoid creatures, making its behavior evil by the standards of any mortal race. Nonetheless, astral stalkers have a set of tenets, known as the Rules of the Hunt, by which they abide closely. These rules are as follows: An astral stalker will never hunt another astral stalker; if an astral stalker's quarry has successfully eluded the stalker, the stalker will never hunt it again; a creature that hired the stalker to hunt another creature will not be hunted by the astral stalker for at least a year.

Careful Preparation. Astral stalkers seek to test their abilities against powerful prey, but they are not careless, making sure not to throw themselves into the jaws of death. Before hunting a creature, an astral stalker will make careful preparation, sizing up its prey and preparing the hunting ground. The astral stalker takes every advantage it gets, preferring an ambush, that will throw the target off balance and weaken it, over open combat.

Astral Stalker

Medium fiend, lawful evil

Armor Class 18 (natural armor)

Hit Points 119 (14d8 + 56)

Speed 50 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	19 (+4)	12 (+1)	16 (+3)	19 (+4)

Skills Athletics +8, Stealth +7, Survival +9

Damage Resistances bludgeoning, piercing, and slashing from non magical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common, Infernal

Challenge 8 (3,900 XP)

Deadly Attack. When the astral stalker has advantage on attack rolls, or attacks a surprised target, its attacks deal an additional 7 (2d6) damage each.

Camouflage. The astral stalker has advantage on Dexterity (Stealth) checks made to hide in natural terrain.

Elusive Prey. Creatures have disadvantage on all Wisdom (Survival) checks made to track the astral stalker.

Actions

Multiattack. The astral stalker makes two claw attacks.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Throat Dart. *Ranged Weapon Attack:* +8 to hit, range 30/90 ft., one target. *Hit:* 7 (1d4+5) piercing damage plus 3 (1d6) poison damage. The target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute.

While poisoned, the creature is paralyzed. At the end of each of its turns an affected creature may repeat the saving throw, ending the paralyzed condition on itself on a success.





Athach

Misshapen hulks with a wide, tusked maw, a third arm protruding from their chests, and lopsided ears, athachs are mutated creatures, probably descending from ogres or hill giants, warped by some unknown magic.

Warped Sense of Aesthetics. Athachs rarely bathe, emitting a strong, foul odor most of the time. Despite this disregard for appearances and personal hygiene, they have a fondness for pretty gems, crystals, and jewelry. They decorate themselves with anything they can find, jamming bracelets onto their fat fingers and necklaces around their wrists. They wear pieces in whichever way they might be able to attach them to their oversized forms. Athachs have been observed to sit around for hours, meticulously polishing their jewelry, making sure everything shines.

Fight for Shinies. An athach has three reasons to fight: To get more jewels, to defend its jewels, or anything else. An athach may be coaxed into service with the promise of more jewelry, either as payment or as loot from whatever the creature hiring the athach wants ground into paste. Other than that, the athach uses every opportunity it sees to amass more treasure and will jealously guard what it has from any perceived thief.

Once it entered battle, the athach will batter its foes with tree trunks it wields like clubs and rocks it lobs over impressive distances. Its wide maw can deliver a strong bite, laced with the athach's rancid and downright poisonous spittle. The brutish monster will not rest until it pummeled every offender into a fine paste. The only creature an athach trusts is another athach, in a mix of familial trust and mutual respect for each other's ability to cause tremendous pain.

Athach

Huge giant, chaotic evil

Armor Class 17 (natural armor)

Hit Points 147 (14d12 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	19 (+4)	7 (-2)	12 (+1)	6 (-2)

Senses darkvision 60 ft., passive Perception 11

Languages Giant

Challenge 8 (3,900 XP)

Multilimbed. The athach can draw three weapons in the time a creature normally readies one.

Actions

Multiattack. The athach makes three ranged attacks with rocks or four melee attacks: one with its bite and three with its clubs.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 4 (1d8) poison damage and the target must succeed on a DC 15 Constitution saving throw, or be poisoned for 1 hour.

Club. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 16 (2d10+5) bludgeoning damage.



Automatons

Automatons are extremely simple magical constructs, meant to fulfill menial labor tasks. Their inbuilt tools do however provide powerful means of defense, should they be forced to fight.

Specialized Tools. Automatons can be built equipped for multitudinous purposes simply by integrating different types of tools into their arms, or sometimes even their torsos. Two common types of automatons are known as hammerers and pulverizers respectively. Hammerers, as their name suggests, are equipped with a large steel hammer, often used for rough smithing works, paired with a strong pincer that holds the automaton's medium in place. Pulverizers are typically used for mining and tunneling, where their drill arms are used to dig into stone and earth loosened by the powerful thundering shriek emitted from their torsos. Other automatons exist, some more sophisticated, some even less so, depending on what is required for the automaton to adequately fulfill its function.

Prone to Failure. Automatons are very basic in their construction. Though they are well equipped for their labor tasks and powerful in combat, their rudimentary intelligence is easily overburdened. The quickly changing conditions of battle can cause their artificial brains to overheat, trying to process the situation, which causes the automaton to temporarily shut down. It is not rare for an enemy to find their automaton opponent suddenly ceasing to fight for a few seconds before it lashes out again as if nothing had happened before.

Constructed Nature. An automaton doesn't require air, food, drink, or sleep.

Hammerer

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	15 (+2)	5 (-3)	9 (-1)	6 (-2)

Damage Immunities poison

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

Senses passive Perception 9

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

Challenge 2 (450 XP)

Unreliable. At the start of each of its turns in combat, the automaton must succeed on a DC 8 Intelligence saving throw, or it does not move or take any actions during its turn.

Actions

Multiaction. The automaton makes two slam attacks.

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

Pulverizer

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	5 (-3)	9 (-1)	6 (-2)

Damage Immunities poison

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

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

Challenge 2 (450 XP)

Unreliable. At the start of each of its turns in combat, the automaton must succeed on a DC 8 Intelligence saving throw, or it does not move or take any actions during its turn.

Actions

Multiaction. The automaton makes two slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 4) bludgeoning damage.

Shriek. The automaton lets loose an ear piercing shriek. Creatures within a 30 foot cone must make a DC 12 Constitution saving throw, becoming stunned for one round and taking 4 (1d8) thundering damage and on a failed save, or half as much damage on a successful one.

B

Balhannoth

A balhannoth is a large unsightly monster with a face comprised entirely of a large maw lined with rows upon rows of teeth and surrounded by sharp mandibles. Its plump, limbless body moves with surprising quickness and agility. Carried by its six tentacles, it can move along the ground and especially cave walls and ceilings with unsettling speed.

Bane of Mages. In the underdark, balhannoths are infamous for their appetite for magical creatures. Not only do they favor spellcasters as meals, they are innately equipped to be especially dangerous to those who rely on magic for defense. A balhannoth senses magic in its vicinity and tracks its prey by following trails of residual magical energy. It instinctively recognizes illusion spells for what they are and can not be deterred or distracted by such magic. The balhannoth's tentacles have antimagical properties, trapping a victim in the creature's grasp in a small

antimagical field that prevents it from using its magic to defend itself. Once caught by a balhannoth, a spellcaster without allies, or any physical means of defense is nearly completely helpless against this monster. Because of this, savvy underdark travellers recommend spellcasters to never brave the tunnels without the accompaniment of armed cohorts.

Ambush Predators. "Balhannoth" in the language of the drow translates roughly to "skilled-" or "cunning hunter". Balhannoths do not chase their prey, but track down their target to set up an ambush. They use their powerful tentacles to grasp on to stalactites and press their body against the cavern ceiling, using their natural ability to change their skin color to blend in with the environment. When its prey passes underneath, a balhannoth lashes out with its tentacles, catching its victims and pulling them toward its slaving maw.

Power from Magic. A balhannoth draws its supernatural abilities directly from its favored prey. It absorbs the magical energy of creatures and even enchanted items it consumes, fuelling its ability to sense and suppress magic. This need makes them surprisingly useful and reliable allies if handled correctly. Some powerful creatures use balhannoths as guardian creatures, satiating them with meat and occasional offerings of magical items to maintain their power. Paradoxically, spellcasters sometimes like to employ these creatures, since their abilities are well suited to sniff out those who would be most likely to try and steal a spellcaster's secrets: other spellcasters.

Balhannoth

Large aberration, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 133 (14d8 + 70)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	17 (+3)	20 (+5)	5 (-3)	12 (+1)	8 (-1)

Condition Immunities charmed

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

Languages —

Challenge 8 (3,900 XP)

Dweomersight. The balhannoth can see magic auras as if affected by a constant *detect magic* spell.

Camouflage. The balhannoth has advantage on Dexterity (Stealth) checks made to hide in any sort of natural underground terrain.

Immunity to Illusion. The balhannoth automatically succeeds on saving throws against illusions and illusion spells.

Actions

Multiattack. The balhannoth makes four melee attacks: three with its tentacles and one with its bite.

Tentacles. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained and cannot cast any spells, even ones that do not require a somatic component. The Balhannoth has 5 tentacles, each of which can grapple one target. Until the grapple ends, the tentacle can't attack another target.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage.



Banderhobbs

Legends tell of a tower in the Shadowfell where the essence of banderhobbs that served their purpose and outlived their lifespans reforms. There, the banderhobbs roam. Some say these banderhobbs sometimes return from their domain in the Shadowfell and make their lairs in small caverns, abandoned dungeons, and sewers on the Material Plane. Banderhobbs are thought to be able to cross between the Material Plane and the Shadowfell where the veil between the worlds is thin, and groups of them occasionally use this ability to return to where they were first created. While many of the banderhobbs returning from the Shadowfell are identical to the form they had when they were first created, there are others among their number, significantly smaller than the common banderhobb, while yet others are larger.

Macabre Bedtime Stories. Parents tell their children stories that if they misbehave, the banderhobbs will come and take them away. All the more is the parents' horror when they wake up in the morning, finding nothing but sticky saliva and ruffled sheets in the bed in which they kissed their child good night

the evening prior. But not only the young have to fear the loping, froglike monsters. Banderhobbs take humanoids of all ages to their lairs. For what purpose a banderhobb steals people, it never gives away, but theories hold that they use their victims to spawn more of their kind.

Banderhobb Filch

Small monstrosity, neutral evil

Armor Class 14 (natural armor)

Hit Points 39 (6d6 + 18)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	11 (+0)	14 (+2)	8 (-1)

Skills Athletics +5, Stealth +8

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 12

Languages understands Common but can't speak

Challenge 2 (450 XP)

Drag away. The banderhobb may move its full speed and even take Dash actions while grappling a creature.

Distracting Frenzy (Recharges after a Short or Long Rest). When the banderhobb uses its multiattack to only attack one creature, allies within 5 feet of the target may immediately use their reaction to make a single melee attack against the target.

Resonant Connection. If the banderhobb has even a tiny piece of a creature or an object in its possession, such as a lock of hair or a splinter of wood, it knows the most direct route to that creature or object within 1 mile of the banderhobb.

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

Actions

Multiattack. The banderhobb makes two claw attacks.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage and the target is grappled (escape DC 13) if it is a Medium or smaller creature. Until this grapple ends, the banderhobb can't use its claw attack on another target.

Sack. The banderhobb pulls the sack it is carrying over a Medium or smaller creature it is grappling. The banderhobb makes a Strength (Athletics) check, opposed by the target's Dexterity (Acrobatics) or Strength (Athletics) check. If the banderhobb succeeds, the target is restrained in addition to being grappled. The target cannot end the grapple while restrained. It may attempt to end the restrained condition by destroying the sack. The sack has an armor class of 5, 10 hit points, resistance to piercing damage and immunity to bludgeoning damage.

Shadow Step. The banderhobb magically teleports up to 30 feet to an unoccupied space of dim light or darkness that it can see. Before or after teleporting, it can make a Multiattack action or stinking gob attack.

Stinking Gob. *Ranged Weapon Attack:* +8 to hit, range 30 ft., one target. *Hit:* 11 (3d8) poison damage. The target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute.



Banderhobb Filch

Scuttling through the dark of the night, a small humanoid creature with a stout, round body and gangly arms and legs, drags a squirming burlap sack, its contents larger than the creature itself, across the street and vanishes from the dim moonlight into an alleyway, accompanied by the faint sound of sobbing.

Significantly smaller than most of their kin, banderhobb filches are thought to be what becomes of children and small creatures abducted by banderhobbs. They are especially vicious, clawing madly at enemies and dragging their victims away in large sacks, which they steal from wherever they may find them to compensate for a lack of a stomach large enough to hold victims. While they may be small, banderhobb filches are surprisingly strong and can drag creatures larger than themselves back to their lair, virtually unhindered by the additional weight.

Their main purpose however appears to be scouting. Banderhobb filches slink through the shadows at night, seeking out potential victims. They steal locks of hair, nail clippings, blood, or whatever else they can get their hands on to help other banderhobbs find their target.

Whether filches continue to grow and eventually mature into the more common larger banderhobbs or are simply a different type of fully grown banderhobb altogether, is unknown.

Banderhobb Mother

Enormous, bloated banderhobbs, even larger than their normal kin, banderhobb mothers are named so more in a figurative sense. It is unclear whether banderhobbs have genders or mothers are all of the same gender. Banderhobb mothers have developed the ability to spawn new banderhobbs by swallowing creatures and transforming them with the shadow essence coalescing within their cavernous gullets.

When a group of banderhobbs makes its lair on the Material Plane, they bring with them a single mother. The mother usually remains in its lair and waits passively for other banderhobbs to kidnap victims and bring them back. The mother then swallows the kidnapped creatures one by one to transform them.

Once the population of a banderhobb lair becomes too large, some among them will leave to find a new lair and bring a new mother with them.

As with most knowledge and ideas about banderhobbs, the origin of the banderhobb mothers is subject to speculation: The most common belief is that they develop from regular banderhobbs that absorb large amounts of the essence of the Shadowfell, eventually growing to extreme proportions and assimilating some of its properties, which gives them their ability to spawn new banderhobbs.

Banderhobb Mother

Huge monstrosity, neutral evil

Armor Class 16 (natural armor)

Hit Points 191 (18d12 + 74)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	21 (+5)	14 (+2)	16 (+3)	10 (+0)

Skills Athletics +10, Stealth +8

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 13

Languages understands Common and the languages of its creator, but can't speak

Challenge 10 (5,900 XP)

Resonant Connection. If the banderhobb has even a tiny piece of a creature or an object in its possession, such as a lock of hair or a splinter of wood, it knows the most direct route to that creature or object within 1 mile of the banderhobb.

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

Actions

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 30 (7d6 + 6) piercing damage and the target is grappled (escape DC 17) if it is a Large or smaller creature. Until this grapple ends, the target is restrained and the banderhobb can't use its bite against another creature.

Tongue. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 18 (4d8) necrotic damage and the target must make a DC 15 Strength saving throw. On a failed save, the target is pulled to a space within 5 feet of the banderhobb, which can use a bonus action to make a bite attack against the target.

Swallow. The banderhobb mother makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target 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 banderhobb, and it takes 18 (4d8) necrotic damage at the start of each of the banderhobb mother's turns.

A creature that dies this way starts transforming into a banderhobb. If the creature was a Medium or Large humanoid, the banderhobb mother regurgitates a fully formed regular banderhobb (see *Volo's Guide to Monsters* p. 122) 1d6 rounds after the creature died. If the creature was a Small or Tiny humanoid, the banderhobb mother regurgitates a banderhobb filch 1d4 rounds after it died. A newly spawned banderhobb filch cannot use its sack action until it acquired a sack or other bag large enough to hold the creature it intends to sack. If the creature was not a humanoid, it transforms into a lifeless, deformed mass of flesh vaguely resembling banderhobb features and is regurgitated dead. The banderhobb mother must use its action to do so and cannot choose not to regurgitate a banderhobb, once it is fully gestated. The banderhobb mother will regurgitate a banderhobb even when it is incapacitated or otherwise prevented from taking an action, unless it is frozen, petrified, or otherwise suspended in a similar state of stasis.

When the banderhobb mother regurgitates a creature, that creature exits prone in a space within 5 feet of the banderhobb mother. If the banderhobb mother dies, any swallowed creatures are likewise regurgitated.

The banderhobb mother can only have one Medium or Large creature, or up to two Small or smaller creatures swallowed at a time. If multiple swallowed creatures die at the same time, roll for each individually to see how long it takes for them to transform into banderhobbs.

Shadow Step. The banderhobb magically teleports up to 30 feet to an unoccupied space of dim light or darkness that it can see. Before or after teleporting, it may make a bite or tongue attack.

Banedead

Appearing as a withered human corpse with its teeth and one hand extended into vicious fangs and claws, a banedead is the terrible result of evil rituals.

Undead Fanatics. Banedead are the undead remains of some of the most fanatical followers of evil deities of undeath. Their creation requires a powerful cleric and at least twelve willing worshippers to be transformed into banedead, as well as another twenty-four worshippers to aid in the ritual. The whole ritual must be performed in a temple or other consecrated ground dedicated to the deity the subjects are offering themselves to. The resulting banedead are under the cleric's sway and serve as tireless servants. They are both more powerful and more resourceful than the more common skeletons and zombies, as banedead retain a large measure of their mortal cunning, but are just as obedient as lower forms of undead.

Banedead understand how to apply tactics and are capable of making effective use of teamwork in order to outwit or outmaneuver enemies. They do however have an irrational disdain for servants of good deities and will go out of their way to destroy clerics, paladins or similarly favored individuals worshipping good-aligned gods.

Lifestealers. Though their teeth and claws are sharp enough to be deadly, the twisted, large hands of banedead have a chilling effect on their victims that is their primary weapon. They drain the very life from the target and slow its movements and reflexes considerably, making it less effective in combat and a more easy target for the banedead and its allies.

Undead Nature. A banedead doesn't require air, food, drink, or sleep.

Banedead

Medium undead, lawful evil

Armor Class 14 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	10 (+0)	12 (+1)	15 (+2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages any languages it knew in life

Challenge 2 (450 XP)

Actions

Multiattack. The banedead makes two melee attacks, one with its claw and one with its bite.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage plus 7 (2d6) necrotic damage, and the target must succeed on a DC 12 Constitution saving throw or it gains disadvantage on attack rolls, Dexterity checks and saving throws, and its maximum hit points are reduced by an amount equal to the necrotic damage taken until it finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

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



Banshrae

Medium fey, chaotic evil

Armor Class 18 (Sylvan Warrior)

Hit Points 84 (13d8 + 26)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	15 (+2)	14 (+2)	15 (+2)	19 (+4)

Skills Acrobatics +7, Perception +5, Stealth +7

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan

Challenge 5 (1,800 XP)

Innate spellcasting. The banshrae's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

1/day: *bestow curse*

Sylvan Warrior. A banshrae's armor class is 10 + its Charisma modifier + its Dexterity modifier.

Blowgun Flute. At will, the banshrae can call into being a flute that also acts as a blowgun, as if drawing a weapon that is on its person. This flute disappears if the banshrae loses possession of it. Each round the banshrae can play the flute as a bonus action to create one of the effects detailed below. Creatures within a 60 ft. radius that can hear the Banshrae must succeed on a DC 14 wisdom saving throw, or are affected.

Dread Dirge. Affected creatures are frightened of the banshrae until the end of its next turn.

Gibbering Sing-Along. Affected creatures are compelled to sing along in incoherent sounds, automatically failing all Dexterity (Stealth) checks trying to be inaudible and unable to cast spells using verbal components or abilities relying on voice or speech until the end of the banshrae's next turn. Creatures singing along to the tune can be heard clearly over the music.

Traveller's Tune. Affected creatures must move on their next turn, and end their move at least 20 feet from the starting point or as far as they can if they are slowed by difficult terrain or their speed is less than that.

Actions

Multiattack. The banshrae makes three attacks with any combination of unarmed strikes and blowgun shots.

Unarmed strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage. The target must succeed on a DC 12 Constitution saving throw or it gains disadvantage on Dexterity checks on saving throws for the next 24 hours.

Blowgun. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 5 (1 + 4) piercing damage.

Dart Salvo (recharge 5-6). The banshrae fires a hail of blow darts in a 20 foot cone. Creatures in the area must make a DC 14 Dexterity saving throw, taking 14 (4d6) piercing damage on a failed save, or half as much on a successful one.



Banshrae

Banshraes are strange, lithe humanoid fey of pale skin, their only facial feature is a pair of large, deep eyes. They prefer dark finery and elaborate headdresses under which they wear their hair tidy. Their appearance reveals little about their malevolent and spiteful inclinations.

Distant Betrayal. Banshraes have a taste for wanton robbery and murder, although they weren't always as violent. Originally banshraes reveled among their less dangerous kin of the Feywild, but a betrayal in the distant past by an elder banshrae, whose name and crime are since forgotten, set them to become what they are today. The vengeful fey queen whose trust the banshrae misused cursed all banshraes by stealing their mouths.

The banshraes pacted with dark spirits to regain some of their musical ability. They have since kept to themselves fostering a culture devoted to grief and fear.

Banshrae Flutes. Infused with the dark magic of the spirits they once pacted with, banshraes can magically produce a flute they can play despite their lack of a mouth. These flutes create bone-chilling and compelling magical effects which the banshraes can use to gain an upper hand over their enemies, in order to finish them off using their exceptional martial skill.



Berbalang

Berbalangs hunger for the flesh of the dead, whether recently deceased or long dead. They are monstrous humanoid creatures with dark blue skin and batlike wings.

Dead Memories. A berbalang lives off the memories from the dead it consumes. It relives these echoes of the past in its sleep after a meal. A berbalang regularly needs more dead flesh to feed on, and it requires the flesh of humanoids to sustain itself, though it makes no difference between fresh corpses and long since rotting meat. It is neither above defiling graves nor murder in order to fulfill its needs.

Necrophagous Despots. Sometimes a berbalang can even be found striking deals with remote humanoid settlements, being offered the remains of any freshly deceased villagers in return for not slaughtering anyone within the village. If the creature's demand can not be filled however, because too few deaths happened naturally within the community, elders are forced to determine a living sacrifice by lot, in order to sate the monster and dissuade it from causing greater damage to the population.

Berbalang

Medium monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	16 (+3)	17 (+3)	16 (+3)	16 (+3)

Skills Stealth +7

Damage Immunities necrotic

Senses darkvision 120 ft., passive Perception 13

Languages Deep Speech

Challenge 7 (2,900 XP)

Duplication (Psionics). As a bonus action, the berbalang manifests an exact duplicate of itself in an unoccupied space within 5 feet of itself. This duplicate is identical to the berbalang in all aspects except the following: Whenever a berbalang manifests a duplicate it loses 40 hit points, and the duplicate manifests with 40 maximum hit points. All damage the duplicate deals with any of its actions is psychic damage, and the duplicate cannot manifest or absorb other duplicates. The duplicate acts on the berbalang's initiative on the following turns. The berbalang can't manifest a duplicate if this would reduce the berbalang to 0 hit points or less.

Duplicate Pack Tactics. Once per round when the berbalang hits a creature threatened by another berbalang or berbalang duplicate with a claw attack, it may deal an additional 10 (3d6) slashing damage to the target.

Actions

Multiattack. The berbalang makes two melee attacks with its claws.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Absorb Duplicate. The berbalang reabsorbs a duplicate it touches and immediately regains 40 hit points.

Such a deal is a fragile affair. Berbalangs are fickle, and the moment they feel the bargain is not fulfilled by the villagers or is not to the best benefit of the berbalang any longer, it will quickly go back on the agreement and attack.

Swarm of One. A berbalang has the remarkable ability of creating psionic duplicates of itself, by projecting a part of its essence into a copy of its own form. Typically a berbalang is capable of creating two such copies of itself, though some particularly powerful berbalangs have been rumored to be able to generate even more duplicates of themselves.

The berbalang coordinates flawlessly with its duplicates and uses them to divide its enemies' attention, so that it—or one of the duplicates—can exploit the opening and claw at vital points. When it gets weaker, the berbalang will usually reabsorb one or more of its duplicates in order to regain its power. Once the berbalang is out of duplicates or other berbalang allies, it will retreat from the battle. It hates fighting on its own, without the distraction provided by its psionic duplicates, that makes it so deadly in the first place.

Bladeling

Bladelings are metal skinned humanoid creatures that have sharp metal shards embedded in in their flesh, they tend to wield swords that seem too large for their scrawny forms, but they are not unskilled with these weapons. Bladelings are brave combatants who are not afraid to face the most dangerous foe they see, making them excellent foot soldiers.

Planar Migrants. Bladelings hail from Acheron, but many scholars believe this to not be their original home plane. They may have emigrated from the Nine Hells or Gehenna, or perhaps even some other unknown plane of metal.

Xenophobic Society. Most bladelings call the city of Zoronor on the fourth layer of Acheron their home. They are superstitious and defensive and abhor any foreign intrusions into their home. Though they are prone to fighting internally, a foreign thread will have them quickly band together to defend their home. Their disdain for strangers may be another hint at their history: Perhaps the evil, oppressive nature of other creatures in their home plane drove the bladelings to flee. Bladelings who travel the planes become more accepting of strangers, out of necessity for tolerance due to their constant exposure to strange creatures. Such bladelings often end up working as sellswords.



Bladeling

Medium humanoid (bladeling), lawful neutral

Armor Class 15 (scale mail)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Damage Immunities acid

Senses darkvision 60 ft., passive Perception 10

Languages Common, Infernal

Challenge 1/2 (100 XP)

Actions

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

Razor Storm (1/day). The bladeling launches the shrapnel-like metal bits from its skin, creatures in a 20-foot cone must make a DC 11 Dexterity saving throw, taking 7 (2d6) piercing damage on a failed saving throw, or half as much damage on a successful one.

Bladeling NPCs

As their name suggests, bladelings are partial toward using bladed weapons as their primary instruments. The Assassin and Veteran NPC statblocks from the *Monster Manual* as well as the Blackguard, Champion and Warlord from *Volo's Guide to Monsters* make for suitable bladeling NPCs. See the Monsters as Characters section on page 210 for bladeling racial features.

Blood Fiend

A blood fiend is little more than a mountain of muscles with four arms tipped with bladelike claws.

Living Engines of Bloodshed. Blood fiends have been created for one purpose and one purpose alone: to spill blood. A blood fiend is consumed by its thirst for blood, it tears into foes with a ferocious flurry of claws, only becoming more frenzied as its target becomes more injured. The blood fiend will not stop its bloody onslaught until its target is dead, at which point the blood fiend pounces on the next victim, tearing it apart with unfettered fury.

A blood fiend is prodigiously powerful for a creature of its size, stronger even than many larger demons and unusually fast and agile for its bulk. The demon lords of the abyss prefer to employ these monstrosly powerful creatures as shock troops in their armies. Though they are not true demons, blood fiends are often found fighting alongside the fiendish rulers of the Abyss.

Resourceful Foes. Despite its brutish appearance and blood crazed frenzy, a blood fiend is extremely cunning and has a host of useful abilities at its disposal. It is capable of magical flight and radiates an aura of fear that staves off other foes while the blood fiend rips apart its current target. Finally, the blood fiend can consume the blood of other creatures to replenish its own health, making it an enduring enemy.



Blood Fiend

Medium fiend, chaotic evil

Armor Class 19 (natural armor)

Hit Points 168 (16d8 + 96)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	22 (+6)	17 (+3)	16 (+3)	20 (+5)

Damage Resistances cold, lightning, bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities frightened, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal

Challenge 14 (11,500 XP)

Bloodthirst. The bloodfiend has advantage on attack rolls against creatures that are currently below their maximum hit points.

Actions

Multiattack. The blood fiend can use its frightful presence. It then makes five melee attacks, one with its bite and four with its claws

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage. If the target is a creature that is not undead or a construct, the blood fiend heals 9 (2d8) hit points immediately. If the target is a creature, it is grappled (escape DC 15). Until the grapple ends, the blood fiend can't bite another creature.

Frightful Presence. Each creature of the blood fiend's choice that is in a 15 foot radius around the blood fiend and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for one minute. A creature can repeat the saving throw at the end of each of its turns, 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 blood fiend's frightful presence for the next 24 hours.

Bloodfire Ooze

Huge ooze, neutral evil

Armor Class 12

Hit Points 195 (17d12 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	20 (+5)	5 (-3)	11 (+0)	4 (-3)

Damage Resistances acid, lightning

Damage Immunities fire

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius) passive Perception 10

Languages —

Challenge 11 (7,200 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Burning Blood. A creature that touches the ooze, or hits it with a melee attack while within 5 feet of it, takes 9 (2d8) fire damage. Any nonmagical weapon made of wood that hits the ooze burns. After dealing damage, the weapon takes a permanent cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition of wood that hits the ooze is destroyed after dealing damage. The ooze can burn through 2-inch-thick, nonmagical wood in 1 round.

Magic Resistance. The ooze has advantage on saving throws against spells and magical effects.

Actions

Multiattack. The bloodfire ooze makes two melee attacks with its pseudopods.

Pseudopods. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (1d8 + 6) bludgeoning damage and 7 (2d6) fire damage.

Flame Burst. Any creature within 10 feet of the bloodfire ooze must make a DC 16 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

Bloodfire Ooze

Bloodfire oozes appear as pools of roiling, bubbling blood that occasionally manifest humanoid faces, expelling cinders from their mouths as they contort into silent screams.

Unnatural Essence. A bloodfire ooze springs from the admixture of an immense volume of blood from innocent creatures with demonic ichor. Bloodfire oozes are often created to serve as guard creatures, often by other fire-based creatures, such as salamanders and efreeti. The bloodfire is dimly aware of its surroundings, burning with intense heat and following nothing but a vague desire to inflict suffering and grow from the blood it consumes from its victims.

Consume with Blood and Fire. A bloodfire ooze grows by consuming the blood of other creatures. Good aligned creatures provide better nourishment, naturally attracting the bloodfire's attention. The bloodfire knows little more than to overwhelm and burn. It bursts with sulfurous fire and strikes its victims with flaming pseudopods.



Blighted Bloodfires

Blighted bloodfires are bloodfire oozes that have been further twisted into even more unnatural beings. Imbued with negative energy, these bloodfires visibly surge with streams of darkness, flowing across their surface. The very presence of these abominations against everything that is natural eats away at the life force of nearby creatures. The blighted bloodfire can project the necrotic energy surging through its amorphous form into a deadly blast of darkness which it can release over a distance.

Blighted Bloodfire

Huge ooze, neutral evil

Armor Class 12

Hit Points 195 (17d12 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	22 (+6)	6 (-2)	11 (+0)	4 (-3)

Damage Resistances acid, lightning

Damage Immunities fire, necrotic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius) passive Perception 10

Languages —

Challenge 14 (11,500 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Burning Blood. A creature that touches the ooze or hits it with a melee attack while within 5 feet of it, takes 9 (2d8) fire damage and 4 (1d8) necrotic damage. Any nonmagical weapon made of wood that hits the ooze burns. After dealing damage, the weapon takes a permanent cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition of wood that hits the ooze is destroyed after dealing damage. The ooze can burn through 2-inch-thick, nonmagical wood in 1 round.

Necrotic Aura. A creature other than a construct or undead that starts its turn within 10 feet of a blighted bloodfire takes 4 (1d8) points of necrotic damage.

Magic Resistance. The ooze has advantage on saving throws against spells and magical effects.

Actions

Multiattack. The bloodfire ooze makes two melee attacks with its pseudopods and fires its necrotic blast. The necrotic blast does not suffer disadvantage from an enemy that is threatening the ooze.

Pseudopods. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (1d8 + 6) bludgeoning damage plus 7 (2d6) fire damage.

Necrotic blast. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 10 (4d4) necrotic damage.

Flame Burst. Any creature within 10 feet of the bloodfire ooze must make a DC 17 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

Bloodhulks

Bloated corpses, reddened by masses of blood surging through their swollen veins, bloodhulks are slow, but powerful zombie-like undead. They are created by infusing the blood of sacrificed victims into a corpse in a necromantic ritual.

Mountains of Flesh. Despite having no special supernatural resistance to any form of damage, bloodhulks are capable of receiving absurd amounts of punishment before they even run the risk of being destroyed. However, open wounds in their flesh appear to be their one weakness, piercing and cutting weapons easily open the undeads' distended blood vessels, causing their blood to stream out, though even then, a bloodhulk can still withstand amazing amounts of abuse.

Undead Nature. A bloodhulk doesn't require air, food, drink, or sleep.

Bloodhulk Crusher

Crushers are the rarest and most powerful version of this undead. Several stories tall, a bloodhulk crusher is nothing short of an undead siege engine.

Bloodhulk Fighter

The lowest form, bloodhulk fighters are the smallest and easiest to create and therefore most common form of bloodhulk.

Bloodhulk Giant

Bloodhulk giants are often used by necromancers as bodyguards, that keep enemies at a distance while the necromancer casts their spells.

Bloodhulk Crusher

Huge undead, neutral evil

Armor Class 14 (natural armor)

Hit Points 362 (25d12 + 200)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	6 (-2)	26 (+8)	5 (-3)	10 (+0)	3 (-4)

Damage Vulnerabilities piercing, slashing

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life, but can't speak

Challenge 13 (10,000 XP)

Undead Fortitude. If damage reduces the bloodhulk 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 bloodhulk drops to 1 hit point instead.

Actions

Multiattack. The bloodhulk makes two slam attacks.

Slam. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 35 (6d8 + 8) bludgeoning damage.



Bloodhulk Fighter

Medium undead, neutral evil

Armor Class 13 (natural armor)

Hit Points 153 (18d8 + 72)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	5 (-3)	10 (+0)	3 (-4)

Damage Vulnerabilities piercing, slashing

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life, but can't speak

Challenge 5 (1,800 XP)

Undead Fortitude. If damage reduces the bloodhulk 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 bloodhulk drops to 1 hit point instead.

Actions

Multiattack. The bloodhulk makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage.

Bloodhulk Giant

Large undead, neutral evil

Armor Class 14 (natural armor)

Hit Points 253 (22d10 + 132)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	22 (+6)	5 (-3)	10 (+0)	3 (-4)

Damage Vulnerabilities piercing, slashing

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life, but can't speak

Challenge 8 (3,900 XP)

Undead Fortitude. If damage reduces the bloodhulk 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 bloodhulk drops to 1 hit point instead.

Actions

Multiattack. The bloodhulk makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 6) bludgeoning damage.

Bodak, Unmarked

Bodaks normally have a hole in their chest, where a heart should be, marking them as creatures of Orcus, some however lack this mark. Their chest is intact and just as smooth as the rest of their emaciated bodies. These weaker bodaks are an aberration, even from the abominable creatures they are related to and can become a plague on the land, as they create more of their own through their death gaze.

Mistakes of the Unnatural. Unmarked bodaks are created when careless and unexperienced worshippers of Orcus attempt to recreate the ritual sacrifice to turn themselves into bodaks but make mistakes, reciting the ritual vows incorrectly, or carving an inaccurate depiction of demon lord's symbol into their flesh. The resulting bodaks are devoid of all memories of their past life and do not have the innate connection to Orcus. Their destroyed minds are more akin to a simple zombie's or skeleton's than that of a bodak, and lack the ability to recognize creatures of Orcus.



Wandering Plague. Unmarked bodaks wander aimlessly, with no necromancer that created them to control their actions, they mindlessly slay any living creature they come across, even worshippers of the Lord of Undeath are not exempt from their lust of killing. Unlike true bodaks, the death gaze of the unmarked causes humanoids it kills to transform into unmarked bodaks themselves, which rise a day later to begin wandering and killing without direction as well. If they are left unchecked, a group of these creatures can grow into an infestation that threatens cities.

Hunted by Good and Evil. Being undead monsters, it is only natural that unmarked bodaks are hunted down and exterminated by servants of good, but even worshippers of evil do not tolerate the unchecked danger of these abominations, and especially Orcus cults seek to eradicate these mistakes. Though a few true bodaks occasionally round up the unmarked to use as minions of their own.

Undead Nature. An unmarked bodak doesn't require air, food, drink, or sleep.

Unmarked Bodak

Medium undead, chaotic evil

Armor Class 14 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	2 (-4)	12 (+1)	12 (+1)

Skills Perception +3, Stealth +4

Damage Resistances cold, fire, necrotic, bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Immunities lightning, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages understands any languages it knew in life but can't speak

Challenge 2 (450 XP)

Death Gaze. If a creature starts its turn within 30 feet of the bodak and the two of them can see each other, the bodak can force the creature to make a DC 11 Constitution saving throw, if the bodak isn't incapacitated, taking 10 (3d6) psychic damage on a failed save, or half as much damage on a successful one.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the bodak until the start of its next turn, when it can avert its eyes again.

A Medium humanoid creature that dies after being reduced to 0 hit points by this ability, transforms into an unmarked bodak within the next 24 hours.

True bodaks are immune to this ability.

Sunlight Hypersensitivity. A bodak that begins its turn in natural daylight, takes 5 radiant damage. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

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

Boggoul

It takes much for a boggoul to spawn, as the boggles they are created from do not easily take to cannibalism. A boggle usually has to be corrupted by an evil influence to begin down the path that would turn it into this ghoulish monster, or be transformed by necromantic magic.

Boggle Ghouls. Boggouls are a type of ghoul spawning from the mischievous, but generally not malevolent boggles. They share the same insatiable desire for flesh, but have several curious features, setting them apart from more common ghouls. For one, boggouls retain their living form's ability to create dimensional rifts, through which they can reach otherwise difficult to access places. They also continue to secrete an oily fluid. This fluid however is corrupted by necrotic essence and no longer assumes the slippery or sticky consistency it did in life. Instead it harms living creatures. This bilious fluid is the boggoul's only way to paralyze prey, as the touch of its claws does not confer the same effect. The boggoul can also shift the properties of its bile to rot living flesh, making its mere touch deadly. Boggouls use the paralyzing state of their bile to immobilize prey, before shifting it to its more deadly noxious state to finish off their helpless targets. They often leave puddles of their paralyzing bile as traps to set up dangerous ambushes.

Necromancers may create a boggoul if a boggle spawns in their lonely domain and they grow weary of the fey's mischief, or if they have some interest in capturing living creatures, as the boggouls create excellent traps for the purpose.

Undead Nature. A boggoul doesn't require air, food, drink, or sleep.



Boggoul

Small undead, chaotic evil

Armor Class 14

Hit Points 21 (6d6)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	10 (+0)	5 (-3)	12 (+1)	6 (-2)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 11

Damage Resistances fire, necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Languages Sylvan

Challenge 1 (200 XP)

Boggoul Bile. The boggoul excretes a bilious fluid from its pores. The boggoul chooses whether the bile is noxious or paralyzing. It can change the property of its bile from one to another as a bonus action.

Noxious Bile: A creature other than an undead, that touches the boggoul takes 9 (2d8) necrotic damage.

Paralyzing Bile: A creature other than an elf or undead, that touches the boggoul must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Dimensional Rift. As a bonus action, the boggoul can create an invisible and immobile rift within an opening or frame it can see within 5 feet of it, provided that the space is no bigger than 10 feet on any side. The dimensional rift bridges the distance between that space and any point within 30 feet of it that the boggoul can see or specify by distance and direction (such as "30 feet straight up"). While next to the rift, the boggoul can see through it and is considered to be next to the destination as well, and anything the boggoul puts through the rift (including a portion of its body) emerges at the destination. Only the boggoul can use the rift, and it lasts until the end of the boggoul's next turn.

Actions

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 6 (1d4 + 4) slashing damage. If the boggoul is covered in noxious bile, and the target is a creature other than an undead, it takes an additional 4 (1d8) necrotic damage. If the boggoul is covered in paralyzing bile, and the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bile Puddle. The boggoul creates a puddle of bile that is either noxious or paralyzing (boggoul's choice). The puddle is 1 inch deep and covers the ground in the boggoul's space. The puddle lasts 1 hour.

If the bile is noxious, any creature other than an undead, that enters the puddle's area or starts its turn there must succeed on a DC 10 Constitution saving throw or take 9 (2d8) necrotic damage.

If the bile is paralyzing, any creature other than an elf or undead, that enters the puddle's area or starts its turn there must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the start of each of its turns, ending the effect on itself on a success.

Creatures wearing footwear that is completely waterproof automatically succeed on saving throws against the bile puddle unless its depth reaches past the footwear.

Boneclaw

Boneclaws are large skeletal creatures covered in sinewy muscles. The fingers on their large hands are fused into three long, almost spearlike claws. They are created by binding a powerful evil soul into a specially prepared body, constructed of bone and muscle. They serve as defenders, often being employed as bodyguards for the necromancer itself.

Dreadful Reach. A boneclaw's arms and claws are already enormous, but what makes them truly dreadful is their ability to extend their claws to lengths of easily fifteen feet. They love to engage foes at a distance, surprising creatures that try to approach with the jab of an extending claw that impales the assailant and stops them in their track. Because of its quick reflexes, it is difficult to approach a boneclaw to get into close range or to get past the creature to approach whatever the monster is guarding.

Gleeful Killers. Boneclaws are mostly skeletal creatures, but they are much more sophisticated than ordinary skeletal undead, not simply driven by the commands of their creators. They are highly intelligent and take perverse pleasure in impaling living creatures on their extending claws but rarely seek to indulge in anything beyond these basal pleasures.

Undead Nature. A boneclaw doesn't require air, food, drink, or sleep.

Boneclaw

Large undead, chaotic evil

Armor Class 16 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	19 (+4)	13 (+1)	14 (+2)	19 (+4)

Damage Resistances necrotic
Damage Immunities poison, cold
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Common, Abyssal
Challenge 7 (2,900 XP)

Quick Reaction. A boneclaw has advantage on initiative rolls.

No Passing. The boneclaw gets an additional reaction every turn that can only be used to make opportunity attacks. A boneclaw may make opportunity attacks when creatures enter the reach of its claws. When a creature takes damage from a boneclaw's opportunity attack, the creature's speed is reduced to 0 for the rest of the turn.

Actions

Multiattack. The boneclaw makes two claw attacks.

Claws. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 19 (3d6 + 5) piercing damage.



Bonedrinker

Their gaunt, humanoid shapes with emaciated, goblinoid faces and long taloned arms make bonedrinkers appear very similar to ghouls, save for a pair of pale tendrils piercing out of their skin at their sides and large sores that cover their skin, constantly oozing a pale white fluid.

Thirst for Bones. A bonedrinker uses its tentacle growths to seize prey and then sinks its sharp, oversized fangs through the victim's flesh into its very bones. The bonedrinker's saliva begins dissolving and liquefying the bone, and the undead sucks the liquid directly out of the victim's body.

The many sores and wounds covering its body however constantly weep the bone fluid the bonedrinker consumed, causing it to constantly thirst for more.

A bonedrinker instinctually goes for prey with an internal bone structure and cares not for creatures like oozes, elemen-

tals and insects or spiders, as it understands that these creatures provide no nutrition, though skeletal undead also make decent, albeit messy, meals.

Hobgoblin Creations. The first bonedrinkers were created by hobgoblin wizards from fallen goblins and bugbears in a ritual, not dissimilar to how a mummy is created. The tradition to use goblins and bugbears has held with the hobgoblins, making most, if not all, existing bonedrinkers either of these two creatures. Other humanoids could potentially be used to make bonedrinkers, but other than for hobgoblins, which most hobgoblin wizards refuse to use out of respect for their own people, the creation rituals would have to be twisted and adjusted to make the creation of such bonedrinkers possible.

Some hobgoblin necromancers use bonedrinkers to bolster the ranks of their armies, recycling the bodies of slain goblin and bugbear slaves and in the process, supplanting them with more powerful alternatives. Some hobgoblin bands quickly regret their decision to create bonedrinkers, as their thirst becomes uncontrollable. These bonedrinkers are then locked away and abandoned in underground crypts or wherever the hobgoblins might be able to get rid of them.

Undead Nature. A bonedrinker doesn't require air, food, drink, or sleep, although it constantly craves bone mass.

Bonedrinker

Medium or Small undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	8 (-1)	14 (+2)	15 (+2)

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages any languages it knew in life (usually Common and Goblin)

Challenge 6 (2,300 XP)

Pounce. If the bonedrinker moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the bonedrinker can make two tentacle attacks against it as a bonus action.

Actions

Multiattack. The bonedrinker makes two melee attacks with any combination of claws and tentacles.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, and the target is grappled (Escape DC 12). The bonedrinker has two tentacles, each of which can grapple one creature.

Bonedrink. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage and 14 (4d6) necrotic damage. This attack can only be used against a creature the bonedrinker is grappling. Until the grapple ends or the bonedrinker uses its bonedrink ability on another creature, the target automatically takes 14 (4d6) necrotic damage at the beginning of each of the bonedrinker's turns. Each time the bonedrinker deals necrotic damage with its bonedrink ability it gains half as many temporary hit points.



Bonesinger

A humanoid skeleton, dressed in the tattered garbs of a minstrel and wielding a musical instrument, a bonesinger is a bard turned undead. The bonesinger is constantly surrounded by a subtle whirling breeze of air.

Musical to the Bone. A bonesinger is created from the remains of an evil bard in a sophisticated ritual often conducted by other bonesingers. The bones must be stripped of all remaining flesh and then carved by a master musician or instrument maker, to have grooves and holes which whistle with an eerie keening as the constant breeze surrounding the bonesinger blows through them. This unnatural music augments the music the bonesinger plays on its instrument.

Undead Band. A bonesinger is rarely encountered alone. They prefer to organize with other bonesingers into a band and synergize by bolstering each others abilities—both physical and magical—with their music. Bonesingers often assist powerful necromancers as support for their undead battalions.

Undead Nature. A bonesinger doesn't require air, food, drink, or sleep.



Bonesinger

Medium undead, neutral evil

Armor Class 16 (studded leather)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	14 (+2)	13 (+1)	11 (+0)	18 (+4)

Skills Acrobatics +4, Arcana +3, Deception +5, Performance +5

Tools any three musical instruments

Damage Vulnerabilities bludgeoning

Damage Immunities poison, cold

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages any languages it knew in life

Challenge 3 (800 XP)

Spellcasting. The bonesinger is a 6th level spellcaster. It's spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It knows the following bard spells:

Cantrips (at will): *mage hand*, *true strike*, *vicious mockery*
1st level (4 slots): *disguise self*, *healing word*, *sleep*, *silent image*

2nd level (3 slots): *crown of madness*, *hold person*

3rd level (2 slots): *clairvoyance*, *fear*

Bardic Inspiration (3/Day). As a bonus action, the bonesinger can inspire one creature other than itself. The creature gains a bardic inspiration die, a d8.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll or saving throw it makes. The creature adds this die after the roll is made but before success or failure is determined. A creature can only have one bardic inspiration die at a time.

Cooperative Magic. The bonesinger aids an allied bonesinger in casting a spell or using its Wind of Death action. Saving throws against the ally's spell or Wind of Death have disadvantage, and spell attack rolls the ally makes have advantage. The bonesinger can only use this ability by using the Ready action to trigger when an allied bonesinger within 5 feet of the bonesinger casts a spell or uses its Wind of Death ability.

Singing Bones. As long as it is not affected by magical silence or submerged in water, the bonesinger has advantage on Charisma (Performance) checks and disadvantage on Dexterity (Stealth checks).

Actions

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Wind of Death. The bonesinger summons a deathly magical wind, smelling of rotting corpses. The effect of this ability is identical to a *gust of wind* spell but creatures caught in the area must also succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Briarvex

A briarvex is a roughly ogre-sized, humanoid-shaped amalgamation of plants, bristling with wicked spikes and thorns, that roams the darkest areas of old growth forests, dense swamps, and other areas packed with dense plantlife. They are often referred to as vine-ogres.

Seeking to Dominate. Vicious and aggressive creatures, briarvexes are constantly trying to expand their influence and control over the forest. Their numbers are limited, and each briarvex is concerned only with its own survival and prosperity, spreading its seed far and wide, to populate as much area with its own spawn as possible.

Briarvexes see non-plant creatures as little more than nuisances, fit for little more than fertilizer, and tend to attack such creatures when they can, using their ability to cast *entangle* to trap them and then close in to pummel and impale their targets with their deadly spikes. In rare cases, briarvexes have been observed cooperating with non-plant creatures living nearby, such as tribes of gnolls or lizardfolk.

Enemies of Treants. Briarvexes have an innate disdain for treants, a feeling that is mutual. They see treants as the greatest threat to their dominion over the forest and will attack the tree herders on sight. They prefer to attack from a position of strength and so they often gather in greater numbers before engaging a treant in combat.

Briarvex

Large Plant, neutral evil

Armor Class 16 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)	11 (+0)	12 (+1)	11 (+0)

Damage Resistances bludgeoning, piercing

Damage Vulnerabilities fire

Senses darkvision 60 ft., passive Perception 11

Languages Common, Sylvan

Challenge 5 (1,800 XP)

Innate spellcasting. The briarvex's innate spellcasting ability is Wisdom (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *entangle*

Briarstride. The briarvex is not slowed by forest terrain, can't be restrained or slowed by *entangle* spells, and never takes damage from thorns, briars, or other hazardous plants in the terrain.

Actions

Multiattack. The briarvex makes two melee attacks with its spikes.

Spikes. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage. If the target is a creature, it must succeed on a DC 15 Dexterity saving throw or spikes embed themselves in its flesh. A creature can use an action to remove the spikes. As a bonus action, the briarvex can cause the spikes it embedded in a single creature that is within 100 feet and within line of sight of the briarvex to twist and burrow deeper, dealing 14 (4d6) piercing damage.





Cadaver Collector

Large construct, unaligned

Armor Class 19 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	18 (+4)	6 (-2)	16 (+3)	14 (+2)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

Senses darkvision 120 ft., passive Perception 13

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

Challenge 11 (7,200 XP)

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

Magic Resistance. The cadaver collector has advantage on saving throws against spells and other magical effects.

Magic Weapons. The cadaver collector's weapon attacks are magical.

Actions

Multiattack. The cadaver collector makes two fist attacks.

Fist. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage and the target is grappled (escape DC 15). The cadaver collector has two fists, each of which can grapple one Medium or smaller creature. Until the grapple ends, the fist can't be used to make attacks.

Impale. The cadaver collector attempts to impale a Medium or Small creature it is grappling on its backspikes. It makes a Strength (Athletics) check contested by the creature's Strength (Athletics) or Dexterity (Acrobatics) check. If the cadaver collector is successful, the grapple ends and the creature takes 27 (6d6 + 6) piercing damage and is restrained on the cadaver collector's back, sharing space with the cadaver collector. On the cadaver collector's following turns, the creature takes an additional 10 (3d6) piercing damage once per round if the collector moves or takes an action.

A creature can use an action to attempt to pull itself or another creature in arm's reach free from the spikes by making a DC 16 Strength (Athletics) check. If the check is successful, the impaled creature is no longer restrained and drops off the cadaver collector's back, immediately being moved to an unoccupied space within 5 feet of the collector.

The cadaver collector can have up to six Medium or Small creatures impaled on its backspikes.

Paralyzing Breath (Recharge 5-6). The cadaver collector releases a paralyzing gas in a 20-foot cone. Creatures in the area must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success.

Cadaver Collector

These creatures are hunched golem-like constructs of metal and stone. Their bodies are covered in wicked spikes, often dripping with gore and torn body parts impaled upon them.

Corpse Gatherers. Cadaver collectors were invented for exactly the purpose their name implies: Gather the bodies of the dead. They were originally meant to scour battlefields and bring back the corpses it finds for medical or magical research or to obtain information on enemy forces. The most common purpose however is to gather materials for necromancers. The sight of a cadaver collector after a battle often triggers retaliatory action from both sides of the battle, since neither like to see their own return from the dead as undead abominations.

Dormant Tools or Dangerous Foes. Sometimes a cadaver collector's master is less discerning about where to collect corpses and will have the construct gather the dead wherever it may find them. When there are no orders for a cadaver collector to follow however it will normally sit idle, finding an out of the way place near the site it was last employed and wait for a new master to give it orders. Some cadaver collectors become corrupted and find their own ways to collect corpses. Either their logic becomes somehow twisted and they seek to stir conflict in order to be able to fulfill their purpose, or their ability to discern living from dead ceases to function and they will simply collect both indiscriminately, oblivious to the suffering they cause.

Constructed Nature. A cadaver collector doesn't require air, food, drink, or sleep.



Catfolk

Medium humanoid (catfolk), chaotic good

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	11 (+0)	10 (+0)	10 (+0)	12 (+1)

Skills Acrobatics +5, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Common, Feline

Challenge 1/4 (50 XP)

Savannah Stalker. The catfolk has advantage on Dexterity (Stealth) and Dexterity (Acrobatics) checks made to move in plains terrain.

Actions

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Catfolk NPCs

Catfolk are people of the wild and prefer stealth and agility. The Druid, Scout, and Spy NPC statblocks from the *Monster Manual* as well as the Archer, Bard and Swashbuckler from *Volo's Guide to Monsters* are typical catfolk NPCs. See the Monsters as Characters section on page 210 for catfolk racial features.

Catfolk

Catfolk are lithe humanoids, covered in sleek fur, with feline features. Graceful, quick, and observant, they are master hunters of the savannah. Catfolk resemble lithe humanoids with the head of a great predatory cat, most commonly lions, but the appearances of tigers, cheetahs, or leopards are not uncommon either. Catfolk organize in great tribes segregated by these differences in appearance but are by no means hostile to different looking catfolk or even other races. They are open to relations with other people but prefer the company of people of the wild over that of city dwellers. Male catfolk wear their mane-like hair long and in thick braids while females usually keep it short and sleek. Both often wear braids decorated with trinkets or small trophies found in their travels.

Tireless Nomads. Catfolk do not form large nations and have little exposure to the politics and power struggles that other races experience in their societies. Catfolk tribes however are largely organized in nomadic communities and roam the open plains of subtropical and warmer temperate regions. They do not settle down for any extended period of time or get attached to any location the way nomads of other races might. Their short-lived settlements are focused equally on defensibility and escapability, since the loss of the settlement itself is of little consequence to the ever-moving catfolk tribe.

Bursts of Activity. Catfolk prefer to accomplish tasks in short bursts of energy, quickly completing a task, if possible, before taking a rest, making the methods of other races appear determined and plodding by comparison. This is mirrored in the way they move, as they dash forward a distance before stopping for a short time while creatures moving more slowly and consistently catch up to them.

Catfolk Hunter

Medium humanoid (catfolk), chaotic good

Armor Class 15 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	13 (+1)	12 (+1)	13 (+1)	12 (+1)

Skills Acrobatics +5, Perception +3, Stealth +5, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Feline

Challenge 1 (200 XP)

Savannah Stalker. The catfolk has advantage on Dexterity (Stealth) and Dexterity (Acrobatics) checks made to move in plains terrain.

Actions

Multiattack. The catfolk hunter makes two melee attacks or two ranged attacks.

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.





Cave Fisher, Toxic

Cave fishers are known for their alcoholic blood which is often used for the production of dwarven spirits or can even be drunken pure, much like a strong liquor. Certain cave fisher subspecies have a much stronger concentration of alcohol in their blood, to a point where it is toxic.

Hypertoxic. Toxic cave fishers are distinguished by their green coloration, as opposed to the pale white of their more common kin. Their filament lures carry some of the toxicity of their blood, making extended contact with the filament deadly. In addition the poison weakens and can temporarily stun the cave fisher's victims, making capturing large prey significantly easier for toxic cave fishers. Imbibing the pure blood of such a cave fisher can have severe consequences, and even when diluted and processed into a mixture, the blood of toxic cave fishers makes for extremely strong drinks, and generally does not taste very good. It is however also even more flammable than a regular cave fisher's blood, making for a potent, albeit dangerous, explosive.

Scared of Fire. Unlike common cave fishers, toxic cave fishers cannot be coaxed by the threat of fire, as the sight of it overrides their higher functions and causes them to flee instinctively.

Toxic Cave Fisher

Medium monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	3 (-4)	10 (+0)	3 (-4)

Skills Perception +2, Stealth +5

Damage Immunities poison

Damage Vulnerabilities fire

Condition Immunities poisoned

Senses blindsight 60 ft., passive Perception 12

Languages —

Challenge 3 (700 XP)

Fear of Fire. If the cave fisher takes fire damage, it is frightened of the source of that damage for 1 round.

Toxic Filament. The cave fisher can use its action to extend a sticky filament up to 60 feet, and the filament adheres to anything that touches it. A creature adhered to the filament is grappled by the cave fisher (escape DC 13), and ability checks made to escape this grapple have disadvantage. A creature that begins its turn adhered to the cave fisher's filament, must succeed on a DC 13 Constitution saving throw or become poisoned for one minute. While poisoned, the creature must succeed on a DC 13 Constitution saving throw at the start of each of its turns or be stunned for 1 round and take 4 (1d8) poison damage. A creature that succeeds on this saving throw on two consecutive turns, ends the poisoned condition on itself.

The filament can be attacked (AC 15; 5 hit points; immunity to poison and psychic damage; vulnerability to fire damage), but a weapon that fails to sever it becomes stuck to it, requiring an action and a successful DC 13 Strength check to pull free. Destroying the filament deals no damage to the cave fisher, which can extrude a replacement filament on its next turn.

Volatile Blood. If the cave fisher has half its maximum hit points or fewer, it must make a DC 13 Constitution saving throw each time it takes fire damage. If it fails the save, its blood combusts violently and the cave fisher takes 10 (3d6) slashing damage.

Spider Climb. The cave fisher can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The cave fisher makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Filament. One creature grappled by the cave fisher's toxic filament must make a DC 12 Strength saving throw, provided that the target weighs 200 pounds or less. On a failure, the target is pulled into an unoccupied space within 5 feet of the cave fisher, and the cave fisher makes a claw attack against it as a bonus action. Reeling up the target releases anyone else who was attached to the filament. Until the grapple ends on the target, the cave fisher can't extrude another filament.

Choker

Chokers are small aberrant creatures appearing humanoid, or perhaps apelike, at first glance, but their four limbs are actually tentacles ending in multiple tips with spiny pads which can be used much like hands. These tentacles can expand to a length of ten feet and the choker uses them to grab prey and strangle it. Their bodies are just as flexible as their tentacles but not nearly as extendable.

Lurkers Above. Chokers are ambush predators, hiding above passageways to reach down with their tentacles and grab prey. Chokers prefer to nest in ruins and abandoned buildings or underground complexes, where they can find archways, staircases, wells, and intersections granting them cover to hide behind, just under the ceiling. Though their rough, grey hides also give them a measure of camouflage in stony environments.

Hunting for Pleasure. Chokers do not only hunt when they are hungry, but often strangle creatures to death for the pure sadistic joy of seeing their victim's life leaving its eyes.



grove choker (above)
and common choker

Choker

Small aberration, chaotic evil

Armor Class 14 (natural armor)

Hit Points 27 (6d6 + 6)

Speed 25 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	7 (-2)	13 (+1)	7 (-2)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 11

Languages Deep Speech

Challenge 1 (200 XP)

Quickness. The choker may make a dash action or a single tentacle attack as a bonus action.

Ruin Camouflage. The choker has advantage on Dexterity (Stealth) checks made to hide in stone buildings, ruins and in caves.

Actions

Multiattack. The choker makes two tentacle attacks.

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 15). Until this grapple ends, the choker can automatically hit the target with its tentacle attacks, and the choker can't make tentacle attacks against another target. Because the choker seizes the victim's neck, the creature can't breathe, speak or cast spells with verbal components.

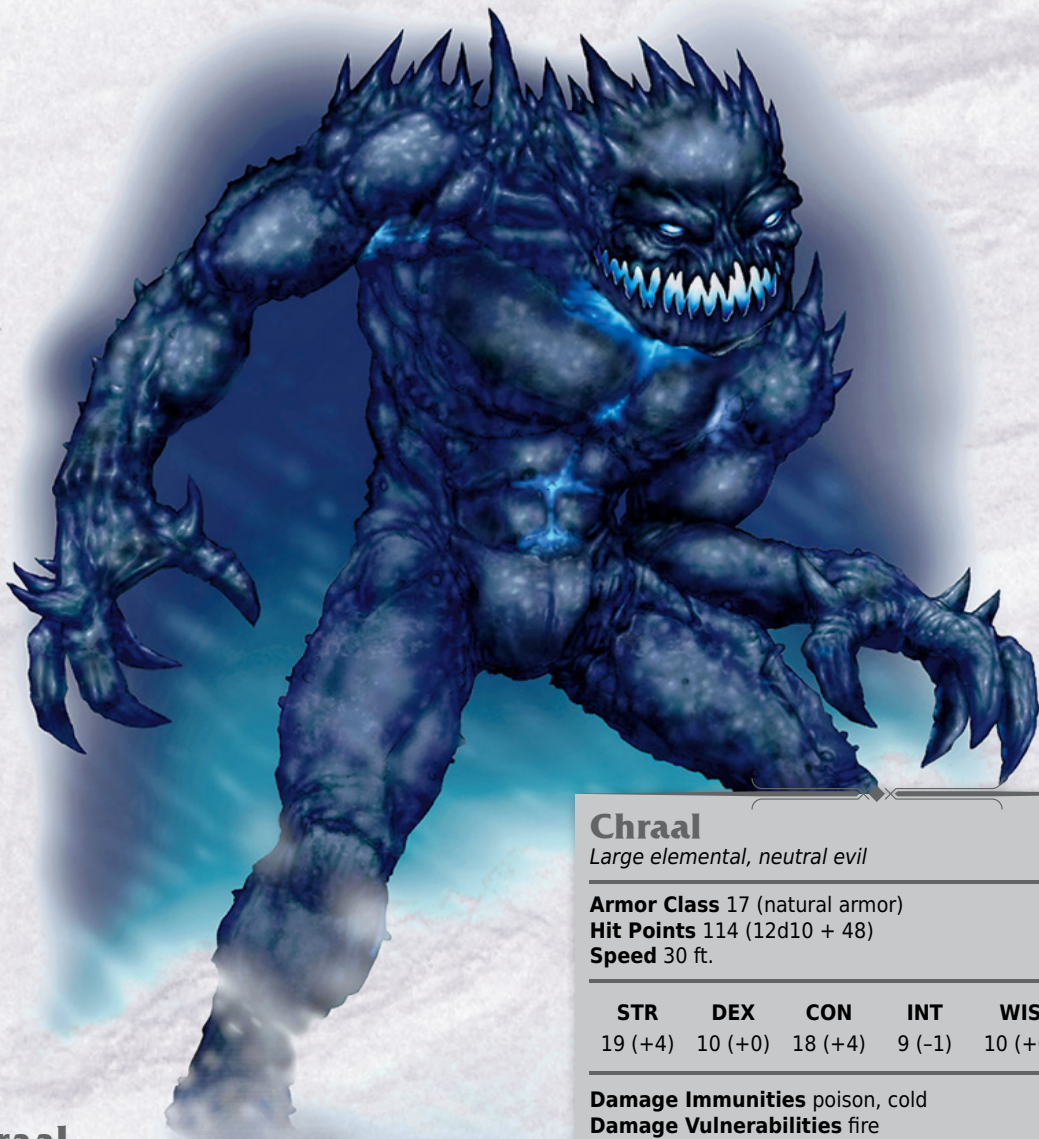
Variant: Grove Chokers

Grove chokers function largely identically to regular chokers, except that their *Ruin Camouflage* ability is replaced by *Forest Camouflage*:

Forest Camouflage. The choker has advantage on Dexterity (Stealth) checks made to hide in forest terrain.

Hired Sentinels. It is not impossible to bargain with a choker, as, while the creature may not be very bright, it is intelligent enough to speak and reason. A choker can be persuaded with the promise of food to guard a lair, and creatures like goblins and gnolls sometimes make use of this fact. The choker usually doesn't see a drawback in such a deal; it gets extra food for doing what it always does, and all that changes is the location. Only later, the choker notices that it has to refrain from strangling too many of its employers. Some, like goblins, may be more tolerant of the collateral damage the choker causes than others.

Grove Chokers. A more uncommon subspecies of chokers are grove chokers, whose hides are pale browns to greens and sport flattened green quills resembling leaves. These chokers inhabit the wilds and hide in trees and above cave entrances in forested areas. Grove chokers are commonly viewed as vermin and pests by druids, fey, and other guardians of the forest and are actively hunted as such.



Chraal

When the life force of an evil and hateful being that died on the elemental planes of air or water is captured by the plane's energies, it coalesces into a cloud of cold energy encased in a body of blue-black ice, known as a chraal, a vicious elemental that revels in slaughter and bloodshed.

Sadistic Servants. Often evil spellcasters will summon and bind chraals into their service. Chraals relish such opportunities to leave their home plane and inflict suffering upon creatures of other worlds. Despite having no memories of its previous life, the chraal retains its hateful disposition and manifests it in purely sadistic desires. The chraal does not crave power or has any higher plans beyond that, making it an excellent servant for an evil master who can offer it sufficient opportunities to sate its desire. Masters who can't provide for the chraal's cravings will quickly find the elemental turning on them however.

Allies of Convenience. Normally a chraal spends its life on its own, intermingling with no other creatures or even other chraals. They cannot breed and have no desire for company. While eager to hurt other creatures, chraals do not attack their own kind and may sometimes even band together to fight against a common threat but once the threat is eliminated will go their own ways.

Elemental Nature. A chraal doesn't require air, food, drink, or sleep.

Chraal

Large elemental, neutral evil

Armor Class 17 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

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

Damage Immunities poison, cold

Damage Vulnerabilities fire

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Primordial (doesn't speak)

Challenge 7 (2,900 XP)

Death Throes. When the chraal dies, it explodes in a blast of freezing cold and ice shrapnel. Creatures within 30 feet of the chraal must make a DC 14 Constitution saving throw, taking 9 (2d8) cold damage and 9 (2d8) piercing damage on a failed saving throw or half as much on a successful one.

Actions

Multiattack. The chraal makes three melee attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage and 3 (1d6) cold damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage and 3 (1d6) cold damage.

Ice Breath (Recharge 5-6). The chraal exhales freezing cold air in a 60 foot cone. Creatures in the area must make a DC 14 Constitution saving throw, taking 27 (6d8) cold damage on a failed save or half as much damage on a successful one.



Clockroach

Clockroaches are mindless mechanical servants designed to clean up refuse in dungeons, workshops, and the like, dissolving trash and filth with their acid. They have simple programmed work routines and combat tactics which they follow relentlessly as long as they do not receive other orders from the holder of the control amulet that they were constructed with.

Aggressive Cleaners. Some clockroaches left without maintenance for too long mistake living creatures for garbage and will attack in an aggressive attempt to clean their assigned space up. Getting a hold of the control amulet of a clockroach will give a person direct control over the clockroaches and turn them into useful, if dim, allies who will be able to carry out simple instructions and assignments.

Constructed Nature. A clockroach doesn't require air, food, drink, or sleep.

Clockroach

Small construct, unaligned

Armor Class 12 (natural armor)

Hit Points 14 (4d6)

Speed 30 ft., burrow 15 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	11 (+0)	1 (-4)	11 (+0)	10 (+0)

Damage Immunities acid, poison

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

Senses tremorsense 60 ft., passive Perception 10

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

Challenge 1/4 (50 XP)

Actions

Pincers. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage plus 3 (1d6) acid damage.

Acid Spew (Recharge 6). The clockroach projects a 30 feet long and 5 feet wide line of corrosive acid. Creatures in the area must make a DC 12 Dexterity saving throw, taking 7 (2d6) acid damage on a failed save or half as much damage on a successful one.

Crucian

Medium humanoid (crucian), lawful neutral

Armor Class 17 (natural armor)

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	9 (-1)	16 (+3)	11 (+0)	10 (+0)	10 (+0)

Skills Persuasion +4, Insight +4

Senses darkvision 60 ft., passive Perception 10

Languages Common, Draconic

Challenge 1 (200 XP)

Withdraw. While the crucian is prone, its armored shell is especially effective at protecting it. While prone, a crucian has an AC of 21.

Actions

Maul. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage.

Crucian

Crucians are humanoids with broad, flat shells on their backs and chitinous armor along their limbs, much like desert crabs. They inhabit warm deserts and are battle-hardened people preferring heavy, blunt weapons over more refined implements of war. Crucians often decorate their shells with brightly colored sigils and etched tallies of their personal triumphs.

Territorial Warbands. Crucians organize into small bands building their territories around prized water sources in the desert. When coming across other crucian bands, they will often go to war and raid the others' oases. Once every twenty or so years, a leader may rise among them to unite crucian bands into a single mighty force that strikes out into cooler lands for conquest and booty. Once the creatures have had their fill of plunder they retreat back to the desert with their spoils.

Cunning Negotiators. Crucians may appear brutish but are quite proficient negotiators with an interest in how both enemies and friends think. They rely on verbal feints to draw the other out and get a read on them.



Crypt Thing

Crypt things are the skeletal guardians of tombs and crypts. Unlike most undead, including those created for defensive purpose, crypt things do not have any desire to kill or inflict suffering. In fact, they resort to nonlethal methods first and foremost.

Keepers of the Crypt. Crypt things exist to defend a specific location, usually a tomb, holy site, or the vault of a religious treasure. They rest in a chair or throne or within an alcove provided for them while inactive.

When it notices intruders, a crypt thing will first try to convince them to leave, using diplomacy or, if it thinks the intruding creature is easily cowed, intimidation. If the intruders are not willing to listen, the creature pursues and attempts to remove them by nonlethal means. The first method it resorts to is its magical scattering ability which teleports the intruders in random directions, usually removing most, if not all of them from the site entirely. It then goes after the scattered intruders still within its crypt, attempting to subdue them or bring them to flee. It attempts to overwhelm its target, tying it up and carrying it off.

The crypt thing uses its ability to cast *dimension door* to transport the captured creature away and then return to its vigil.

The crypt thing will only resort to lethal means, using its bony claws to attack, if assaulted or if the invaders persist in returning to the tomb, giving it reason think to there is no other way to ensure that the tomb remains undisturbed in the future.

Sacred Necromancy. Non-evil undead creatures are an extremely rare occurrence. Crypt things are one of the few types of undead that can be found guarding a site dedicated to a good-aligned deity and not defiled by evil necromancers.

Undead Nature. A crypt thing doesn't require air, food, drink, or sleep.

Crypt Thing

Medium undead, neutral

Armor Class 16 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	11 (+0)	15 (+2)	12 (+1)

Skills Athletics +2, Acrobatics +5, Intimidation +3, Perception +4, Persuasion +5

Damage Resistances necrotic

Damage Immunities poison, cold

Damage Vulnerabilities bludgeoning

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages any languages it knew in life

Challenge 3 (700 XP)

Innate spellcasting. The crypt thing's innate spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

6/day: *dimension door*

Actions

Multiattack. The crypt thing makes two claw attacks.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Scatter Intruders (1/Day). The crypt thing attempts to scatter would-be defilers by transporting them magically. All enemies within 30 feet of the crypt thing must succeed on a DC 12 Charisma saving throw or be teleported 10d10 x 10 feet in a random direction. Teleported targets arrive safely in an open space at their new location, being shifted up or down by the shortest possible distance if the space is occupied by a solid object.



Cursed Spirit

While its upper body resembles the distinct, albeit emaciated, form of a humanoid wearing the clothing it wore at the time of death, its lower body frays into a blurred ghostly cloud. A cursed spirit's face is an emaciated mask of death, with hollow malevolent eyes.

Creations of Curse. A cursed spirit spawns from the essence of a creature that dies under the influence of a curse or some other malevolent magic. The spirit rises, consumed by the desire to pass its suffering and misfortune unto others. When finding a victim, the spirit will often proclaim the victim's doom and impending suffering, which combined with the spirit's twisted appearance is sometimes enough to intimidate a creature.

A cursed spirit will relentlessly seek the creature that inflicted the curse upon it in the first place but lacks any special ability to locate its tormentor, so it will usually wander aimlessly, spreading suffering everywhere it goes. If a cursed spirit can find its creator and slay it, the spirit's curse is lifted and it dissipates, free to move on to the afterlife always intended for it in life. If the one who created the spirit dies before the cursed spirit could take its revenge, the spirit is stuck in its tortured existence. The only way for the cursed spirit to be freed is to destroy it, though the spirit can't comprehend this and will continue to seek suffering.

Thralls of their Tormentors. Clerics of evil deities will sometimes intentionally create cursed spirits and take control of them to bolster the forces of their minions, using the latent curse oozing from the spirit to weaken enemies' defenses, to open them to attacks from other creatures or the cleric's own spells and abilities. Under the control of the one who caused their suffering, these cursed spirits fester in hatred and unrequited desire to take revenge on a target so close, and yet out of reach. If the cleric's control over a cursed spirit can be broken, the spirit will immediately turn on its creator and stop at nothing to destroy them, ending its own unnatural existence in the process if it is successful in exacting its vengeance.

Undead Nature. A cursed spirit doesn't require air, food, drink, or sleep.

Cursed Spirit

Medium undead, neutral evil

Armor Class 11

Hit Points 38 (7d8 + 7)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	12 (+1)	9 (-1)	11 (+0)	14 (+2)

Skills Intimidation +4

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from non magical weapons that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages any languages it knew in life

Challenge 2 (450 XP)

Curse Aura. Enemies within 5 feet of the cursed spirit have disadvantage on all saving throws.

Ethereal Sight. The cursed spirit can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The cursed spirit can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Accursed touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 16 (4d6 + 2) necrotic damage.





D

Deepspawn

These creatures are tangles of long, powerful tentacles and eyeless, serpentine heads around a spherical body, covered in a multitude of retractable eyestalks tipped with milky eyes of which it usually only extends three at a time, keeping the rest away from potential harm.

Aberrant Mothers. Deepspawn are infamous for giving birth to many other types of monsters. When a deepspawn devours another creature, it imprints the information on how to replicate its victim. It can then birth exact duplicates of any of its previous victims, given enough sustenance. Its offspring are fiercely loyal to their parent and will stop at nothing to protect it. While a deepspawn keeps its offspring nearby to serve it as long as there is enough food available, it will not hesitate to send them away and leave them on their own if it feels the area around its lair becomes overpopulated and food becomes scarce.

Deepspawn prefer to let their children fight for them rather than attacking any intruders themselves, only fighting if given no other choice. If the creature has been nesting in an area long enough, and its influence spreads further through its offspring, it may be able to capture and devour more powerful creatures, even than itself, the copies of which can serve as formidable bodyguards.

Replaced Populations. In some cases, deepspawn that have nested in tunnels underneath a community or town slowly replace the population of that place. The symptoms of this infiltration can be eerie, as more and more of the townsfolk start behaving strange, lacking emotions they were once known for. Hated rivals suddenly work together in perfect harmony and people seem strangely coordinated with each other in their work, even without talking to each other. With time, people begin worshipping some strange entity, often called something like “the Mother” or “the Master”. People who openly voice concern that something is wrong disappear, only to return days later, assuring those they previously warned of a sinister influence that everything is fine. When a town is fully consumed, another sinister sign to newcomers may be an unusual amount of twins, triplets, even sextuplets mixed among the population.

Deepspawn

Huge aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 230 (20d12 + 100)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	21 (+5)	16 (+3)	14 (+2)	6 (-2)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Deep Speech, telepathy (2 miles, own offspring only)

Challenge 10 (5,900 XP)

Amphibious. The deepspawn can breathe air and water.

Innate spellcasting. The deepspawn’s innate spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no material components:

3/day: *hold person*

Prehensile Tentacles. The deepspawn can wield weapons in its prehensile tentacles. Each tentacle can wield a Huge one-handed or Large or smaller one- or two-handed melee weapon. The tentacle attack is then resolved with the weapon’s damage die and type as well as its special qualities.

Actions

Multiattack. The deepspawn makes three melee attacks with any combination of bites and tentacles.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 8 (1d4 + 6) bludgeoning damage. If the tentacle is not wielding a weapon, the target is grappled (escape DC 15). The deepspawn has three tentacles, each can grapple a single Large or smaller creature. Until the grapple ends, the creature is restrained and the deepspawn can’t use the tentacle on another target.

Deepspawn Offspring

Once a deepspawn has devoured the cadaver of any Huge or smaller aberration, beast, dragon, fey, giant, humanoid, monstrosity, or plant native to the Material Plane, it can give birth to exact copies of that creature. The deepspawn can gestate an offspring over the course of 1d4 days, during which it must consume enough meat, vegetable matter and water or blood to form the offspring’s body. At the end of this period it ejects the fully formed offspring.

Deepspawn offspring look identical to the original creature and have the exact same statistics, except that they are chaotic evil, understand Deep Speech (and speak it if they are capable of speaking) and are unquestionably loyal to the deepspawn that created them. Deepspawn offspring are birthed without any gear.

Demons

The denizens of the Abyss are as unpredictable as the chaos of the plane itself. These are just a few of the many varieties of demons that can be encountered in its depths.

Abyssal Eviscerator

Abyssal eviscerators take gleeful pleasure in ripping apart living creatures and causing as much bloodshed and spilling of viscera as possible. They attack with their powerful primary arms, grabbing their prey only to pull it in close and eviscerate it with their smaller secondary arms.

An abyssal eviscerator has a humanoid, almost apelike shape, standing on digitigrade legs, its skin covered in spikes and bony ridges. It has two pairs of clawed arms, the upper one long and muscular, and the lower short. Its face has a fang-filled mouth flanked by mandibles topped with equally sharp teeth.

Abyssal Scavenger

Abyssal scavengers, also known as abyssal skulkers, are lowly inhabitants of the abyss, seeking out what other demons discarded. They are considered vermin among demonkind, usually beneath the notice of most other demons. However, they instinctively organize in packs, drawing more and more of their own kind together. When hunting in packs, abyssal scavengers can become dangerous foes, not to be underestimated.

Abyssal scavengers resemble something between an ape and a dog in physique. Their jaws open sideways and a crest of fur and long spikes runs along their spines.

Abyssal Rotfiend

Wandering amalgams of stitched-together skins of demons and devils, the rotfiends are hideous monstrosities. They constantly ooze a miasma of poison and disease. Abyssal rotfiends enjoy nothing more than to cause agony to as many creatures as possible, to such an extent that they prefer to attack and hurt uninjured targets over finishing off injured ones.

Undead Nature. An abyssal rotfiend doesn't require air, food, drink, or sleep.

Artaaglith

Artaaglith are necromancers of the Abyss, loyal first and foremost to Orcus. These demons are rarely found without an entourage of undead thralls that serve them as footsoldiers and henchmen. They superficially satyrs, although with a hairless ram's head. Artaagliths raise and command undead hordes for their master.

Blood Demon

Born from the rivers of blood flowing through the abyssal plane these demons resemble little more than the thick mass of fresh blood they are comprised of, though they often imitate the shape of a vaguely humanoid demon. Blood demons seek to consume the blood of the living and add it to their own mass.

Bulezau

Bulezau resemble goatlike humanoids with a long tail. Created by a corrupt ritual from the freshly buried corpses of female mortals who died in service to a good deity, they imitate their master Baphomet's brutality. Bulezau are vicious fighters, entering battle in howling anticipation of the slaughter to come, they are often used as shock troops. A wounded bulezau only becomes more dangerous, as it enters a frenzy, swinging its weapon with terrifying speed.

Evistro

Evistros (or carnage demons) are basal, stupid creatures. They resemble humanoids with a stocky, powerful frame, red, hairless skin and vicious claws and teeth. Despite their sharp appendages carnage demons prefer smashing their victims with their meaty fists.

Carnage demons often get so lost in the rush of combat that they cannot distinguish friend from foe, attacking anything indiscriminately. This makes them very unreliable soldiers for the demonic generals, who usually deploy groups of carnage demons as isolated units which are sent to wreak havoc among the enemy and themselves.

maw demon

(see *Volo's Guide to Monsters*, p. 137)



Fire Demon

Fire demons resemble demonic skeletons with wings and horns engulfed in a blaze of fire. They delight in setting their victims and everything around them on fire and watching them burn to death in agony.

Gnaw Demon

These plump, miniscule demons usually follow their more powerful kindred into battle, where they wait for opponents to be softened up before teleporting in to swarm all over the weakened foes and ripping into them with their teeth and stubby clawed limbs.

Haures

Haureses are undead, centauric demons resembling decaying many-eyed minotaurs from the waist up, with spiders' mandibles on their faces, and an enormous, hairy spider from the waist down. A haures takes pleasure in seeing the desperation of a helpless foe, restrained by its web, before it ends the victim's life with its war picks.

Haureses often lead large contingents of lesser demons as shock troops and are most commonly found among the forces of Orcus.

The haures's skin is covered in its own webbing, which catches attackers and makes them easy prey for the demon.

Undead Nature. A haures doesn't require air, food, drink, or sleep.

Jovoc

Resembling small, emaciated humanoids with large claws for hands, jovocs are among the lowliest of demons. Serving as little more than fodder for the front lines, they are often employed in large numbers.

Klurichir

If a balor can have nightmares, they would surely be about the dreadful klurichir, one of the few abominations of the abyss that are even more powerful than the mighty generals of the demonic hordes.

Klurichirs are enormous humanoid demons with four clawed arms. They possess a pair of massive wings capable of lifting even their bulk into the air. Aside from the large toothy maw on its bestial head, a klurichir has a second mouth, flanked by sharp, deadly pincers, set in its stomach.

It is said that some klurichirs command the hordes of the demon princes themselves, where they outrank balors, though many of them wander the abyss alone, undisturbed by lesser demons who scramble away where a klurichir walks.

Mavawhan

These humanoid, white-skinned demons have long arms ending in large, clawed hands. Their four-eyed, grinning faces are flanked by a pair of curved horns and from their backs a crest of long hair sprouts along the spine, between a pair of large wings.

Mavawhans hail from the Iron Wastes of the Abyss, where many still reside, serving as guides for explorers. However, they are marauders by nature that often ally with other creatures of

cold. The long talonlike claws of a mavawhan inject a magical poison that first freezes and then turns its victim into solid ice.

Molydeus

Molydei are creatures of battle and bloodshed. A molydeus takes no pleasure in subterfuge or stealth, it charges into glorious battle, relying on its sheer power. Swinging its massive axe and taking off the heads of droves of enemies, a molydeus will not rest until either every single enemy lays dead on the mountain of corpses beneath its feet or the molydeus itself is slain.

Molydei are unique among demons as they are political enforcers of sorts. They seek out other demons that stray from the purpose of the war effort against the Infernal legions and mercilessly execute them. Though they defer directly to balors, not even these greater fiends are above reproach should they stray.

A molydeus has the shape of a large humanoid with a wolf-like head from the back of which a secondary snake head winds.

Nabassu

These fiends are the very image of what one might imagine when they hear the word "demon". Claws, sharp teeth, a pair of horns and a pair of bat-like wings, a nabassu has a taste for humanoid flesh and souls alike.

Nabassu start their life cycle as lesser creatures, hungering for the flesh of humanoid creatures. Once a nabassu has consumed enough flesh, it grows to its full potential. An adult nabassu is a powerful demon, easily capable of competing with glabrezus and even nalfeshnees despite its small size compared to these creatures. An adult nabassu's very gaze steals the life force of other creatures and turns them into undead servants.

Nabassu commonly haunt passageways between the Abyss and the mortal world, where they prey on mortals who stray too close to those portals.

Pod Demon

A hulking mass of green pustules on the back of a vaguely humanoid abomination, a pod demon is a revolting sight. It is never alone, always surrounding itself with the small offspring bursting from the abscesses on its back.

These podspawn serve as minions and weapons for the pod demon, which flings them at its enemies or orders them to charge and then explode in a shower of acid. In battle, a single pod demon can cause a considerable amount of destruction in the enemy lines, which it infiltrates by sending a single, easily overlooked podspawn forward and then transferring its own essence into the spawn, transforming it into the fully grown pod demon, while its previous body reverts to a tiny podspawn.

Rageborn

Demons with apelike physiques, massive, clawed hands and faces warped into masks of unbridled rage, rageborn are a common sight in the Iron Wastes. Many different types of rageborn with wildly different abilities roam this region.

Rageborn are servants of Kostchtchie, fulfilling their bloody purpose with furious battlecries and a rage befitting of their master's reputation. They cut swathes into enemy lines by hurling magical projectiles from a distance as well as scything down

foes with their vicious claws up close. Their varied abilities lend many options to Kostchtchie's forces and keep their opponents off balance.

Runespiral Demon

Creatures resembling bizarre beetles, runespiral demons are charged with arcane energy which they unload on their enemies in the form of lightning discharges.

Runespiral demons are simple creatures, serving the demonic hordes as close range artillery.

Tomb Demon

These demons resembling skeletal snakes with humanoid torsos are spawned from the mass graves and battlegrounds that litter the Abyss. They serve Orcus and are known to fight by constricting foes and crushing the life out of them with the grip of their serpentine coils.

Voracalith

Voracious as their name implies, voracaliths seek victims for the sole purpose of devouring them. These monstrous, rotund demons use the four barbed tentacles growing from their backs to propel themselves forward as well as catch and kill prey.

Voracaliths feed indiscriminately, devouring their prey along with anything it may be carrying, often even consuming unrelated objects, like furniture or even stone statues, out of their insatiable need to feed. As a result, a band of powerful or just lucky adventurers who manage to slay a voracalith will often have a chance find treasures within the demon's gullet.

Wendigo

Many cultures forbid cannibalism for it invites the wendigo. A creature committing the act of cannibalism opens itself to possession by a wendigo spirit, which takes over its body and transforms it into a hideous monster. A wendigo resembles a tall humanoid covered in thick, white fur. Its face a horrible grimace of teeth and intense, beady, red eyes.

Once transformed, the wendigo haunts the local wilderness, seeking more prey. The wendigo infects its victims with its own ravenous hunger and instills unease with its very scent.

Types of Demons

Demonologists categorize the manyfold demons by types, numbered from 1, the weakest type of demons, through 6, the most powerful demons short of demon lords. Anything below type 1 is considered a minor demon. This list shows the types of demons presented in this book.

DEMONS BY TYPE

Type	Examples
1	mavawhan, rageborn, scion of Zuggtmoy
2	bulezau
3	fire demon, seszrath, solamith, wendigo
4	jarrlak, molydeus, nabassu, pod demon, ruin demon
5	abyssal rotfiend, haures, sorrowsworn demon, voracalith
6	abyssal wurm, klurichir

babau demon

(see *Volo's Guide to Monsters*, p. 136)





Abyssal Scavenger

Medium fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	5 (-3)	13 (+1)	10 (+0)

Skills Perception +3

Damage Resistances cold, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages understands Abyssal can't speak

Challenge 1 (200 XP)

Death Throes. When the scavenger is reduced to 0 hit points, it releases an ear-piercing scream that drives other abyssal scavengers into a frenzy. Other abyssal scavengers within 60 feet that can hear the scream gain advantage on attack rolls for the rest of the fight, but attacks also have advantage on attack rolls against these scavengers.

Actions

Multiattack. The abyssal scavenger makes two melee attacks: one with its bite and one with its claws.

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

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

Abyssal Eviscerator

Medium fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 37 (5d8 + 15)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	8 (-1)	12 (+1)	11 (+0)

Skills Athletics +6

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 3 (700 XP)

Eviscerate. If at the start of its turn the eviscerator is grappling a creature, it can use its bonus action to deal 11 (2d6 + 4) slashing damage to that creature.

Actions

Multiattack. The eviscerator makes two claw attacks.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage, and the target is grappled (escape DC 14).





Abyssal Rotfiend

Large undead (demon), chaotic evil

Armor Class 20 (natural armor)

Hit Points 231 (22d10 + 110)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	21 (+5)	15 (+2)	16 (+3)	17 (+3)

Saving Throws Str +11, Con +10, Wis +8

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned, frightened

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 15 (13,000 XP)

Cloud of Despair. The rotfiend constantly releases a miasma that inflicts tremendous pain. Enemies that start their turn

within 30 feet of the rotfiend must make a DC 18 Intelligence saving throw, gaining disadvantage on saving throws for one round and taking 9 (2d8) psychic damage on a failed save or half as much damage on a successful one. The rotfiend has advantage on attack rolls against creatures that failed this saving throw on their last turn.

Magic Resistance. The rotfiend has advantage on saving throws against spells and other magical effects.

Magic Weapons. The rotfiend's weapon attacks are magical.

Actions

Multiattack. The abyssal rotfiend makes two slam attacks.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage and 13 (3d8) psychic damage.

Abscesses. The rotfiend summons throbbing abscesses onto its victims' flesh. A single target the rotfiend can see within 60 ft. must succeed on a DC 18 Constitution saving throw or take 18 (4d8) necrotic damage and 18 (4d8) psychic damage.



Abyssal Wurm

These two-headed, serpentine demons are the offspring of the Dragon Queen, Tiamat and the two-headed demon lord of gates and portals, Kothok who set them to guard secret gates he embedded into the fabric of the Abyss. There the worms are paired to guard these passageways, taking their role seriously and allowing no creature to escape the Abyss through them. However, it is not the worm's duty to prevent creatures from entering the Abyss.

Abyssal worms are uniquely powerful demons, and their nesting grounds are so savage that even the demon lords will not tread in their domains. Abyssal worms rarely allow other creatures to exist in their presence, preferring to remain with their own kin.

An abyssal worm's breath weapon is a chaotic amalgam of elements that manifests differently each time the creature uses it. When used, the worm dissolves into the stream of elemental energy and reassembles itself from the energy elsewhere, usually in a more advantageous position.

Abyssal Wurm

Gargantuan dragon (demon), chaotic evil

Armor Class 20 (natural armor)
Hit Points 332 (19d20 + 133)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	18 (+4)	25 (+7)	20 (+5)	16 (+3)	20 (+5)

Skills Perception +10

Damage Resistances acid, cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 20

Languages Abyssal, Draconic, telepathy 120 ft.

Challenge 22 (41,000 XP)

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

Two-Headed. The abyssal worm has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Actions

Multiattack. The abyssal worm can use its Frightful Presence. It then makes two bite attacks.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 7 (2d6) elemental

damage. Roll a d10 to determine the damage type: 1,2—fire; 3,4—cold; 5,6—acid; 7,8—lightning; 9,10—poison.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the worm's choice that is within 120 feet of the worm and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, 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 worm's Frightful Presence for the next 24 hours.

Chaotic Breath (Recharge 5-6). The abyssal worm dissolves a blast of elemental energy in a 90-foot cone. Each creature in that area must make a DC 22 saving throw, taking 56 (15d6) damage on a failed save, or half as much damage on a successful one. Roll a d10 to determine the damage type and the type of saving throw used against it: 1,2—fire, Dexterity; 3,4—cold, Constitution; 5,6—acid, Dexterity; 7,8—lightning, Dexterity; 9,10—poison, Constitution.

The worm then teleports to an unoccupied space anywhere within the cone or within 5 feet of the cone.

Legendary Actions

The worm can make 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 worm regains spent legendary actions at the start of its turn.

Detect. The worm makes a Wisdom (Perception) check.

Tail Attack. The worm makes a tail attack.

Rematerialize (Costs 2 Actions). The worm explodes into elemental energy. Each creature within 15 feet of the worm must make a DC 23 saving throw, taking 18 (5d6) damage on a failed save, or half as much damage on a successful one. Roll a d10 to determine the damage type and the type of saving throw used against it: 1,2—fire, Dexterity; 3,4—cold, Constitution; 5,6—acid, Dexterity; 7,8—lightning, Dexterity; 9,10—poison, Constitution.

The worm can then teleport up to 30 feet to an unoccupied space it can see.



Artaaglith

Medium fiend (demon), chaotic evil

Armor Class 14 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	12 (+1)	17 (+3)	13 (+1)

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 4 (1,100 XP)

Innate Spellcasting. The artaaglith's innate spellcasting ability is Wisdom (spell save DC 13). It can innately cast the following spells, requiring no material components:

1/day each: *animate dead*, *fear*, *hallow*, *stinking cloud*

Spellcasting. The artaaglith is a 5th level spell caster. It's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *chill touch*, *guidance*, *thaumaturgy*
 1st level (4 slots): *command*, *inflict wounds*, *detect magic*
 2nd level (3 slots): *blindness/deafness*, *hold person*
 3rd level (2 slots): *bestow curse*, *animate dead*

Actions

Flail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Armanite

Large fiend (demon), chaotic evil

Armor Class 18 (full plate)

Hit Points 57 (6d10 + 24)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	19 (+4)	12 (+1)	10 (+0)	15 (+2)

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal, telepathy 120 ft.

Challenge 4 (1,100 XP)

Consummate Charger. If the armanite moves at least 30 feet in a straight line and hits with a pike, it deals an additional 10 (3d6) piercing damage and pushes the target up to 10 feet away from itself.

Additionally when the armanite uses a dash action, it can use a bonus action to make one melee weapon attack.

Awesome Charge. When the armanite uses a dash action, creatures that try to use reactions or readied actions against it must succeed on a DC 12 Wisdom saving throw or cannot use the action or reaction.

Actions

Multiattack. The armanite makes two melee attacks: one with its spear and one with its hooves.

Pike. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Armanite

The fearsome cavalry of the abyss, these centaur-like fiends lead the charge of the demonic hordes, where the mere sight of their assault can drive their enemy to despair. Armanites are said to descend from centaurs of the feywild, corrupted by the violence and depravity of fomorians before fleeing to the abyss.





Blood Demon

Medium fiend (demon), chaotic evil

Armor Class 14

Hit Points 58 (9d8 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	15 (+2)	12 (+1)	15 (+2)	13 (+1)

Damage Resistances acid, cold, fire; bludgeoning and piercing from nonmagical weapons

Damage Immunities lightning, poison, slashing

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, telepathy 120 ft.

Challenge 5 (1,800 XP)

Amorphous. The demon can move through a space as narrow as 1 inch wide without squeezing.

Blood Feeder. A creature that touches the demon takes 9 (2d8) piercing damage and the demon regains that many hit point.

Magic Resistance. The blood demon has advantage on saving throws against spells and magical effects.

Actions

Multiattack. The blood demon makes two melee attacks with its pseudopods.

Pseudopod Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage. If the target is a creature that is not a construct or ooze, the blood demon immediately regains a number of hit points equal to the damage inflicted.

Blood Tendrils. The blood demon projects a mass of tendrils in a 20-foot cone, drawing victims in. Creatures within the area must succeed on a DC 14 Strength saving throw or take 13 (2d8 + 4) piercing damage and be pulled 10 feet directly toward the demon.



Bulezau

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	19 (+4)	15 (+2)	12 (+1)	16 (+3)

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 8 (3,900 XP)

Blood Frenzy. The more a bulezau is injured the more crazed and bloodthirsty it becomes. While the bulezau has less than half its maximum hit points, it can make a single melee weapon attack as a bonus action.

Actions

Multiattack. The bulezbau makes three melee attacks, one with its pike, one with its gore and one with its tail.

Huge Pike. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 19 (3d10 + 3) piercing damage.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Evistro

Medium fiend (demon), chaotic evil

Armor Class 13 (natural armor)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	5 (-3)	6 (-2)	6 (-2)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages Abyssal

Challenge 1 (200 XP)

Carnage. An evistro's weapon attacks deal +1 additional damage for each other evistro within 30 ft.

Destructive Appetite. The first time the evistro hits with a weapon attack on its turn, it must succeed on a DC 10 Wisdom saving throw, or for the rest of the combat it must always attack the closest creature that is not an evistro to the best of its ability, even if it is an ally of the evistro.

Magic Weapons. The evistro's weapon attacks are magical.

Actions

Multiattack. The evistro makes two slam attacks.

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



Fire Demon

Large fiend (demon), chaotic evil

Armor Class 19 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	18 (+4)	8 (-1)	18 (+4)	14 (+2)

Damage Resistances lightning; piercing and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, telepathy 120 ft.

Challenge 10 (5,900 XP)

Flaming Body. A creature that touches the fire demon or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Illumination. The fire demon sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the demon moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Magic Weapons. The fire demon's weapon attacks are magical.

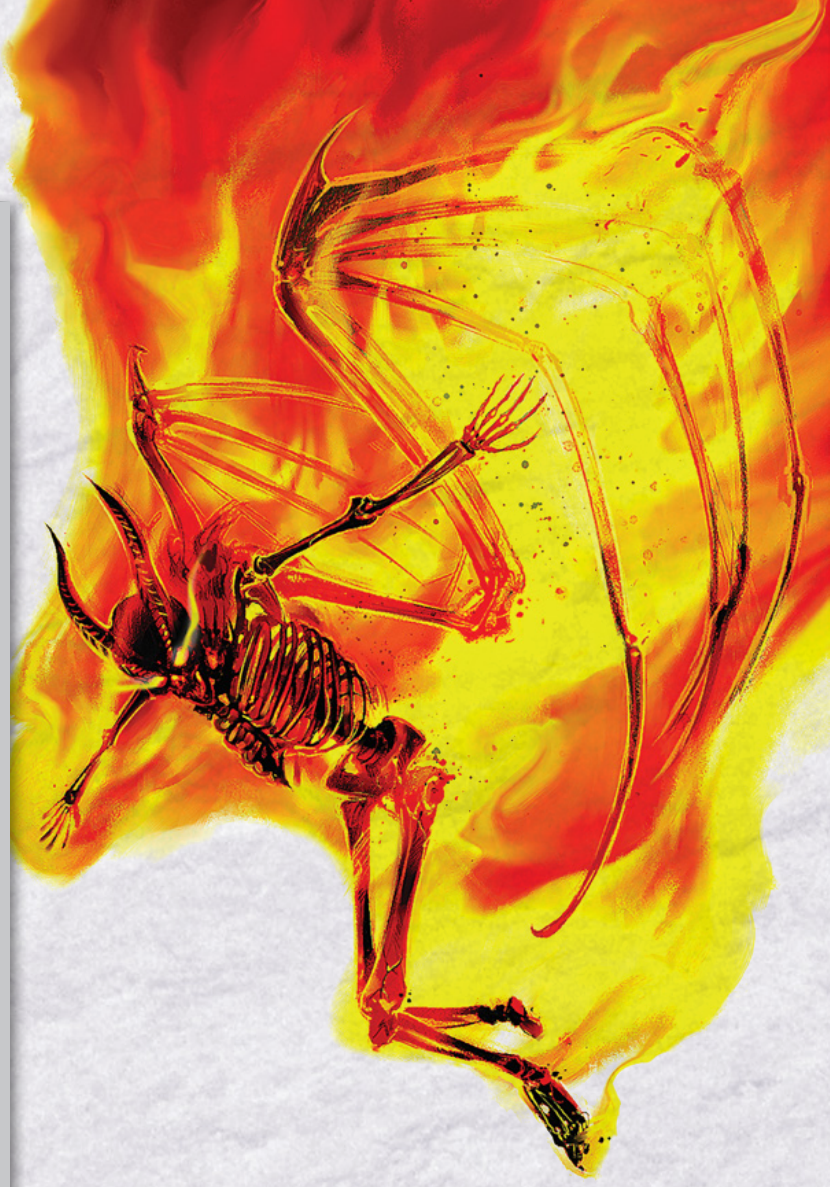
Actions

Multiattack. The fire demon makes two claw attacks.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 9 (2d8) fire damage.

Emerge from Flame. The demon magically teleports to an unoccupied space it can see that is within 5 feet of a fire that fills at least a 5 foot square.

Fire Blast (Recharge 5-6). The demon causes the flames surrounding it to explode outward. Creatures within 10 feet of the demon must make a DC 16 Dexterity saving throw, taking 27 (6d8) fire damage on a failed save, or half as much damage on a successful one.



Gnaw Demon

Small fiend (demon), chaotic evil

Armor Class 13 (natural armor)

Hit Points 13 (2d6 + 6)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	17 (+3)	9 (-1)	12 (+1)	9 (-1)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal

Challenge 1/4 (50 XP)

Actions

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

Teleport. The gnaw demon magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.



Haures

Huge undead (demon), chaotic evil

Armor Class 20 (natural armor)

Hit Points 218 (19d12 + 95)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	21 (+5)	12 (+1)	10 (+0)	14 (+2)

Saves Str +11, Dex +7, Con +10, Wis +5, Cha +7

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal, telepathy 120 ft.

Challenge 15 (13,000 XP)

Spider Climb. The haures can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The haures ignores movement restrictions caused by webbing.

Adhesive Skin. A creature that touches the haures or hits it with a melee attack must succeed on a DC 18 Strength sav-

ing throw or get stuck in the haures's flesh. While it is stuck, a creature can't attack with the same weapon, and attacks against the creature have advantage. A creature can let go of the weapon it hit the haures with as a free action to end the effect on itself, or at the end of its turn repeat the saving throw ending, the effect on itself on a success.

Magic Weapons. The haures's weapon attacks are magical.

Magic Resistance. The haures has advantage on saving throws against spells and magical effects.

Actions

Multiattack. The haures makes four melee attacks, two with its war picks and two with its claws.

War pick. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

Web Grab. All creatures in a 30 ft. cone must succeed on a DC 18 Dexterity saving throw or become restrained and be pulled 30 feet directly toward the haures. A creature can use its action to attempt a DC 18 Strength (Athletics) check, ending the condition on itself or another creature within 5 feet on a success. The webbing can also be attacked and destroyed (AC 10; hp 20; immunity to bludgeoning, poison, and psychic damage), freeing one creature from it.





Jarrlak

Jarrlaks are the incarnation of deadly cold. Their bodies emanate waves of freezing cold, which they can release in sudden bursts that can freeze victims solid. Jarrlaks commonly encase their victims in a tomb of ice and then watch their victims slowly expire within. A jarrlak's ice has special properties that prevent the victim from immediately expiring from the cold or lack of oxygen or any other sustenance, and some unlucky victims have to endure decades this way.

Jarrlaks seek domination and will ally with powerful demons or spellcasters who can promise them their own territories, but they will just as readily abandon their masters for a better deal.

A jarrlak is a large, bestial creature with a stout body walking on four icicle-like legs. Its body is covered in shaggy, white fur and icicle spikes growing upward out of its hide. Its large head most prominently features a lipless maw filled with vicious stakelike teeth.

Jarrlak

Large fiend (demon), chaotic evil

Armor Class 20 (natural armor)

Hit Points 171 (18d10 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	15 (+2)	18 (+4)	14 (+2)

Saves Str +9, Con +8

Damage Resistances lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, poison

Damage Vulnerabilities fire

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, telepathy 120 ft.

Challenge 11 (7,200 XP)

Innate spellcasting. The jarrlak's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

1/day: *wall of ice*

Frigid Tomb. A creature that fails its Constitution saving throw against a jarrlak's bite or freezing blast ability is slowed by the cold for one minute. The creature takes a -2 penalty to AC and Dexterity saving throws. It can only make a single attack when using the attack action, and when it attempts to cast a spell it must roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

If a creature that is already slowed by frigid tomb fails its Constitution saving throw against a jarrlak's bite or freezing blast ability, it becomes paralyzed for one minute.

If a creature that is already paralyzed by frigid tomb fails its saving throw against a jarrlak's bite or freezing blast ability, it becomes permanently encased in ice. It is paralyzed and the next time it takes damage, the ice casing shatters and the creature is reduced to 0 hit points. A creature that has been encased for an hour or longer dies if the ice is shattered.

A creature that is affected by frigid tomb, but not encased in ice by it, can attempt a DC 18 Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

The frigid tomb abilities of different jarrlaks stack with each other. A creature that has been encased in ice can be freed by thawing it for 10 minutes with a torch or *produce flame* cantrip or similar flame.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 7 (2d6) cold damage. If the target is a creature it must succeed on a DC 16 Constitution saving throw or be affected by the jarrlak's frigid tomb ability.

Freezing Burst (Recharge 4-6). The jarrlak releases a wave of unnatural cold. Creatures within 15 feet of the jarrlak must succeed on a DC 16 Constitution saving throw, being affected by the jarrlak's frigid tomb ability and taking 24 (7d6) cold damage on a failed save, or half as much on a successful one.



Jovoc

Small fiend (demon), chaotic evil

Armor Class 14 (natural armor)

Hit Points 33 (6d6 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	15 (+2)	7 (-2)	10 (+0)	7 (-2)

Skills Stealth +4

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal

Challenge 1/2 (100 XP)

Actions

Multiattack. The jovoc makes two claw attacks.

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

Mavawhan

Medium fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 68 (8d8 + 32)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	18 (+4)	8 (-1)	16 (+3)	10 (+0)

Damage Resistances fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 5 (1,800 XP)

Magic Weapons. The mavawhan's weapon attacks are magical.

Magic Resistance. The mavawhan has advantage on saving throws against spells and magical effects.

Actions

Multiattack. The mavawhan makes two claw attacks.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 10 (3d6) cold damage and the target must succeed on a DC 15 Constitution saving or become poisoned. While poisoned, the creature slowly turns into ice and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified (although it turns into ice rather than stone) until freed by the greater restoration spell or other magic. Creatures that are normally immune to petrification are not immune to this ability.



Klurichir

Huge fiend (demon), chaotic evil

Armor Class 20 (natural armor)

Hit Points 337 (25d12 + 175)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	13 (+1)	25 (+7)	20 (+5)	16 (+3)	14 (+2)

Saves Str +15, Con +14, Wis +10, Cha +9

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 21 (33,000 XP)

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

Magic Weapons. The klurichir's weapon attacks are magical.

Magic Resistance. The klurichir has advantage on saving throws against spells and magical effects.

Actions

Multiattack. The klurichir can use its frightful presence. It then either makes three melee attacks: two with its claws and one with its bite, or two ranged attacks with its spines.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage.

Claws. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 18 (3d6 + 8) slashing damage and the target is grappled (escape DC 18). The Klurichir has four claws, each of which can grapple a Medium or smaller creature. Until the grapple ends, the claw can't attack another target.

Spines. *Ranged Weapon Attack:* +15 to hit, range 80/320 ft., one target. *Hit:* 15 (3d4 + 8) piercing damage and 9 (2d8) poison damage. The target must succeed on a DC 19 Constitution saving throw or be poisoned for 24 hours.

Vorpal Pincer. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 41 (6d10 + 8) piercing damage. On a critical hit the pincer decapitates the target and it dies.

Frightful Presence. Each creature of the klurichir's choice that is in a 30-foot radius around the klurichir and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for one minute. A creature can repeat the saving throw at the end of each of its turns, 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 klurichir's frightful presence for the next 24 hours.

Legendary Actions

The klurichir can make 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 klurichir regains spent legendary actions at the start of its turn.

Spines. The klurichir makes an attack with its spines.

Claw. The klurichir makes an attack with a claw that it hasn't used to attack with since the start of its last turn.

Feed (Costs 2 Actions). The klurichir makes an attack with its vorpal pincers against a creature it is grappling. This attack has advantage on the attack roll.





Molydeus

Large fiend (demon), chaotic evil

Armor Class 19 (natural armor)
Hit Points 230 (20d10 + 120)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	22 (+6)	15 (+2)	18 (+4)	20 (+5)

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 14
Languages Abyssal, telepathy 120 ft.
Challenge 13 (10,000 XP)

Magic Weapons. The molydeus's weapon attacks are magical.

Magic Resistance. The molydeus has advantage on saving throws against spells and magical effects.

Actions

Multiattack. The molydeus makes three melee attacks: two with its greataxe and one with its bite.

Vorpal Greataxe. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage. On a critical hit the axe decapitates its victim and the target dies.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 14 (4d6) poison damage and the target must succeed on a DC 19 Constitution saving throw or be poisoned until it finishes a long rest.

Poison Spit. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 24 (7d6) poison damage. The target must succeed on a DC 19 Constitution saving throw or be poisoned for 24 hours.

Juvenile Nabassu

Medium fiend (demon), chaotic evil

Armor Class 16 (natural armor)
Hit Points 52 (7d8 + 21)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	17 (+3)	14 (+2)	15 (+2)	17 (+3)

Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Abyssal, telepathy 120 ft.
Challenge 4 (1,100 XP)

Feed. When the nabassu uses its multiattack to attack a single humanoid creature that is incapacitated, it tears chunks of flesh from the creature's body and consumes them. If this kills the humanoid, the nabassu regains 4 (1d8) hit points, gains 3 temporary hit points and gains advantage on attack rolls for an hour.

If a juvenile nabassu consumes 30 humanoids or more, it permanently transforms into a mature nabassu.

The body of a humanoid slain by a nabassu's feed ability is too damaged to be revived with a *revivify* or *raise dead* spell.

Magic Resistance. The nabassu has advantage on saving throws against spells and magical effects.

Actions

Multiattack. The nabassu makes three melee attacks: two with its claws and one with its bite.

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

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



Mature Nabassu

Medium fiend (demon), chaotic evil

Armor Class 18 (natural armor)

Hit Points 142 (15d8 + 75)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	21 (+5)	18 (+4)	19 (+4)	23 (+6)

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, telepathy 120 ft.

Challenge 13 (10,000 XP)

Feed. When the nabassu uses its multiattack to attack a single humanoid creature that is incapacitated, it tears chunks of flesh from the creature's body and consumes them. If this kills the humanoid, the nabassu regains 13 (3d8) hit points and gains advantage on attack rolls while it has more than its natural hit point maximum.

The body of a humanoid slain by a nabassu's feed ability is too damaged to be revived with a *revivify* or *raise dead* spell.

Magic Resistance. The nabassu has advantage on saving throws against spells and magical effects.

Death-Stealing Gaze. If a humanoid creature starts its turn within 30 feet of the nabassu and the two of them can see each other, the nabassu can force the creature to make a DC 19 Constitution saving throw if the nabassu isn't incapacitated. On a failed save, the creature takes 27 (6d8) necrotic damage.

A creature reduced to 0 hit points by the death-stealing gaze instantly dies and rises the next round as a ghoul that obeys the nabassu's commands.

A creature that isn't surprised can avert its eyes to avoid the saving throws at the start of its turn. If it does so, it can't see the nabassu until the start of its next turn, when it can avert its eyes again.

Sneak Attack (1/Turn). The nabassu deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the nabassu that isn't incapacitated and the nabassu doesn't have disadvantage on the attack roll.

Actions

Multiattack. The nabassu makes three melee attacks: two with its claws and one with its bite.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Focus Gaze. The nabassu concentrates its death-stealing gaze on a single humanoid creature. If the nabassu and the target can see each other, that creature must immediately make a saving throw against the nabassu's death-stealing gaze.



Podspawn

Small fiend (demon), chaotic evil

Armor Class 14

Hit Points 6 (1d6 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	17 (+3)	5 (-3)	10 (+0)	10 (+0)

Skills Stealth +6

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages telepathy 120 ft. (pod demon only)

Challenge 0 (0 XP)

Dependency. A podspawn that starts its turn outside of the telepathy range of its pod demon takes 1 psychic damage.

Actions

Corrosive Slime. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) acid damage.

Detonate. Creatures within 10 feet of the podspawn must make on a DC 17 Dexterity saving throw, taking 27 (6d8) acid damage on a failed save or half as much damage on a successful one. The podspawn dies.

Pod Demon

Large fiend (demon), chaotic evil

Armor Class 18 (natural armor)

Hit Points 210 (20d10 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	20 (+5)	8 (-1)	16 (+3)	20 (+5)

Damage Resistances cold, fire, lightning

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 12 (8,400 XP)

Corrosive Coating. A creature that touches the pod demon or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pod demon corrodes. After dealing damage, the weapon takes a permanent cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the pod demon is destroyed after dealing damage.

Podspawn. At the start of its turn, a pod demon that has fewer than four living podspawn creates one podspawn that is placed within 5 feet of the pod demon.

A pod demon's podspawn obey its telepathic commands and act on the pod demon's initiative. A pod demon can

only telepathically communicate with its own podspawn and podspawn generated by another pod demon do not count toward its number of podspawn.

Actions

Multiattack. The pod demon makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage and 9 (2d8) acid damage.

Hurl Podspawn. *Ranged Weapon Attack:* +7 to hit, range 30/90 ft., one target. *Hit:* 27 (6d8) acid damage. The pod demon must have a podspawn within 10 feet of itself to make this attack. The podspawn dies on a hit. If the attack misses, the podspawn is placed in an unoccupied space of the target's choice within 5 feet of the target and takes 2d6 bludgeoning damage.

Spawning Burst (Recharge 5-6). The pod demon births several podspawn at once in a burst of corrosive pus. Creatures within 10 feet of the pod demon must make on a DC 17 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save or half as much damage on a successful one. A number of podspawn are generated that bring the pod demon's total number of podspawn up to four.

Detonate podspawn (Recharge 5-6). The pod demon orders one podspawn within its telepathy range to explode. That podspawn uses its detonate ability this turn.

Transfer Essence. The pod demon transfers its essence into one of its podspawn, causing the podspawn to become the pod demon, while the demon's body shrinks to become a podspawn. The pod demon and the chosen pod spawn immediately swap places.

Rageborn

Medium fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 79 (8d8 + 40)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	20 (+5)	7 (-2)	16 (+3)	9 (-1)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 5 (1,800 XP)

Variations. Four kinds of rageborn exist with diverse abilities, these are frosthurlers, barbclaws, ambushers and horrors. When an ability specifies one of these types, only that type of rageborn has this ability.

Ambush (Ambusher only, 1/Turn). The rageborn deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll.

Savage Marking (Barbclaw only). If the rageborn hits a creature with its claws, it can mark that creature. The rageborn has advantage on attack rolls against a creature it marked. If it marks another creature, the previous creature is no longer marked.

Ice Aura (Frosthurler only). A creature that starts its turn within 5 feet of the rageborn must make a DC 16 Constitu-

tion saving throw, taking 9 (2d8) cold damage on a failed save, or half as much damage on a successful one.

Reckless Charge (Horror only). If the rageborn moves at least 15 feet in a straight line and hits with a claw, it deals an additional 7 (2d6) slashing damage.

Actions

Multiattack. The rageborn makes claw attacks.

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

Abyssal Fire (Ambusher only, Recharge 5-6). Creatures within 15 ft. of the rageborn must make a DC 16 Dexterity saving throw, taking 22 (5d8) fire damage on a failed save, or half as much damage on a successful one. The affected area catches on fire, even if it is not flammable. As long as the area is burning, any creature entering the area must make a DC 16 Dexterity saving throw, taking 13 (3d8) fire damage on a failed save, or half as much damage on a successful one. Rageborn ambushers are immune to this damage.

Choking Vapors (Barbclaw only, Recharge 6). Creatures within 15 ft. of the rageborn must make a DC 16 Constitution saving throw, becoming poisoned for one round and taking 22 (5d8) poison damage on a failed save, or half as much damage on a successful one.

Ice Bolt (Frosthurler only). Ranged Weapon Attack: +5 to hit, range 30/120 ft., one target. *Hit:* 18 (4d8) cold damage.

Horrid Bellow (Horror only, 1/Day). Creatures within 15 ft. of the rageborn must make a DC 16 Wisdom saving throw, being knocked prone and taking 36 (8d8) force damage on a failed save, or half as much damage on a successful one.



Ruin Demon

Ruin demons are sentient swarms comprised of hundreds of bloated fiendish flies, each roughly the size of a human thumb and adorned with a disturbing humanoid face. The swarm tends to assemble in the form of a vaguely humanoid creature, usually the corpse it was birthed from.

Ruin demons first and foremost seek to reproduce. They do so by laying masses of eggs into the corpses of other creatures. A single ruin demon left to its devices in an untended graveyard can quickly turn into a large scale infestation that then seeks out nearby settlements and starts slaughtering the population to create hosts for more offspring.

Ruin Demon

Medium swarm of Tiny fiends (demon), chaotic evil

Armor Class 16

Hit Points 184 (16d10 + 96)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	22 (+6)	17 (+3)	11 (+0)	18 (+4)	15 (+2)

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing

Damage Immunities poison

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, telepathy 120 ft.

Challenge 12 (8,400 XP)

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

Aggressive Swarming. A creature that starts its turn within 5 feet of the ruin demon must make a DC 18 Dexterity saving throw, taking 7 (2d6) piercing damage on a failed save, or half as much damage on a successful one.

Magic Resistance. The ruin demon has advantage on saving throws against spells and magical effects.

Actions

Bites. Melee Weapon Attack: +11 to hit, reach 0 ft., one creature in the swarm's space. Hit: 28 (8d6) piercing damage, or 14 (4d6) piercing damage if the swarm has half of its hit points or fewer.

Infest (1/Day). The ruin flies burrow into a creature the ruin demon is sharing space with. The creature must succeed on a DC 16 Constitution saving throw or be charmed by the ruin demon. While the creature is charmed, it takes 10 (3d6) piercing damage at the start of each of its turns and the ruin demon has a telepathic link to it which the ruin demon can use to issue commands to the creature as if the creature were under the effect of a *dominate monster* spell. The effect ends if the ruin demon or the creature is reduced to 0 hit points or dies, or the creature is targeted by a *restoration* spell or similar magic.





Runespiral Demon

Small fiend (demon), chaotic evil

Armor Class 15 (natural armor)
Hit Points 27 (5d6 + 10)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	15 (+2)	5 (-2)	16 (+3)	12 (+1)

Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Languages understands Abyssal but can't speak
Challenge 1 (200 XP)

Reactive Shock. When the runespiral demon takes 10 damage or more from a single hit, it immediately uses its lightning burst.

Actions

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

Lightning Arc. *Ranged Weapon Attack:* +5 to hit, range 50/200 ft., one target. *Hit:* 10 (3d6) lightning damage.

Lightning Burst. Creatures within 15 ft. of the runespiral demon must make a DC 13 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much damage on a successful one.

Rutterkin

Basal, deformed demons, rutterkin are created from the souls of mortals descended to the abyss and judged incompetent and unworthy to even be manes. Though rejected as servants by other demons, rutterkin unwittingly serve demonkind by wandering the Abyss, attacking any non-demon they encounter and alerting other demons to their find.

Rutterkin

Medium fiend (demon), chaotic evil

Armor Class 13
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	15 (+2)	9 (-1)	12 (+1)	9 (-1)

Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Abyssal
Challenge 1/2 (100 XP)

Goader. The rutterkin has advantage on attack rolls against creatures grappled with its snap-tong.

Actions

Snap-Tong. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage and the target is grappled (escape DC 15). Until this grapple ends, the rutterkin can't use its snap-tong on another target.

Barbs. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.





Scion of Zugtmoy

Medium plant (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	17 (+3)	5 (-3)	12 (+1)	9 (-1)

Damage Resistances cold, fire, lightning, piercing

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands Abyssal but can't speak

Challenge 4 (1,100 XP)

Infection (1/Day). As a bonus action, the scion releases a spore cloud. Creatures within 10 feet of the infector must succeed on a DC 14 Constitution saving throw or take 9 (2d8) necrotic damage. A creature that failed its saving throw takes 9 (2d8) necrotic damage at the start of each of its turns. An affected creature can repeat the saving throw at the end of each of its turn's, ending the effect on itself on a success.

Actions

Tendrils. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 9 (2d8) poison damage and the target is grappled (escape DC 14). Until this grapple ends, the overgrowth can't attack another target with its tendrils.

Overgrowth. A creature grappled by the overgrowth becomes restrained and the grapple ends. While restrained, the creature takes 23 (5d8) poison damage at the beginning of each of its turns. An affected creature may use its action to attempt a DC 14 Strength saving throw, ending the effect on itself on a success.

Scion of Zugtmoy

When a demon is killed and its corpse interred in Zugtmoy's Gardens of Rot, its remains are infested by fungal spores that take over the flesh and bones of the deceased fiend, raising it as a creature known as a scion of Zugtmoy. These scions work diligently to find and bring back more hosts for their mistress's spores and spread her glory even further.

Most scions of Zugtmoy resemble the bones of whichever fiend they infested, covered in fungal growths. The spore lord however has evolved into a solid mass of fungus, which can evaporate into a cloud of spores, only to reassemble its solid form elsewhere.

Spore Lord of Zugtmoy

Medium plant (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 109 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	17 (+3)	5 (-3)	12 (+1)	9 (-1)

Damage Resistances cold, fire, lightning, piercing, bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands Abyssal but can't speak

Challenge 6 (2,300 XP)

Spore Flight. If the spore lord is not incapacitated, it can transform into a spore cloud at the start of its move. While in this form, the spore lord gains a 40-foot fly speed, immunity to the charmed, frightened, paralyzed, petrified, prone, restrained and stunned conditions (if it was subject to any of these conditions, the condition immediately ends), can occupy another creature's space and vice versa, and the spore lord can move through any opening large enough for a Tiny spore. The spore lord can't regain hit points, gain temporary hit points or use any action other than dash or dodge while in this form. It may assume its normal form at the start or end of its move on the same or any following turn.

If the spore lord shares its space with another creature while in this form, that creature must immediately make a Save against the spore lord's spore cloud ability.

Actions

Burrowing Spores. The spore lord's spore bore into a creature within 5 feet of the spore lord. The target must succeed on a DC 16 Constitution saving throw or be poisoned for 1 hour. While poisoned the creature takes 13 (3d8) poison damage at the start of each of its turns. At the end of each of its turns the creature may repeat the saving throw, ending the effect on itself on a success.

Spore Cloud. The spore lord releases a lasting cloud of poisonous spores. The cloud fills a 10-foot radius sphere centered centered on the spore lord. The cloud stays there until the end of the spore lord's next turn. Any creature moving into or ending its turn inside the spore cloud must succeed on a DC 17 Constitution save or take 18 (4d8) poison damage and become poisoned for one round.

Sesrath

Huge undead (demon), chaotic evil

Armor Class 17 (natural armor)

Hit Points 170 (16d12 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	21 (+5)	9 (-1)	10 (+0)	8 (-1)

Saves Dex +3, Wis +4, Cha +3

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal

Challenge 11 (7,200 XP)

Consume. As a bonus action, the sesrath makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target 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 sesrath, and it takes 21 (6d6) necrotic damage at the start of each of the sesrath's turns.

If the sesrath takes 20 damage or more

on a single turn from a creature inside it, the sesrath must succeed on a DC 20 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 sesrath. If the sesrath dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Actions

Multiattack. The sesrath makes two melee attacks with its tentacle arms.

Tentacle Arm. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage and the target is grappled (escape DC 18). The sesrath has two tentacle arms, each of which can grapple a single Large or smaller creature. Until this grapple ends, the target is restrained and the sesrath can't make a tentacle arm attack against another target.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage plus 4 (1d8) necrotic damage.

Vicious Throw. *Ranged Weapon Attack:* +10 to hit, range 30/60 ft., one target. *Hit:* 6 (1d6 + 6) bludgeoning damage plus 3 (1d6) bludgeoning damage per 10 feet of distance between the sesrath and the target. The sesrath can only use this attack while grappling a Medium or smaller creature. It throws the grappled creature at the target. The grapple ends and the thrown creature is placed in an unoccupied space within 5 feet of the target (target's choice) and automatically takes the damage of this attack even if the attack misses.



Sesrath

Sesraths are hulking, unliving amalgamations of rotting corpses and demonic essence. Sesraths desire nothing other than to feed, which they do by capturing victims with the winding masses of tentacles writhing at the ends of their arms and stuffing them into the gaping maws in their stomachs.

Undead Nature. A sesrath doesn't require air, food, drink, or sleep.

Solamith

These large, bloated demons hunger for sentient souls with the same voracious greed and animalistic instinct as voracaliths hunger for living flesh. They draw their power from the spirits they consume, imbuing their flesh with spiritual fire they use against their enemies. Ripping clear their own flesh, they lob it at enemies in an unholy blaze.

The solamiths' depraved appearance, savage demeanor and brutal tactics belie their eating habits, for when a solamith has found a victim and brutally torn it to shreds, it becomes a dainty eater, chewing slowly and savoring the taste and texture of each spiritual morsel. Once it finishes its meal, a new, twisted face presses against the inside of the skin on the demon's gut, silently screaming in anguish and begging for release.



Solamith

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 180 (19d10 + 76)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	19 (+4)	7 (-2)	13 (+1)	8 (-1)

Saves Dex +4, Wis +5, Cha +3

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal

Challenge 10 (5,900 XP)

Soulfire Retort. A creature that hits the solamith with a melee attack must make a DC 16 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one.

Actions

Multiattack. The solamith makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Soulfire. The Solamith tears a chunk of flesh from its body, taking 5 damage, and throws it at any point within 100 ft. of itself where it explodes. Creatures within a 20-foot-radius sphere around the impact point must make a DC 16 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one.

The solamith can choose to deal an extra 5 damage to itself to widen the radius of the sphere to 40 feet. It may also choose to deal an extra 10 points of damage to itself to have the soulfire deal 35 (10d6) damage instead.



Sorrowsworn Demon

After a war or battle has finished, large, gaunt, winged creatures wielding scythelike glaives appear. These demons feed on grief, over the loss of youth, promise and loved ones. They haunt sites of such tragedies, like mass graves and even orphanages and hospitals. Wherever someone may have lost loved ones, a sorrowsworn might be found lurking, stoking the sorrow, prolonging and savoring its victims' agony.

Unlike most of their kind, sorrowsworn demons do not kill mortals, for they get no enjoyment out of physical pain or death. Only mental anguish sates a sorrowsworn's appetite, so it keeps its victims in a perpetual state of grief.

When forced to battle, a sorrowsworn demon preys on the weaknesses of its enemy, targetting their fears and regrets and taking advantage of the distraction.

Sorrowsworn Demon

Large fiend (demon), chaotic evil

Armor Class 18 (natural armor)

Hit Points 220 (21d10 + 105)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	20 (+5)	19 (+4)	20 (+5)	20 (+5)

Saves Dex +7, Con +10, Wis +10, Cha +10

Skills Deception +10, Persuasion +10, Stealth +7

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 15

Languages Abyssal, Common, telepathy 120 ft.

Challenge 14 (11,500 XP)

Innate spellcasting. The sorrowsworn demon's innate spellcasting ability is Charisma (spell save DC 18). It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *invisibility*, *nondetection*, *teleport*

3/day: *dispel magic*, *touch of idiocy*

1/day: *feeblemind*, *plane shift*

Aura of Loss. Any creature that starts its turn within 30 feet of the sorrowsworn demon must succeed on a DC 18 Charisma saving throw or gain disadvantage on attack rolls, ability checks and saving throws for one minute. At the end of each of its turns a creature may repeat the saving throw, ending the effect on itself on a success. The creature does not take disadvantage on this saving throw from the aura of loss unless it is still within 30 feet of the sorrowsworn demon.

Whispers of Loss. As a bonus action sorrowsworn demon whispers to a creature within 60 feet of losses, past, present or future, real or imagined. If the target creature understands the sorrowsworn demon, it must succeed on a DC 18 Charisma saving throw or become stunned for one minute. At the end of each of its turns a creature may repeat the saving throw, ending the effect on itself on a success.

Actions

Multiattack. The sorrowsworn demon makes three melee attacks: two with its glaive and one with its bite.

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 13 (3d8) necrotic damage and the target must succeed on a DC 18 Constitution saving throw or its maximum hit points are reduced by an amount equal to the necrotic damage taken until it finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.



Voracalith

Huge fiend (demon), chaotic evil

Armor Class 18 (natural armor)
Hit Points 202 (15d12 + 105)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	25 (+7)	7 (-3)	20 (+5)	8 (-1)

Damage Resistances cold, fire, lightning
Damage Immunities acid, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Abyssal, telepathy 120 ft.
Challenge 15 (13,000 XP)

Devour. While the voracalith is grappling at least one creature, the voracalith can as a bonus action make a bite attack against a creature it is grappling.

Actions

Multiattack. The voracalith makes four attacks with its barbed tentacles.

Barbed Tentacle. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage and the target is grappled (escape DC 15). The voracalith has four tentacles each of which can grapple one Large or smaller creature. Until this grapple ends, the target is restrained, and the tentacle can't attack other targets.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage plus 22 (5d8) acid damage.

Tomb Demon

Medium fiend (demon), chaotic evil

Armor Class 16 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	10 (+0)	15 (+2)	12 (+1)

Saves Dex +6, Con +9, Wis +9, Cha +9
Skills Stealth +6
Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Abyssal, telepathy 120 ft.
Challenge 5 (1,800 XP)

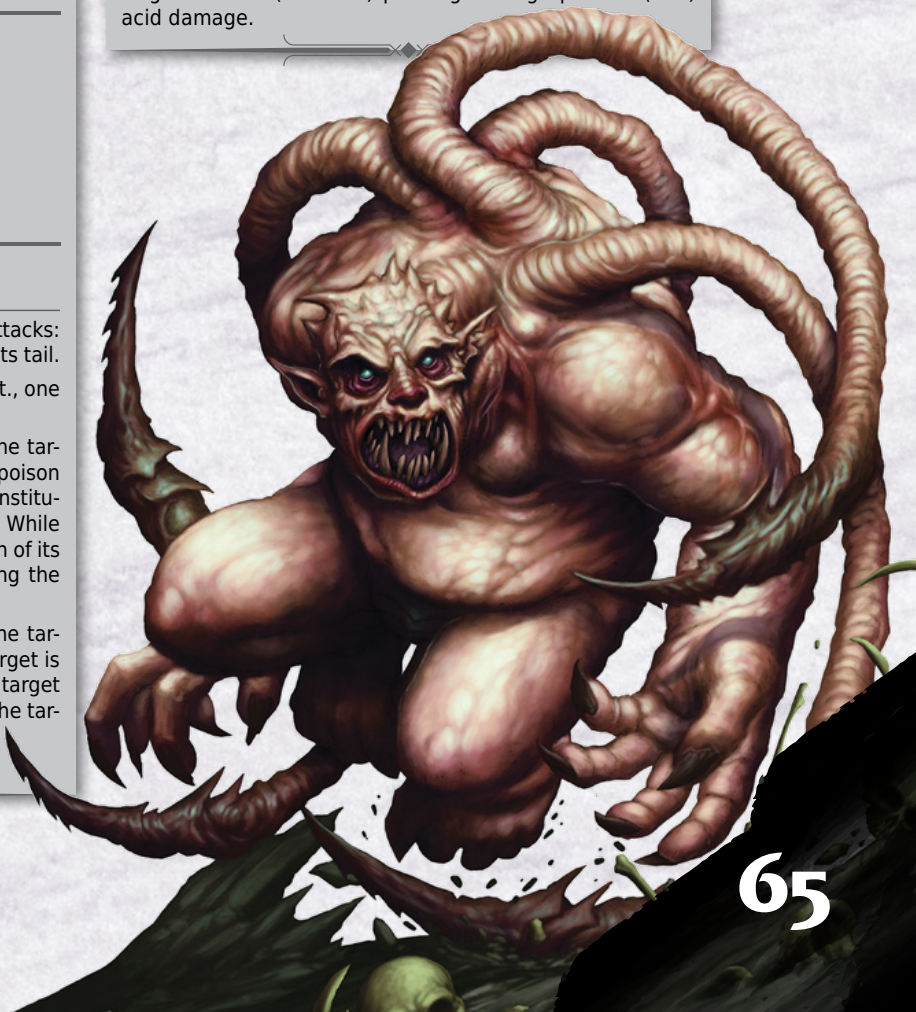
Actions

Multiattack. The tomb demon makes three melee attacks: one with its battleaxe, one with its bite and one with its tail.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 9 (2d8) poison damage and the target must succeed on a DC 13 Constitution saving throw or become poisoned for one minute. While poisoned, the creature is paralyzed. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success.

Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, the tomb demon can automatically hit the target with its tail, and the tomb demon can't make tail attacks against other targets.





Wendigo

Large fiend (demon), chaotic evil

Armor Class 18 (natural armor)

Hit Points 120 (16d10 + 32)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	14 (+2)	18 (+4)	13 (+1)

Skills Perception +8, Stealth +7

Damage Resistances fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 18

Languages Abyssal, telepathy 120 ft.

Challenge 9 (5,000 XP)

Beyond Sight. The Wendigo is invisible to creatures more than 25 feet away from it.

Fearsome Gaze. If a humanoid creature starts its turn within 40 feet of the wendigo and the two of them can see each other, the wendigo can force the creature to make a DC 17 Wisdom saving throw if the wendigo isn't incapacitated. On a failed save, the creature becomes frightened for one minute.

A creature that isn't surprised can avert its eyes to avoid the saving throws at the start of its turn. If it does so, it can't

see the wendigo until the start of its next turn, when it can avert its eyes again.

At the end of each of its turns a creature may repeat the saving throw, ending the effect on itself on a success.

Scout of Fear. Enemies within 30 feet of the wendigo have disadvantage on saving throws against being frightened or charmed.

Actions

Multiattack. The wendigo makes three melee attacks: one with its bite and two with its claws.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage and the wendigo regains a number of hitpoints equal to the damage dealt.

Hunger from Fear. The wendigo instills an unnatural hunger in a creature that is frightened of it. A single creature within 60 feet of the wendigo that is frightened of the wendigo must succeed on a DC 17 Wisdom saving throw or become charmed by the wendigo for 1 hour. While charmed, a creature tries its best to attack other creatures and eat them alive. If the creature has a bite attack, it only uses that, if it doesn't, it bites using an unarmed strike instead. The creature prefers creatures of the same type as itself as targets. Each turn the creature does not deal damage to another creature, it takes 18 (4d8) psychic damage. At the end of each of its turns a creature may repeat the saving throw, ending the effect on itself on a success.

Destrachan

Large monstrosity, neutral evil

Armor Class 16 (natural armor)

Hit Points 120 (9d10 + 27)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	12 (+1)	18 (+4)	12 (+1)

Senses blindsight 80 ft. (blind beyond this radius), passive Perception 14

Languages understands Common but can't speak

Challenge 5 (1,800 XP)

Echolocation. The destrachan can't use its blindsight and is completely blind while deafened.

Keen Hearing. The destrachan has advantage on Wisdom (Perception) checks that rely on hearing.

Protection from Sonics. The destrachan has advantage on saving throws against effects that deal thundering damage.

Actions

Multiattack. The destrachan makes two claw attacks.

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

Destructive Harmonics. The destrachan can sound a destructive screech in a 60-foot cone, which it can modulate to be especially effective for rending flesh or breaking materials. Creatures other than constructs in the area must make a DC 16 Constitution saving throw, taking 18 (4d8) thundering damage on a failed saving throw, or half as much damage on a successful one.

The destrachan can choose to make its screech nonlethal. If it does, creatures reduced to 0 hit points or less by the sonic damage fall unconscious and stabilize automatically even if the damage would be enough to kill them outright.

The destrachan can instead choose to damage objects made primarily made of one material of its choice. The choices are wood, metal, or stone. Instead of the creature taking damage, on a failed save, weapons and armor made of the chosen material the creature is carrying or wearing break. A nonmagical weapon takes a permanent cumulative -1 penalty to damage and a nonmagical armor or shield take a cumulative -1 penalty to the armor class it offers (this penalty cannot reduce the armor class below 10 or 10 + Dexterity bonus). A construct made primarily from the chosen material takes 27 (6d8) thundering damage or half as much damage on a successful save.

Destrachan

Looking like nonintelligent beasts akin to dinosaurs, or lesser dragons perhaps, the eyeless destrachans are often underestimated, thought to be simple, instinctual creatures, when in fact they are crafty and sadistic monsters. They resemble bipedal, reptilian creatures with eyeless heads, flanked by a pair of ears, atypical for reptilians. Their mouths are tubular in shape and lined with several rows of small, sharp teeth, but for melee attacks they only use the long claws on their arms.

Voice Modulation. A destrachan has the ability to emit a powerful screech of deadly sound. The remarkable detail about this ability is that the creature can modulate and fine-tune the frequency of the scream with extreme precision, creating different effects. It can use it to rend flesh, killing living creatures or to numb their nerves and incapacitating them nonlethally. Alternatively the destrachan can also modulate its scream to make it destructive against wood, metal or stone, making it effective against creatures or obstacles made from such a material.

Sadistic Cavern Dwellers. Destrachans haunt inhabited underground complexes, spreading suffering for its own sake. They sometimes use their destructive screeches to create or collapse entire tunnels, changing their environment in accordance to their whims. They relish the death and misery they cause. Sometimes they use their sonic scream to subdue targets and drag them back to their lair to imprison and torture them for extended periods of time. In some cases, they leave their underground lairs to wreak havoc on the surface and find victims to abduct back to their lair.





Displacer Serpent

These serpentine predators are easily distinguished by glowing green eyes and stripes of vibrant, luminescent violet running along their sides. Most remarkable is their displacement ability, which is very similar, if not homologous to that of displacer beasts.

Unselie Snakes. Displacer serpents hail from the twilight lands of the feywild, just as displacer beasts do. They did not, however, receive the training and selective breeding that the more catlike beasts did, and as a result are not nearly as dangerous individually. The exact relation between the two creatures is unknown, but the similar coloration and their shared ability to project illusions suggest some form of link, be it some form of magical influence or something as simple as adapting to the same environments over time.

Displacer serpents are driven by an insatiable hunger and a desire to spread suffering, which has since led to a great number of them crossing over into the material plane, where they can be found in virtually any land environment.

Displacer Pits. Displacer serpents are voracious and furtive predators, usually going after smaller prey, but also not averse to hunting creatures their own size. Like most natural snakes, they spend most of their life on their own, only seeking their own kind to reproduce. Running into a nest of displacer serpents during mating season however can be a deadly encounter, even for experienced adventurers, as the serpents gather in great numbers.

Displacer Serpent

Medium monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 22 (3d8 + 9)

Speed 25 ft., climb 15 ft., swim 15 ft.

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

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Draconic

Challenge 1/2 (100 XP)

Displacement. The displacer serpent projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the displacer serpent is incapacitated or has a speed of 0.

Actions

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

Dragons

Between chromatic and metallic dragons, the population of true dragons is already very diverse, but these are far from the only true dragons in existence. Some families of dragons exist only in remote corners of the world while others hail from other planes of existence entirely. To find some dragons, however, one needs to look to the stars.

Cosmic Dragons

In the emptiness between the stars, some scholars believe, life cannot exist. But wherever they may have originated from, the majestic and strange creatures known as cosmic dragons prove these theories wrong.

These powerful dragons resemble their terrestrial kin in many ways: Gigantic reptilian beasts, walking on four legs, with a pair of great wings sprouting from their backs, horned heads with powerful jaws sitting atop long necks on one end and a long whiplike tail on the other. Yet they have distinctly strange features as well: from their sometimes translucent or even luminescent, smooth-skinned, though still supremely resilient, flesh in strangely vibrant colorations to tentacle-like growths sprouting from prominent spots along their bodies. Even the spokes of their wings, which on most dragons are more akin to long fingers, are more like stiffer, stronger tentacles in structure.

Star Travellers. The most remarkable quality of cosmic dragons is not their appearance however. What sets them apart from most dragons and, indeed, most creatures in the Material Plane is their ability to live comfortably in the emptiness of outer space and even fly through the void, catching solar winds under their wings. They can enter a state in which they seemingly break the limitations of time and space themselves, travelling distances that seem otherwise insurmountable, even by powerful magic, travelling between different planets and even to distant stars. Although strangely, the time it takes for the dragons to travel a distance varies wildly. Sometimes the same distance takes less than a week to traverse when at other times the dragon will travel for over a month. Even a relatively short distance may take the dragon significantly more time to travel than a much longer one it traverses later. This all seems to point that the dragons do not propel themselves through the space in the way most creatures understand locomotion, but rather seem to use bents and holes in the space around them.

Some cosmic dragons allow other creatures to ride on their backs, though these occurrences are rare. Somehow those creatures are protected from the vacuum and other hazards of the void. The dragons may do this in exchange for a service or even treasure, or because they have some personal interest in transporting a particular creature to another world.

Eldritch Motivations. Cosmic dragons do not usually fall as neatly into moral categories as chromatic and metallic dragons do. Most of them can go either way or tend toward neither end of the spectrum, though most types of cosmic dragons have an inherent preference for either order or chaos.

Cosmic dragons take a keen interest in the dealings of creatures existing bound to their home planets, each race of dragon having its own reasons and its own methods of interacting with such subjects. Some cosmic dragons may feel pity or empathy, trying to aid them in a heroic fashion, while others coldly

observe or even conduct strange experiments and the most vile among cosmic dragons seek to exploit and spread anguish.

If activity from aberrations and other creatures of eldritch origin, either from a time seemingly before time itself or perhaps from other worlds, if not both, is on the rise, cosmic dragons also get involved. Some cooperate with these creatures while others oppose them. These esoteric machinations are difficult enough to see through for a mortal mind, but the involvement of the cosmic dragons often occludes the matter even more, and the dragons rarely make it a point to explain to anyone else, what is really transpiring.

Cosmic Dragon Ancestry

Sorcerers with the Draconic origin, half-dragons, and dragonborn can be of cosmic dragon ancestry just like they can be of chromatic or metallic. Like any other sorcerers, dragonborn, or half-dragons, these individuals gain a breath weapon and resistance or affinity to a type of damage that is determined by their draconic ancestry.

A half-cosmic dragon's breath weapon is determined the same way as for any other half-dragon. Cosmic dragonborn determine the damage type, save type and shape of their breath weapon by the table below.

Both dragonborn and half-dragons also gain damage resistance and sorcerers gain Elemental Affinity matching the damage type listed in the table below.

Dragon	Damage Type	Dragonborn Breath Weapon
Moon	Psychic	5 by 30 ft. line (Int. save)
Sun	Radiant	5 by 30 ft. line (Dex. save)
Time	Force	15 ft. cone (Dex. save)
Void	Necrotic	15 ft. cone (Con. Save)
Warp	Thundering	15 ft. cone (Con. Save)

Converting Other Dragons

Converting true dragons from other sources into ancestries for half-dragons, dragonborn and sorcerers is a fairly simple process most of the time.

Normally a true dragon has one damage immunity and a breath weapon dealing the corresponding damage type. This determines which damage type should be applied to the breath weapon, Elemental Affinity and damage resistance associated with the ancestry. In some cases the dragon may have multiple immunities, or instead of an immunity have multiple damage resistances. In this case choose whichever corresponds with its breath weapon, or if this still leaves multiple options choose which one seems most defining for the dragon, or sets them apart from the dragons in the Monster Manual.

The shape (line or cone), save type and damage type of the dragon's breath weapon determines whether the corresponding dragonborn ancestry's breath has a 15-foot cone or 5-by-30-foot line, which type of damage it deals, and which saving throw it uses.

In a few rare cases, the dragon's immunities and breath weapon damage type do not match at all. In this case use the primary immunity damage resistances, and the breath weapon's type for breath weapons and Elemental Affinity. In case the dragon's breath weapon deals piercing, bludgeoning or slashing damage, Elemental Affinity should instead be based on the immunity.



Ancient Moon Dragon

Gargantuan dragon, any chaotic alignment

Armor Class 22 (natural armor)
Hit Points 385 (22d20 + 154)
Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	24 (+7)	21 (+5)	20 (+5)	21 (+5)

Saving Throws Dex +7, Con +14, Wis +12, Cha +12
Skills Arcana +12, Nature +12, Perception +19, Stealth +7
Damage Immunities psychic
Senses blindsight 60ft., darkvision 120ft., passive Perception 29
Languages Common, Draconic
Challenge 22 (41,000 XP)

Void Travel. The dragon does not need to breathe and is immune to the hazards of outer space. It can fly beyond a planet's atmosphere and travel between planets. Travelling between planets using the void travel ability requires 6d10 days of travel time regardless of the actual distance. Riders it carries while travelling through space are also protected from the void of outer space.

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

Actions

Multiattack. The dragon can use its Alien Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claws. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Hypnotic Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 Intelligence saving throw or gain disadvantage on Intelligence checks and saving throws that are not made against the dragon's Hypnotic Presence for 1 minute. While under this effect the creature must succeed on a DC 22 Intelligence saving throw at the start of each of its turns or it skips its turn. A creature that succeeds on two consecutive saves ends the effect on itself. If a creature's initial saving throw is successful or the effect ends for it, the creature is immune to the dragon's Hypnotic Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Mind-Rending Breath. The dragon exhales a beam of pale light in a 90-foot line that is 10 feet wide. Each creature in that area must make a DC 22 Intelligence saving throw, taking 63 (14d8) psychic damage on a failed save, or half as much damage on a successful one.

Bewildering Breath. The dragon exhales a blast of confusion in a 90-foot cone. Each creature in that area must succeed on a DC 22 Wisdom saving throw or become confused for one minute, as per the *confusion* spell. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

The dragon can make 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Adult Moon Dragon

Huge dragon, any chaotic alignment

Armor Class 19 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	19 (+4)	18 (+4)	19 (+4)

Saving Throws Dex +5, Con +10, Wis +9, Cha +9

Skills Arcana +9, Nature +9, Perception +14, Stealth +5

Damage Immunities psychic

Senses blindsight 60ft., darkvision 120ft., passive Perception 24

Languages Common, Draconic

Challenge 15 (13,000 XP)

Void Travel. The dragon does not need to breathe and is immune to the hazards of outer space. It can fly beyond a planet's atmosphere and travel between planets. Travelling between planets using the void travel ability requires 6d10 days of travel time regardless of the actual distance. Riders it carries while travelling through space are also protected from the void of outer space.

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

Actions

Multiattack. The dragon can use its Alien Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

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

Hypnotic Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Intelligence saving throw or gain disadvantage on Intelligence checks and saving throws that are not made against the dragon's Hypnotic Presence for 1 minute. While under this effect the creature must succeed on a DC 19 Intelligence saving throw at the start of each of its turns or it skips its turn. A creature that succeeds on two consecutive saves ends the effect on itself. If a creature's initial saving throw is successful or the effect ends for it, the creature is immune to the dragon's Hypnotic Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Mind-Rending Breath. The dragon exhales a beam of pale light in a 60-foot line that is 10 feet wide. Each creature in that area must make a DC 18 Intelligence saving throw, taking 54 (12d8) psychic damage on a failed save, or half as much damage on a successful one.

Bewildering Breath. The dragon exhales a blast of confusion in a 60-foot cone. Each creature in that area must succeed on a DC 18 Wisdom saving throw or become confused for one minute, as per the *confusion* spell. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

The dragon can make 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Moon Dragon

The incandescent grey and blue moon dragons are marked by a calculated curiosity, often lingering in a planet's orbit simply observing the proceedings below. Though one would be mistaken to think the dragons' behavior a sign of passiveness. Moon dragons have their own goals and agendas and patiently gather information for long periods of time before taking action.

Lunar Eidolons. Moon dragons are often idolized by worshippers of deities associated with the moon and creatures otherwise tied to it, such as lycanthropes and lunar ravagers. Though the dragons feel no kinship to any of these creatures and rarely take to worshipping moon deities themselves, they know to make use of the service of other creatures and use them as agents, servants, and soldiers in their schemes. The kobolds and lizardfolk typically serving other dragons are a much less common sight in a moon dragon's service.

Beings of the Pale Light. The moonlight is often associated with altered states of mind. Some believe it to cause a form of insanity, appropriately named lunacy. Moon dragons too are known for their ability to assault the minds of other creatures.

Their breath weapon emits a pale light, much like moonlight, which causes intense mental distress to such a degree that it can become lethal. When dispersed, the light causes victims to lose their lucidity, becoming completely confused, unable to tell friend from foe.

Where other dragons trigger a primal fear with their imposing presence, a moon dragon is more hypnotic. It enfeebles other creature's minds. Making it difficult for them to think logically and even temporarily forgetting what is happening around them, which causes them to become passive momentarily.

Silvershine. Moon dragons are obsessed with silver. While they fully understand the monetary value of silver compared to gold, they prefer the color of the less rare material. Their hoards usually seem significantly larger than they are as a result, because the dragon amasses silver coins and jewellery over other materials. It has a particular fondness for headgear, such as crowns, circlets and even helmets, so long as they are silver.

It may be possible to persuade a moon dragon to relinquish a non-silver item from its hoard in exchange for an equal value, or even less, if only slightly, in silver items.

Young Moon Dragon

Large dragon, any chaotic alignment

Armor Class 18 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 40 ft., burrow 40 ft., fly 80 ft.

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

Saving Throws Dex +3, Con +6, Wis +6, Cha +6

Skills Arcana +6, Nature +6, Perception +9, Stealth +3

Damage Immunities psychic

Senses blindsight 30ft., darkvision 120ft., passive Perception 19

Languages Common, Draconic

Challenge 8 (3,900 XP)

Void Travel. The dragon does not need to breathe and is immune to the hazards of outer space. It can fly beyond a planet's atmosphere and travel between planets. Travelling between planets using the void travel ability requires 6d10 days of travel time regardless of the actual distance. Riders it carries while travelling through space are also protected from the void of outer space.

Actions

Multiattack. The dragon can use its Alien Presence. It then makes three attacks: one with its bite and two with its claws.

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

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

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Mind-Rending Breath. The dragon exhales a beam of pale light in a 30-foot line that is 10 feet wide. Each creature in that area must make a DC 14 Intelligence saving throw, taking 40 (9d8) psychic damage on a failed save, or half as much damage on a successful one.

Bewildering Breath. The dragon exhales a blast of confusion in a 30-foot cone. Each creature in that area must succeed on a DC 14 Wisdom saving throw or become confused for one minute, as per the *confusion* spell. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

A Moon Dragon's Lair

As with most cosmic dragons, not all moon dragons make their lairs on the surface of a populated world. Those that do however, prefer rocky areas, on the seashore, where they burrow into the stone to create a subterranean nest. The entrance is usually at the bottom of one of the deep crater-like pits, typically found near the lair, and usually created by the dragon itself.

The dragon spends a large amount of its time outside—though within sight—of its lair, where it can engage in observation of the outside world and still keep watch of its hoard. A surefire way to gain a moon dragon's attention, is to enter its lair uninvited. Though there is no guarantee that this will grant one the opportunity to have a peaceful audience with the dragon.



Moon Dragon Wyrmling

Medium dragon, any chaotic alignment

Armor Class 17 (natural armor)

Hit Points 38 (7d8 + 7)

Speed 30 ft., burrow 30 ft., fly 60 ft.

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

Saving Throws Dex +2, Con +3, Wis +4, Cha +4

Skills Nature +4, Perception +6, Stealth +2

Damage Immunities psychic

Senses blindsight 10ft., darkvision 60ft., passive Perception 16

Languages Common, Draconic

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Mind-Rending Breath. The dragon exhales a beam of pale light in a 20-foot line that is 10 feet wide. Each creature in that area must make a DC 11 Intelligence saving throw, taking 18 (4d8) psychic damage on a failed save, or half as much damage on a successful one.

Bewildering Breath. The dragon exhales a blast of confusion in a 20-foot cone. Each creature in that area must succeed on a DC 11 Wisdom saving throw or become confused for one minute, as per the *confusion* spell. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Inside the rocky caverns, the dragon's servants carve out places and idols of worship within the chambers around the web of tunnels the dragon has dug. A large central chamber serves as the dragon's sanctum. The floor is rarely level in this chamber, several craters are strewn across, filled with the dragon's hoard, the largest and deepest crater serving as its resting place.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- Rocks crash from the cavern's ceiling, possibly crushing several creatures. The dragon makes one ranged attack roll each against up to three creatures it can see within 120 feet. On a hit the target takes 10 (3d6) bludgeoning damage.
- Underground water reserves surge upwards through cracks and holes in the floor, flooding craters the dragon can see and spilling out before receding and pulling creatures around in and burying them in the dragon's hoard. Creatures within 20 feet of these craters must succeed on a DC 15 Strength saving throw or be pulled into the crater and be buried in treasure. While buried, the creature is prone and restrained. A creature can use an action to make a DC 10 Strength check, ending the buried state on itself on a success.
- A light glints across the dragon's body and its form disappears where the light passes. The dragon becomes invisible. The invisibility ends on initiative count 20 on the next round.

Regional Effects

A region containing a moon dragon's lair is warped by the dragon's presence, which creates one or more of the following effects.

- Within 6 miles of the lair, the sky is always clear of clouds, when the moon is visible, day or night, making navigation by the constellations more reliable.
- Plantlife within 3 miles of the lair is sparse, if not completely nonexistent, and natural fauna is rare.
- Creatures within 1 mile of the dragon's lair easily lose focus and become disoriented. Once per day, creatures other than the dragon and its followers must succeed on a DC 10 Wisdom saving throw or gain disadvantage on Intelligence and Wisdom checks for an hour.
- The geography within 3 miles of the lair is interspersed with circular crater-like pits.

If the dragon dies, plants regrow naturally over time, and craters remain. The other effects fade over the course of 1d10 days.

Sun Dragon

Sun dragons are arrogant and vainglorious creatures, even for dragons. Their vibrant red flesh displays orange and yellow patterns reminiscent of sunflares erupting across their wings and bodies. Sun dragons like to think of themselves as the source of light and life and enjoy being worshipped as such by creatures they consider beneath themselves.

Sunlight Incarnate. An old master of mystic arts might tell his student about how living creatures are luminous beings, rather than crude flesh. This statement couldn't be truer than when it comes to sun dragons. Their breath weapon channels the searing light of the sun, which adds to their divine appearance. It can also be dispersed to burn and set ablaze targets with its intense heat.

A sun dragon's form can blind onlookers with radiant light, and the most ancient sun dragons can tap into their luminous forms in a way that no other living creature can hope to achieve and turn into pure light, travelling great distances at the literal speed of light.

Self-Appointed Gods. Like moon dragons, sun dragons are often revered by those whose faith is centered around their respective celestial body. However, while moon dragons care little for their followers' worship and simply appreciate them as useful servants, sun dragons feed their egos on the reverence of their worshippers and demand icons made in their glory. If a cult gathering around a sun dragon worships a sun deity, the dragon subtly influences their practices and tenets, to slowly shift them toward worshipping the dragon. This process is a slow shift, often covering generations, in which the dragon first establishes itself as an avatar of the deity and then slowly shifts the focus to itself.

Depending on the dragon's disposition, its rule can vary anywhere from that of a benevolent dictator to that of a tyrant, but it always revolves around strict codes and rules that treat all of its underlings equally. Only the dragon resides above all.

While a sun dragon will welcome any worshipper who accepts its divinity and is not opposed to light, it particularly likes to surround itself with creatures associated with fire and light. Due to their geographical proximity and lizardfolk's general tendency to worship dragons, lizardfolk are commonly found in communities gathering around sun dragons, while kobolds are often torn between their reverence for dragons and their aversion to bright light, making them a rather rare sight.

Golden Sun Treasure. Gold is the most coveted substance among sun dragons. They particularly prefer coins, as they remind the dragons of a sun's shape. They are also infatuated by golden and yellow gems and minerals, such as topases and tiger's eyes, but anything that gleams brightly in the light pleases a sun dragon.

A Sun Dragon's Lair

A sun dragon can exist comfortably, submerged in the inferno of a sun, their treasure hoards however can not. Sun dragons like to make their lairs in warm areas, exposed to as much sunlight as possible, surrounded by an abundance of life. They are most commonly found in tropical and sub-tropical areas, where the sun shines the brightest and hottest and life is teeming. A sun dragon's hoard is not buried in an underground cavern, but sits directly under the sun, perched at the peak of a steep mountain, where its gleam can often be seen for miles. The dragon spends most of the time on its roost, overlooking its domain, "allowing" its worshippers to bask in its splendor.

At the foot of the dragon's peak, its followers build a network of temples, defensive structures, and sleeping chambers, embedded into the cliffs and protecting a precarious, winding path, crawling up the mountain toward the dragon's roost.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:



Ancient Sun Dragon

Gargantuan dragon, any lawful alignment

Armor Class 21 (natural armor)

Hit Points 455 (26d20 + 182)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	18 (+4)	15 (+2)	21 (+5)

Saving Throws Dex +9, Con +14, Wis +9, Cha +12

Skills Perception +16, Religion +18, Stealth +9

Damage Immunities fire, radiant

Senses blindsight 60ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic

Challenge 22 (41,000 XP)

Luminous Projection. The dragon can project itself through a beam of pure light and use its move to travel to any location it can see. This travel must be in a straight line, but otherwise the dragon can travel anywhere that light can enter.

Void Travel. The dragon does not need to breathe and is immune to the hazards of outer space. It can fly beyond a planet's atmosphere and travel between planets. Travelling between planets using the void travel ability requires 6d10 days of travel time regardless of the actual distance. Riders it carries while travelling through space are also protected from the void of outer space.

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

Actions

Multiattack. The dragon can use its Alien Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claws. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Blinding Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, 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 dragon's Blinding Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Radiant Breath. The dragon exhales a beam of glaring light in a 120-foot line that is 10 feet wide. Each creature in that area must make a DC 22 Dexterity saving throw, taking 88 (16d10) radiant damage on a failed save, or half as much damage on a successful one. Alternatively the dragon may use this breath to heal all creatures within the cone for that many points of damage. The dragon cannot use its radiant breath to heal again, until it finished a long rest.

Blazing Breath. The dragon exhales a blast of searing hot light in a 90-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, or take 42 (12d6) fire damage at the beginning of each of its turns. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

The dragon can make 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Adult Sun Dragon

Huge dragon, any lawful alignment

Armor Class 18 (natural armor)

Hit Points 230 (20d12 + 100)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	16 (+3)	13 (+1)	19 (+4)

Saving Throws Dex +7, Con +10, Wis +6, Cha +9

Skills Perception +11, Religion +13, Stealth +7

Damage Immunities fire, radiant

Senses blindsight 60ft., darkvision 120ft., passive Perception 21

Languages Common, Draconic

Challenge 15 (13,000 XP)

Void Travel. The dragon does not need to breathe and is immune to the hazards of outer space. It can fly beyond a planet's atmosphere and travel between planets. Travelling between planets using the void travel ability requires 6d10 days of travel time regardless of the actual distance. Riders it carries while travelling through space are also protected from the void of outer space.

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

Actions

Multiattack. The dragon can use its Alien Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

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

Blinding Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, 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 dragon's Blinding Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Radiant Breath. The dragon exhales a beam of glaring light in a 90-foot line that is 10 feet wide. Each creature in that area must make a DC 18 Dexterity saving throw, taking 66 (12d10) radiant damage on a failed save, or half as much damage on a successful one. Alternatively the dragon may use this breath to heal all creatures within the cone for that many points of damage. The dragon cannot use its radiant breath to heal again, until it finished a long rest.

Blazing Breath. The dragon exhales a blast of searing hot light in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, or take 35 (10d6) fire damage at the beginning of each of its turns. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

The dragon can make 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

- The temperature in the lair rises dramatically. All creatures within 60 feet of the dragon must succeed on a DC 15 Constitution saving throw or gain one level of exhaustion. Creatures that are immune to fire damage are immune to this effect. Creatures with resistance to fire damage have advantage on the saving throw and creatures with vulnerability to fire damage have disadvantage on the saving throw. A creature that fails a saving throw against this lair action, automatically passes any further saving throws against this lair action for the next 24 hours.
- A flare erupts across the floor of the lair in a 20-foot-radius sphere at a point the dragon chooses within 120 feet of it. Creatures within the sphere must succeed on a DC 15 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.
- A strong wind blows toward the dragon from all directions. Creatures within 30 feet of the must succeed on a DC 15 Strength saving throw or be pushed 20 feet directly toward the dragon and be knocked prone. The dragon may spread its wings and immediately fly up to 20 feet directly upward on the updraft created underneath it.

Regional Effects

A region containing a sun dragon's lair is warped by the dragon's presence, which creates one or more of the following effects.

- A barrier of wind surrounds the dragon's roost at the peak of its mountain in a 300-foot-radius sphere, making flying directly to and from the peak nearly impossible. A creature that tries to fly into or out of the sphere takes 10 (3d6) bludgeoning damage plus 35 (10d6) radiant damage and must succeed on a DC 18 Constitution saving throw or be stunned for two rounds. The dragon can suppress and continue the effect at will with no action required as long as it can see its roost.
- Within 3 miles of the lair, the weather is always hot, regardless of the surrounding climate or season. This can make travel more difficult due to exhaustion.
- Within 6 miles of the lair, wind always blows in the direction of the lair, allowing any creature aware of this phenomenon which knows it is within this radius to determine the direction of the lair.

If the dragon dies, these effects fade over the course of 1d10 days.



Young Sun Dragon

Large dragon, any lawful alignment

Armor Class 17 (natural armor)

Hit Points 144 (17d10 + 51)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	14 (+2)	11 (+0)	17 (+3)

Saving Throws Dex +5, Con +6, Wis +3, Cha +6

Skills Perception +6, Religion +8, Stealth +5

Damage Immunities fire, radiant

Senses blindsight 30ft., darkvision 120ft., passive Perception 16

Languages Common, Draconic

Challenge 8 (3,900 XP)

Void Travel. The dragon does not need to breathe and is immune to the hazards of outer space. It can fly beyond a planet's atmosphere and travel between planets. Travelling between planets using the void travel ability requires 6d10 days of travel time regardless of the actual distance. Riders it carries while travelling through space are also protected from the void of outer space.

Actions

Multiaction. The dragon makes three attacks: one with its bite and two with its claws.

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

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

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Radiant Breath. The dragon exhales a beam of glaring light in a 60-foot line that is 10 feet wide. Each creature in that area must make a DC 14 Dexterity saving throw, taking 55 (10d10) radiant damage on a failed save, or half as much damage on a successful one. Alternatively the dragon may use this breath to heal all creatures within the cone for that many points of damage. The dragon cannot use its radiant breath to heal again, until it finished a long rest.

Blazing Breath. The dragon exhales a blast of searing hot light in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, or take 28 (8d6) fire damage at the beginning of each of its turns. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Sun Dragon Wyrmling

Medium dragon, any lawful alignment

Armor Class 16 (natural armor)

Hit Points 38 (7d8 + 7)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	12 (+2)	9 (-1)	15 (+2)

Saving Throws Dex +4, Con +3, Wis +1, Cha +4

Skills Perception +3, Religion +4, Stealth +5

Damage Immunities fire, radiant

Senses blindsight 10ft., darkvision 60ft., passive Perception 13

Languages Common, Draconic

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Radiant Breath. The dragon exhales a beam of glaring light in a 40-foot line that is 10 feet wide. Each creature in that area must make a DC 11 Dexterity saving throw, taking 22 (4d10) radiant damage on a failed save, or half as much damage on a successful one. Alternatively the dragon may use this breath to heal all creatures within the cone for that many points of damage. The dragon cannot use its radiant breath to heal again, until it finished a long rest.

Blazing Breath. The dragon exhales a blast of searing hot light in a 20-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, or take 10 (3d6) fire damage at the beginning of each of its turns. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Ancient Time Dragon

Gargantuan dragon, any chaotic alignment

Armor Class 22 (natural armor)

Hit Points 546 (28d20 + 252)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	28 (+9)	19 (+4)	20 (+5)	20 (+5)

Saving Throws Dex +7, Con +16, Wis +12, Cha +12

Skills History +18, Perception +19, Stealth +7

Damage Immunities force

Senses blindsight 60ft., darkvision 120ft., passive Perception 29

Languages Common, Draconic

Challenge 24 (62,000 XP)

Premonition. The time dragon has advantage on initiative checks and is never surprised.

Void Travel. The dragon does not need to breathe and is immune to the hazards of outer space. It can fly beyond a planet's atmosphere and travel between planets. Travelling between planets using the void travel ability requires 6d10 days of travel time regardless of the actual distance. Riders it carries while travelling through space are also protected from the void of outer space.

Temporal Anomaly. Up to three times in its life, the dragon can travel to any point in time, taking with it a number of willing creatures equal to its Charisma modifier.

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

Actions

Multiattack. The dragon can use its Alien Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Claws. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Slowing Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or have their speed halved and can only take either an action or a bonus action on their turn for 1 minute. A creature can repeat the saving throw at the end of each of its turns, 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 dragon's Slowing Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Arcane Breath. The dragon exhales an arcane blast in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 67 (15d8) force damage on a failed save, or half as much damage on a successful one.

Stasis Breath. The dragon's breath distorts time in a 90-foot cone. Each creature in that area must succeed on a DC 24 Charisma saving throw or be frozen in time stasis. Affected creatures can't move, are incapacitated and can't perceive



their surroundings for one minute but are immune to all other effects, conditions and damage for the duration. Ongoing effects and conditions already affecting a creature are suspended until this effect ends (the duration is effectively paused). A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

The dragon can make 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Adult Time Dragon

Huge dragon, any chaotic alignment

Armor Class 19 (natural armor)

Hit Points 226 (17d12 + 116)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	24 (+7)	17 (+3)	18 (+4)	18 (+4)

Saving Throws Dex +5, Con +12, Wis +9, Cha +9

Skills History +15, Perception +16, Stealth +5

Damage Immunities force

Senses blindsight 60ft., darkvision 120ft., passive Perception 26

Languages Common, Draconic

Challenge 17 (18,000 XP)

Premonition. The time dragon has advantage on initiative checks and is never surprised.

Void Travel. The dragon does not need to breathe and is immune to the hazards of outer space. It can fly beyond a planet's atmosphere and travel between planets. Travelling between planets using the void travel ability requires 6d10 days of travel time regardless of the actual distance. Riders it carries while travelling through space are also protected from the void of outer space.

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

Actions

Multiattack. The dragon can use its Alien Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claws. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Slowing Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or have their speed halved and can only take either an action or a bonus action on their turn for 1 minute. A creature can repeat the saving throw at the end of each of its turns, 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 dragon's Slowing Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Arcane Breath. The dragon exhales an arcane blast in a 60-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 54 (12d8) force damage on a failed save, or half as much damage on a successful one.

Temporal Breath. The dragon's breath distorts time in a 60-foot cone. Each creature in that area must succeed on a DC 20 Charisma saving throw or be frozen in time stasis. Affected creatures can't move, are incapacitated and can't perceive their surroundings for one minute but are immune to all other effects, conditions and damage for the duration. Ongoing effects and conditions already affecting a creature are suspended until this effect ends (the duration is effectively paused). A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

The dragon can make 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Time Dragon

Dragons live for aeons, and for all scholars know, they are functionally immortal, unless they die a violent death, or choose for their life to end. A dragon's perception of time is significantly different from that of humans or even elves. But even to other dragons the way a time dragon understands the flow of time is all but incomprehensible. Some think time dragons exist in the present, future and past simultaneously, perceiving time as a static picture, rather than ever changing flow. This is probably exaggeration but perhaps rooted in a kernel of truth, as the dragons appear to never be surprised by a sudden turn of events.

Arcane Essence. Around a time dragon, the temporal flow seems to become distorted, as some creatures move and react significantly slower in the dragon's presence. It appears, a time dragon's essence is suffused with arcane energy in some way, as evidenced by the nature of its breath weapon. When a time dragon focusses its breath to kill, it projects a wave of glowing blue force energy, akin to the energy used only in arcane spells. When it does not intend to kill or destroy, the dragon can use

its breath to temporarily disable enemies, by what appears to an observer like removing them from existence for a short amount of time. In fact the victims of this attack are not removed but simply shifted forward in time. A creature affected by this attack only experiences the contact with the dragon's breath, before finding the situation around it abruptly having changed the next moment. This experience can be jarring, and the creature often needs a moment to adjust to the, apparently sudden, change.

The eldest time dragons are rumored to be able to travel forward and backward through time. Though the dragons are not adverse to confirming this, they are extremely reluctant, to the point of absolutely refusing, to demonstrate this ability and prove the claim true.

Temporary Alliances. When a time dragon chooses to associate with other creatures, it prefers to keep the company of those who may be able to bridge its understanding of time and the more limited perception of other creatures. Many spellcasters focussing on divination magic are typically found serving a time dragon. Creatures that have extremely long life expectancies or are even immortal, are also typical among a time dragon's ser-

Young Time Dragon

Large dragon, any chaotic alignment

Armor Class 18 (natural armor)

Hit Points 144 (17d10 + 51)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	15 (+2)	16 (+3)	16 (+3)

Saving Throws Dex +5, Con +6, Wis +7, Cha +7

Skills History +10, Perception +11, Stealth +4

Damage Immunities force

Senses blindsight 30ft., darkvision 120ft., passive Perception 21

Languages Common, Draconic

Challenge 10 (5,900 XP)

Premonition. The time dragon has advantage on initiative checks and is never surprised.

Void Travel. The dragon does not need to breathe and is immune to the hazards of outer space. It can fly beyond a planet's atmosphere and travel between planets. Travelling between planets using the void travel ability requires 6d10 days of travel time regardless of the actual distance. Riders it carries while travelling through space are also protected from the void of outer space.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

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

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

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Arcane Breath. The dragon exhales an arcane blast in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 45 (10d8) force damage on a failed save, or half as much damage on a successful one.

Temporal Breath. The dragon's breath distorts time in a 30-foot cone. Each creature in that area must succeed on a DC 17 Charisma saving throw or be frozen in time stasis. Affected creatures can't move, are incapacitated and can't perceive their surroundings for one minute but are immune to all other effects, conditions and damage for the duration. Ongoing effects and conditions already affecting a creature are suspended until this effect ends (the duration is effectively paused). A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success..

vant. Conversely time dragons also often love to study creatures, which live for very short periods before their natural lifetime is spent. They are fascinated by how differently such beings experience the temporal flow and how quickly their life cycle renews. It is not unusual to find elves serving a time dragon alongside goblins and orcs. The dragon typically still outlasts all of its servants, short of the few immortal ones among them, unless it is slain violently.

Time Dragon Wyrmling

Medium dragon, any chaotic alignment

Armor Class 17 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	13 (+1)	14 (+2)	14 (+2)

Saving Throws Dex +4, Con +3, Wis +5, Cha +5

Skills History +3, Perception +6, Stealth +2

Damage Immunities force

Senses blindsight 10ft., darkvision 60ft., passive Perception 16

Languages Common, Draconic

Challenge 4 (1,100 XP)

Premonition. The time dragon has advantage on initiative checks and is never surprised.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

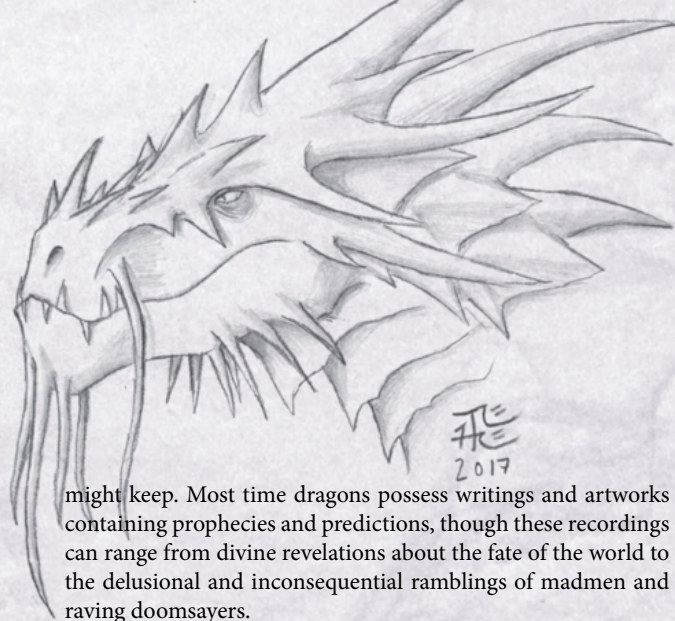
Arcane Breath. The dragon exhales an arcane blast in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 22 (5d8) force damage on a failed save, or half as much damage on a successful one.

Temporal Breath. The dragon's breath distorts time in a 15-foot cone. Each creature in that area must succeed on a DC 13 Charisma saving throw or be frozen in time stasis. Affected creatures can't move, are incapacitated and can't perceive their surroundings for one minute but are immune to all other effects, conditions and damage for the duration. Ongoing effects and conditions already affecting a creature are suspended until this effect ends (the duration is effectively paused). A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The dragon's servants revere the great beast for its insight into the matter they seek to understand through divination magic and look to it for sage advice and insight.

At some point in their otherwise unlimited lifetimes, the most ancient time dragons disappear without a trace, leaving their servants and even their hoards behind. According to the claims of some of the dragons' followers, the time dragon left for "home." Scholars speculate that the dragons are drawn back to beginning of time itself, seeking their source.

Record Keepers. The limited way in which other creatures experience the flow of time is fascinating to time dragons, and their hoards are collections of artifacts attesting to these creatures' efforts to keep time. Book records, artworks such as paintings and reliefs, documenting the history of people and places are common in a time dragon's possession. The hoard also often contains devices measuring and assisting in the management of time, such as sun dials, hourglasses and clocks, as well as calendars and even scheduling books. Perhaps most fascinating and most valuable are the records of the future a time dragon



might keep. Most time dragons possess writings and artworks containing prophecies and predictions, though these recordings can range from divine revelations about the fate of the world to the delusional and inconsequential ramblings of madmen and raving doomsayers.

A Time Dragon's Lair

Time dragons prefer regions where the cosmic cycle can be observed in as many facets as possible. When making their lair in a world with distinct seasonal changes, they prefer temperate environments, where the contrast between summers and winters is strongest.

The lair itself is usually an underground cave in elevated terrain or, if the dragon has a large enough following to construct such a lair, a gigantic tower, not unlike a wizard's tower. The lair often contains several arcane and alchemical laboratories, in which the dragon and its followers conduct experiments and research of various nature, as well as libraries filled with historical records.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following magical effects; the dragon can't use the same effect two rounds in a row:

- The dragon selectively slows or stops time in tiny, pinpoint-sized pockets of space in a 20-foot-radius sphere at a point the dragon chooses within 120 feet of it. Creatures in the area must succeed on a DC 15 Charisma saving throw, or take 14 (4d6) piercing damage, as parts of their flesh are frozen in place while the creatures move.
- The dragon increases its speed dramatically for a moment. The dragon is affected as if the *haste* spell was cast on it until initiative count 20 on the next round.
- The dragon slows the perception and reflexes of creatures within 60 feet of itself. Creatures within the area must succeed on a DC 15 Charisma saving throw or their initiative score is reduced by 10 for the rest of the encounter. This changes the initiative order. A creature that already took its turn this round, does not get an additional turn because of this effect. A creature's initiative cannot be reduced to less than 1 + the creature's Initiative bonus.

Regional Effects

A region containing a time dragon's lair is warped by the dragon's presence, which creates one or more of the following effects.

- Weather and the state of vegetation within 6 miles of the lair are inconsistent with the current geographical season and each other, as though each cycle takes place at a different rate. Strangely, this disparity does not cause any damage to the

local flora. Wisdom (Survival) checks made to find food in the wild within this area have disadvantage.

- Little to no natural fauna lives permanently within 6 miles of the lair, but is abundant near the border of this area, as creatures take advantage of the irregular flora and meteorological phenomena, such as finding food during seasons during which it is not normally available.

If the dragon dies, these effects fade over the course of 1d10 months. Vegetation dies off over the course of this process and regrows naturally thereafter, while the abundant animal life outside the area scatters.

Void Dragon

Creatures laying eyes upon a void dragon usually experience a sense of wrongness, as though what they are seeing is not supposed to exist. Some believe that these dragons were in fact a mistake of creation that sprung into existence by itself, as the universe, and with it the other cosmic dragons, were created. Others believe these irritable monstrosities have been corrupted and driven mad by the influence of the horrors lingering at the edges of existence. Unlike other cosmic dragons, who have no general moral inclinations across the entirety, or even the majority of their kind, void dragons who are not evil are basically unheard of.

Destructive Nihilism. Void dragons are obsessed with entropy, destruction, and the dichotomy of existence and nonexistence. Coming out of the emptiness between the stars, they seek to return everything to this same state or perhaps an even purer state of complete nonexistence. They readily ally with other creatures that seek the same kind of complete destruction, such as the obyrith of the deepest Abyss (see page 152). Their obsessive and irritable behavior makes void dragons dangerous allies to have. The dragons have no regard for "lower" life-forms and will not refrain from sacrificing or even simply trampling them underfoot as they pursue their goals. They merely tolerate creatures' existences—even those of void dragons, including themselves—only as long as it is helps toward the goal of ending existence itself.

Oftentimes, void dragons go on destructive rampages, not unlike those of red dragons, albeit motivated more by frustration and impotent rage at their lack of ability to achieve their ultimate goal. A void dragon may be able to lay waste to entire nations, yet it would consider this as little more than an act of petty destruction, meaning little more than the act of swiping vials and flasks off a desk in exasperation when a frustrated alchemist can't figure out the right mixture.

Nothingness Incarnate. Void dragons seem to somehow consist of the very nothingness of empty space. How this is possible is unclear, but it provides a possible explanation why beholding a void dragon causes such an intense feeling of wrongness. Being in the presence of a void dragon alone can cause a dizziness akin to the feeling of standing at the edge of a chasm and staring into an infinite depth. The dragon's breath weapon channels the void into energy that swallows light and drains life. This deadly energy appears as complete blackness in the form of a cloud of smoke or flame. The dragon can also channel its breath to remove breathable air from a subject's lungs, causing them to start suffocating immediately.



Ancient Void Dragon

Gargantuan dragon, chaotic evil

Armor Class 21 (natural armor)

Hit Points 420 (24d20 + 168)

Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	25 (+7)	20 (+5)	16 (+3)	20 (+5)

Saving Throws Dex +8, Con +14, Wis +10, Cha +12

Skills Arcana +12, Intimidation +12, Perception +17, Stealth +8

Damage Immunities necrotic

Senses blindsight 60ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic

Challenge 22 (41,000 XP)

Void Travel. The dragon does not need to breathe and is immune to the hazards of outer space. It can fly beyond a planet's atmosphere and travel between planets. Travelling between planets using the void travel ability requires 6d10 days of travel time regardless of the actual distance. Riders it carries while travelling through space are also protected from the void of outer space.

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

Actions

Multiattack. The dragon can use its Alien Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claws. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Dizzying Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, 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 dragon's Dizzying Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Void Breath. The dragon exhales a blast of withering darkness in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 56 (15d6) necrotic damage on a failed save, or half as much damage on a successful one.

Stolen Breath. The dragon exhales a breath-stealing energy in a 60-foot cone. Each creature in that area must succeed on a DC 22 Constitution saving throw or run out of breath and immediately begin suffocating (PHB, p. 183). A creature continues suffocating each turn. At the end of each of its turns a creature can repeat the saving throw, ending the effect on itself on a success, and being able to breathe again.

Legendary Actions

The dragon can make 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Adult Void Dragon

Huge dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	20 (+5)	18 (+4)	14 (+2)	18 (+4)

Saving Throws Dex +6, Con +10, Wis +7, Cha +9

Skills Arcana +9, Intimidation +9, Perception +12, Stealth +6

Damage Immunities necrotic

Senses blindsight 60ft., darkvision 120ft., passive Perception 22

Languages Common, Draconic

Challenge 15 (13,000 XP)

Void Travel. The dragon does not need to breathe and is immune to the hazards of outer space. It can fly beyond a planet's atmosphere and travel between planets. Travelling between planets using the void travel ability requires 6d10 days of travel time regardless of the actual distance. Riders it carries while travelling through space are also protected from the void of outer space.

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

Actions

Multiattack. The dragon can use its Alien Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

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

Driven Hoarders. The monetary value of its hoard is meaningless to a void dragon, serving as little more than a tool for a purpose. The dragon amasses riches in order to further its goals, intending to use it to buy influence and the tools it requires. Its goals however, being as lofty as they are, often feel out of reach and so the dragon continues to collect treasures and pile them up in its lair. Void dragons prefer items of practical value, and so their hoards are filled with magic and alchemical items and ingredients the dragon has collected in hopes of making some use of it. Although it rarely finds a use, even in its gold, a void dragon will not give up any of its hoard and guards it as jealously as any dragon would.

A Void Dragon's Lair

Void dragons prefer isolated places, away from other lifeforms. The vast majority lair on planets which are uninhabitable to other creatures. The one's making their lairs in inhabited worlds are driven there by the search to find the means to achieve the unravelling of the fabric of the universe. Here they are drawn to deserts and barren wastelands, where they can maintain their isolation as much as possible.

Dizzying Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, 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 dragon's Dizzying Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Void Breath. The dragon exhales a blast of withering darkness in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 42 (12d6) necrotic damage on a failed save, or half as much damage on a successful one.

Stolen Breath. The dragon exhales a breath-stealing energy in a 40-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw or run out of breath and immediately begin suffocating (PHB, p. 183). A creature continues suffocating each turn. At the end of each of its turns a creature can repeat the saving throw, ending the effect on itself on a success, and being able to breathe again.

Legendary Actions

The dragon can make 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

The dragon makes its lair in cavernous, dark underground tunnels, devoid of any illumination, often sectioning off areas of the underdark as its own territory. Minions the dragon tolerates in its lair usually live in spartan conditions with little more than they require to fulfill their function in the dragon's schemes.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following magical effects; the dragon can't use the same effect two rounds in a row:

- The dragon fills the minds of creatures it can see within 30 feet of it with a profound and unsettling feeling of wrongness. Creatures of the dragon's choice within the area must succeed on a DC 15 Wisdom saving throw or become frightened of the dragon until initiative count 20 on the next round.
- The dragon creates a bubble of vacuum in a 20-foot-radius sphere at a point it can see within 120 feet of itself. Creatures within the area take 3 (1d6) slashing damage from the negative pressure and must succeed on a DC 15 Constitution saving throw or take 3 (1d6) thundering damage and be stunned for one round, as the surrounding air (or whichever

Young Void Dragon

Large dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	16 (+3)	12 (+1)	16 (+3)

Saving Throws Dex +4, Con +6, Wis +4, Cha +6

Skills Arcana +6, Intimidation +6, Perception +7, Stealth +4

Damage Immunities necrotic

Senses blindsight 30ft., darkvision 120ft., passive Perception 17

Languages Common, Draconic

Challenge 8 (3,900 XP)

Void Travel. The dragon does not need to breathe and is immune to the hazards of outer space. It can fly beyond a planet's atmosphere and travel between planets. Travelling between planets using the void travel ability requires 6d10 days of travel time regardless of the actual distance. Riders it carries while travelling through space are also protected from the void of outer space.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

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

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

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Void Breath. The dragon exhales a blast of withering darkness in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one.

Stolen Breath. The dragon exhales a breath-stealing energy in a 20-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw or run out of breath and immediately begin suffocating (PHB, p. 183). A creature continues suffocating each turn. At the end of each of its turns a creature can repeat the saving throw, ending the effect on itself on a success, and being able to breathe again.

medium the space is surrounded by) implodes violently back into the area.

Regional Effects

A region containing a void dragon's lair is warped by the dragon's presence, which creates one or more of the following effects.

- The air within 1 mile of the lair is notably harder to breathe. Creatures that breathe air have disadvantage on Constitution checks and saving throws to resist exhaustion from physical activity (such as forced marches and chases).
- Creatures within 3 miles of the lair have an uncanny feeling,



Void Dragon Wyrmling

Medium dragon, chaotic evil

Armor Class 16 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft., fly 60 ft. (hover)

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

Saving Throws Dex +3, Con +3, Wis +2, Cha +4

Skills Intimidation +4, Perception +4, Stealth +3

Damage Immunities necrotic

Senses blindsight 10ft., darkvision 60ft., passive Perception 14

Languages Common, Draconic

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Void Breath. The dragon exhales a blast of withering darkness in a 15-foot cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 17 (5d6) necrotic damage on a failed save, or half as much damage on a successful one.

Stolen Breath. The dragon exhales a breath-stealing energy in a 10-foot cone. Each creature in that area must succeed on a DC 11 Constitution saving throw or run out of breath and immediately begin suffocating (PHB, p. 183). A creature continues suffocating each turn. At the end of each of its turns a creature can repeat the saving throw, ending the effect on itself on a success, and being able to breathe again.

that there is something fundamentally wrong with the area, although they cannot pinpoint the reason.

- Wildlife actively avoids the area 6 miles around the dragon's lair. Stagnant bodies of water are dried out completely. Any signs of plantlife (if there was any vegetation to begin with) are withered remains.

If the dragon dies, these effects fade over the course of 1d10 days. Water and plantlife return naturally, according to the climate.

Ancient Warp Dragon

Gargantuan dragon, any lawful alignment

Armor Class 22 (natural armor)

Hit Points 481 (26d20 + 208)

Speed 40 ft., fly 80 ft. (hover), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	12 (+1)	27 (+8)	20 (+5)	18 (+4)	21 (+5)

Saving Throws Dex +8, Con +15, Wis +11, Cha +12

Skills Perception +18, Stealth +8, Survival +18

Damage Vulnerabilities necrotic

Damage Immunities thunder

Senses blindsight 60ft., darkvision 120ft., passive Perception 28

Languages Common, Draconic

Challenge 23 (50,000 XP)

Dimensional Bite. The dragon can strike through a rift in space. When using an attack or multiattack action, it may attack any creature it can see within 120 ft. with its bite, independently of the bite's actual reach.

Dimensional Travel. The dragon does not need to breathe and is immune to the hazards of outer space. It can fly beyond a planet's atmosphere and travel between planets. Travelling between planets using Dimensional Travel requires 2d10 days of travel time. Riders it carries while travelling through space are also protected from the void of outer space. It can also shift to other planes at will. This functions as the *plane shift* spell, but doesn't require material components.

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

Actions

Multiattack. The dragon can use its Alien Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

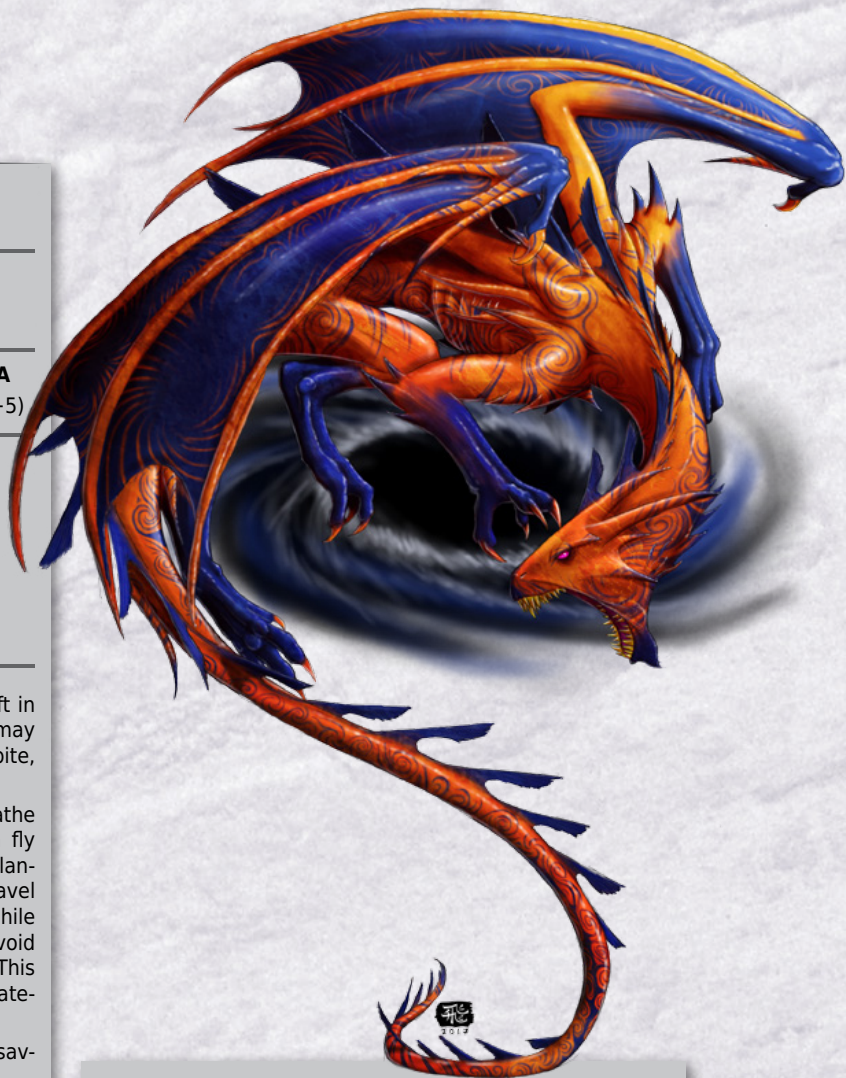
Claws. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Spiralling Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or gain disadvantage on attack rolls and Dexterity saving throws for 1 minute. While under this effect, attacks against these creatures have advantage. A creature can repeat the saving throw at the end of each of its turns, 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 dragon's Alien Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Distorting Breath. The dragon exhales a blast of crushing distortion in a 90-foot cone. Each creature in that area must make a DC 23 Constitution saving throw, taking 77 (22d6) thundering damage on a failed save, or half as much damage on a successful one.



Collapsing Breath. The dragon pulls a single Huge or smaller creature within 120 ft. into its maw. The creature must succeed on a DC 23 Strength saving throw or be swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the dragon, and it takes 42 (12d6) bludgeoning damage at the start of each of the dragon's turns. If the dragon takes 50 damage or more on a single turn from a creature inside it, the dragon must succeed on a DC 24 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 dragon. If the dragon dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Legendary Actions

The dragon can make 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Adult Warp Dragon

Huge dragon, any lawful alignment

Armor Class 19 (natural armor)

Hit Points 212 (17d12 + 102)

Speed 40 ft., fly 80 ft. (hover), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	23 (+6)	18 (+4)	16 (+3)	19 (+4)

Saving Throws Dex +6, Con +11, Wis +7, Cha +9

Skills Perception +13, Stealth +6, Survival +13

Damage Vulnerabilities necrotic

Damage Immunities thunder

Senses blindsight 60ft., darkvision 120ft., passive Perception 23

Languages Common, Draconic

Challenge 16 (15,000 XP)

Dimensional Bite. The dragon can strike through a rift in space. When using an attack or multiattack action, it may attack any creature it can see within 120 ft. with its bite, independently of the bite's actual reach.

Dimensional Travel. The dragon does not need to breathe and is immune to the hazards of outer space. It can fly beyond a planet's atmosphere and travel between planets. Travelling between planets using Dimensional Travel requires 2d10 days of travel time. Riders it carries while travelling through space are also protected from the void of outer space. It can also shift to other planes at will. This functions as the *plane shift* spell, but doesn't require material components.

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

Actions

Multiattack. The dragon can use its Alien Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 7) bludgeoning damage.

Spralling Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or gain disadvantage on attack rolls and Dexterity saving throws for 1 minute. While under this effect, attacks against these creatures have advantage. A creature can repeat the saving throw at the end of each of its turns, 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 dragon's Alien Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Distorting Breath. The dragon exhales a blast of crushing distortion in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 56 (16d6) thundering damage on a failed save, or half as much damage on a successful one.

Vortex Breath. The dragon pulls a single Large or smaller creature within 90 ft. into its maw. The creature must succeed on a DC 19 Strength saving throw or be swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the dragon, and it takes 31 (9d6) bludgeoning damage at the start of each of the dragon's turns. If the dragon takes 35 damage or more on a single turn from a creature inside it, the dragon must succeed on a DC 21 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 dragon. If the dragon dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

Legendary Actions

The dragon can make 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Warp Dragon

All cosmic dragons are capable of moving through the space between the stars, using some strange way of altering space itself to bridge otherwise impossible distances. The unmatched masters of this method of travel are warp dragons however. These dragons understand the concept of space better than any other creature and have a unique ability to bend it to their will.

These sleek, vibrantly colored, orange and blue dragons are covered in spiral patterns. Their movements are characterized by distinctive winding motions.

Emissaries of Worlds. Warp dragons' unique talents are invaluable to anyone in need of delivering something—be it a message, goods, or living creatures—to a different world, whether a different planet on the same plane of existence, or

another plane entirely. Like any dragon, warp dragons are prideful and will not easily submit to the will of any other creature. On top of this, warp dragons understand their monopoly all too well and will price their services accordingly. With how rare an individual who can afford a warp dragon's fees is, these services hardly make up a significant portion of most warp dragon's lives.

Benders of Reality. Warp dragons are uniquely capable of bending space, they can apply this ability in a great variety of ways. When travelling through space, warp dragons on average reach any destination twice as fast as any other cosmic dragon and are capable of moving between different planes of existence.

In flight, a warp dragon does not make use of aerodynamics and its wings to stay aloft. The dragon instead manipulates gravity for itself, allowing it to hover at any height. It still makes use of its wings to propel itself forward and make quick turns.

Young Warp Dragon

Large dragon, any lawful alignment

Armor Class 18 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 40 ft., fly 80 ft. (hover), swim 40 ft.

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

Saving Throws Dex +3, Con +6, Wis +6, Cha +6
Skills Perception +11, Stealth +3, Survival +11
Damage Vulnerabilities necrotic
Damage Immunities thunder
Senses blindsight 30ft., darkvision 120ft., passive Perception 21
Languages Common, Draconic
Challenge 9 (5,000 XP)

Dimensional Bite. The dragon does not need to breathe and is immune to the hazards of outer space. It can fly beyond a planet's atmosphere and travel between planets. Travelling between planets using Dimensional Travel requires 2d10 days of travel time. Riders it carries while travelling through space are also protected from the void of outer space. It can also shift to other planes at will. This functions as the *plane shift* spell, but doesn't require material components.

Actions

Multiattack. The dragon can use its Alien Presence. It then makes three attacks: one with its bite and two with its claws.

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

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

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Distorting Breath. The dragon exhales a blast of crushing distortion in a 30-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 42 (12d6) thunder damage on a failed save, or half as much damage on a successful one.

Vortex Breath. The dragon pulls a single Medium or smaller creature within 60 ft. into its maw. The creature must succeed on a DC 16 Strength saving throw or be swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the dragon, and it takes 21 (6d6) bludgeoning damage at the start of each of the dragon's turns. If the dragon takes 25 damage or more on a single turn from a creature inside it, the dragon must succeed on a DC 17 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the dragon. If the dragon dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Warp Dragon Wyrmling

Medium dragon, any lawful alignment

Armor Class 17 (natural armor)
Hit Points 45 (7d8 + 14)
Speed 30 ft., fly 60 ft. (hover), swim 30 ft.

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

Saving Throws Dex +2, Con +3, Wis +4, Cha +4
Skills Perception +6, Stealth +2, Survival +4
Damage Vulnerabilities necrotic
Damage Immunities thunder
Senses blindsight 10ft., darkvision 60ft., passive Perception 16
Languages Common, Draconic
Challenge 3 (700 XP)

Actions

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Distorting Breath. The dragon exhales a blast of crushing distortion in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 21 (6d6) thunder damage on a failed save, or half as much damage on a successful one.

Vortex Breath. The dragon pulls a single Small or smaller creature within 30 ft. into its maw. The creature must succeed on a DC 12 Strength saving throw or be swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the dragon, and it takes 10 (3d6) bludgeoning damage at the start of each of the dragon's turns. If the dragon takes 20 damage or more on a single turn from a creature inside it, the dragon must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the dragon. If the dragon dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

The dragon's breath creates a gravitational pull. It uses this to distort and vibrate space, creating crushing thunder or even forming a gravity well which draws a victim right into the dragon's maw, where it is swallowed. Despite its slender physique, a void dragon can swallow comparably large creatures, as the space within the creature itself is inconsistent with the outside and victims are pulled through a bend in reality. Fully mature warp dragons are capable of attacking through folds in space, snapping their jaws at creatures far outside of their apparent physical reach.

Even the dragon's presence seems to warp its surroundings. Creatures within its vicinity have their sight obscured, as everything around them appears to be twisted into a spiralling vortex, making them easier prey for the dragon.

Willful Leaders. Driven by an urge to impose their will on others, warp dragons have different ways of attaining followers and minions, depending on their moral disposition. Evil warp dragons are violent conquerors who enslave all who oppose them, while more kindly inclined ones try to convince other creatures to see things their way and accept willing followers. Either way, warp dragons do not tolerate disobedience and are quick to punish any such behavior. The majority of a warp dragon's followers that live in its lair are amphibious in some way, making creatures like sahuagin one of the most common sights within a warp dragon's lair.

Spiral Obsession. Warp dragons are obsessed with spirals. They can spend hours losing themselves in observing these geometric shapes and collect anything displaying them, from snail and nautilus shells to springs taken from mechanical contraptions and artworks depicting helix and spiral shapes. The more valuable items from among this collection end up in the dragon's hoard while items without monetary value are often scattered across its lair for display and decoration purposes.

A Warp Dragon's Lair

Warp dragons like to make their lairs in underground caverns, hiding the entrance under water and making it as difficult to access as possible, at least to non-amphibious creatures. These ports are placed at the underside of a rock outcropping or the ceiling of a submerged cave so as to prevent water from flooding into the lair.

The lair's corridors wind and cross in confusing patterns, making navigation difficult, even for creatures that are familiar with its general layout. The walls are decorated with trinkets displaying spiral patterns. These items are usually of no monetary value as such objects are kept in the dragon's hoard.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following magical effects; the dragon can't use the same effect two rounds in a row:

- The dragon sends a creature it can see within 60 feet of itself through a fold in space. The target must succeed on a DC 15 Charisma saving throw or be teleported to an unoccupied space the dragon can see within 120 feet of it.
- Gravity reverses momentarily around the dragon. Creatures other than the dragon within 60 feet of the dragon fall 20 feet straight up into the air and must succeed on a DC 15 Dexterity saving throw, falling prone and taking 7 (2d6) bludgeoning damage from the fall back to the ground on a failed save, or half as much damage on a successful one. Creatures that can fly have advantage on this saving throw.
- The dragon chooses a point it can see within 120 feet of itself. Creatures within a 20-foot-radius sphere around that point suddenly feel significantly heavier. Creatures within the area must succeed on a DC 15 Charisma saving throw, or their speed is halved and they gain disadvantage on all Dexterity (Acrobatics) and Strength (Athletics) checks for one minute. Flying creatures must succeed on a DC 15 Strength (Athletics) check at the start of each of their turns to stay afloat. If a creature fails this check, it immediately falls. At the start of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success.

Regional Effects

A region containing a warp dragon's lair is warped by the dragon's presence, which creates one or more of the following effects.

- Travellers within 3 miles of the lair randomly feel subtly lighter or heavier at different intervals ranging from 10 minutes to 2 hours. Altogether these changes have no short term effect and balance each other out for longer activities.
- Creatures travelling through the area within 6 miles of the lair sometimes get turned around for no discernible reason. For every mile a group travels in the area, the DM rolls a d20. On a result of 1 or 2, the group gets turned around in a direction of the DM's choice and after an hour of travelling must succeed on a DC 10 Wisdom (Survival) check in order to realize they are travelling in the wrong direction. Each full hour the group travels, each member is allowed an additional Wisdom (Survival) check to realize they have been turned around. At the DM's discretion, another check may be necessary to determine which way will take them back toward their intended destination.
- Weather, plants and even animals living in the area within 3 miles of the lair display subtle spiral patterns, in the shapes of clouds, the growth of their branches, leaves, and tendrils, the structure of their bark, or the markings on their skin or fur. Some creatures even follow such patterns in certain behaviors, such as birds and insects swarming in helix patterns, forming swirling cylinder or vortex shapes in the air, and ground-dwelling animals inadvertently wandering in continually shrinking circles as they search for food.

If the dragon dies, these effects fade over the course of 1d10 days.





Drakkoth

Drakkoths are also known as dracotaurs for their appearance resembling the build of a centaur, albeit instead of a human upper body it resembles a lizardfolk or draconic humanoid and in place of a horse's lower body it has the body of a stout, quadrupedal drake.

Nomadic Raiders. Tribes of drakkoths wander warm forests, living a nomadic lifestyle and raiding other creatures' settlements they come across, including those of other drakkoth tribes. They do not always keep to themselves however, having been known to ally with other drakkoth tribes or reptilian creatures, such as lizardfolk or naga, to accomplish greater goals.

Life Without Mercy. Drakkoths grow up in a tribal society that is all but stranger to the concept of mercy. Their tribes value strength over anything, and allowing a beaten enemy to live is considered a sign of weakness. When a conflict breaks out within a tribe, it almost always ends in the death of either party. Failing or betraying the chief or committing a crime against the tribe will invariably be punished by death. As a result a drakkoth never shows mercy to its foes and never expects any in return. The only time a drakkoth might spare an opponent's life is if there is some benefit to taking them prisoner or perhaps sending them back to their leader with a message.

Reverence of Dragons. Drakkoths are not particularly spiritual people but they see true dragons as incarnations of ancient gods and willingly give their lives in service to these creatures. Drakkoth society also gained much of its arcane knowledge from the true dragons, owing the existence of drakkoth spellcasters largely to those dragons. Magic-using drakkoths are valued as advisors but never become leaders, as despite all their arcane power it is physical strength that to drakkoths makes a worthy leader.

Drakkoth

Large dragon, neutral evil

Armor Class 16 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 50 ft.

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

Skills Athletics +6, Acrobatics +3

Condition Immunities paralyzed

Senses darkvision 60 ft., passive Perception 11

Languages Draconic

Challenge 4 (1,100 XP)

Immunity to Sleep. The drakkoth automatically passes all saving throws against spells that would put it to sleep.

Actions

Multiattack. The dracotaur makes three melee attacks: one with its bite, one with its tail, and one with its pike.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage.

Pike. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Firespit. *Ranged Weapon Attack:* +6 to hit, range 30/90 ft., one target. *Hit:* 10 (3d6) fire damage.

Dread Guard

The dread guard, so named for its undead appearance, is constructed from a corpse in a suit of armor but is in fact a construct, more like a golem than any undead. Dread guards have prodigious strength of grip and can easily wield weapons designed for larger creatures with the same ease as with appropriately sized weapons.

Incorruptible Guardians. Dread guards are strong and tough opponents, at least when compared to an average soldier, but lack speed. They can only move at walking speed. The reason why they are valued as guardians is their single-minded dedication to the orders given by their creator. A dread guard cannot be bribed and rarely be fooled. The dread guard can only follow simplistic orders, similar to skeletons and zombies, a more sophisticated command than “kill anyone who enters this room,” which usually is enough for the dread guard to fulfill its purpose anyway, will likely be incomprehensible to the construct.

Constructed Nature. A dread guard doesn't require air, food, drink, or sleep.

Dread Sentinel

A dread sentinel is in essence a larger version of a dread guard. It was just created from a larger creature with appropriately increased size of equipment.



Dread Guard

Medium construct, unaligned

Armor Class 18 (natural armor, shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	14 (+2)	6 (-2)	11 (+0)	3 (-4)

Damage Resistances cold, fire

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 2 (450 XP)

Slow and Purposeful. The dread guard can't use the Dash action.

Heavy Weapons. The dread guard can wield Large weapons without incurring disadvantage.

Actions

Large Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Dread Sentinel

Large construct, unaligned

Armor Class 20 (natural armor, shield)

Hit Points 86 (8d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	16 (+3)	6 (-2)	11 (+0)	3 (-4)

Skills Perception +3

Damage Resistances cold, fire

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 13

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

Challenge 5 (1,800 XP)

Slow and Purposeful. The dread sentinel can't use the Dash action.

Heavy Weapons. The dread sentinel can wield Huge weapons without incurring disadvantage.

Actions

Huge Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage.

Dread Ram

Large undead, neutral evil

Armor Class 12 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	5 (-3)	12 (+1)	9 (-1)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

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

Challenge 2 (450 XP)

Dreadful Charge. If the dread ram moves at least 20 feet straight toward a creature and then hits it with a ram attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the dread ram can make one attack with its hooves against it as a bonus action.

Other creatures of the dread ram's choice within 30 feet of it must then succeed on a DC 11 Wisdom saving throw or become frightened of the dread ram for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the frightened effect ends for it, the creature is immune to the frightened effect of the dread ram's Dreadful Charge for the next 24 hours.

Actions

Ram. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Cold Flame Breath (Recharge 5-6). The dread ram exhales a 15-foot cone of unnatural green flame. Creatures in the area must make a DC 14 Constitution saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one.

Dread Ram

Used as undead war mounts, dread rams are created from the remains of great goats to serve a necromancer's forces by ferrying slower undead into combat and strike terror in the ranks of its enemies with its fearsome appearance and furious charges.

A dread ram resembles a hulking, decayed version of its living form. Its oversized skull is especially intimidating, its face having entirely withered to a skeletal visage and its horns overgrown into a deadly and vicious-looking ramming implement.

Undead Warbeasts. Dread rams are rarely found on their own, instead accompanying other undead creatures and acting as beasts of burden, steeds, or shock troops. A charging dread ram exudes a sinister aura that instills unnatural fear in those witnessing the attack, which makes it effective in creating a breach in defensive formations. A rider will have an easier time striking down the remaining foes, as half of them try to scatter while the rest try to fight with a broken formation.

Cold Flame. The body of a dread ram is perpetually ice cold. Within it, a sickly green flame composed entirely of necrotic energy burns, shining through the creature's hollow eyesockets and billowing out of its skeletal maw. The ram can exhale this flame in a great gout, withering anything caught within. It uses this ability usually to get rid of smaller nuisances, rather than wasting its time charging at them.

Undead Nature. A dread ram doesn't require air, food, drink, or sleep.



Briar Witch Dryad

Medium fey (shapechanger), neutral

Armor Class 12 (natural armor, 16 with *barkskin*)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	13 (+1)	15 (+2)	14 (+2)	20 (+5)

Skills Perception +4, Stealth +4

Senses darkvision 60 ft., passive Perception 14

Languages Elvish, Sylvan

Challenge 2 (450 XP)

Shapechange. The dryad can use her action to change its shape to appear as a beautiful female elf. Her statistics don't change, except that she can't use her Thorny Body ability and claw attacks in this form. She can change back to her natural briar form at will, using another action.

Innate Spellcasting. The dryad's innate spellcasting ability is Charisma (spell save DC 15). The dryad can innately cast the following spells, requiring no material components:

At will: *thorn whip*

3/day each: *entangle*, *fog cloud*

1/day each: *barkskin*, *spike growth*

Magic Resistance. The dryad has advantage on saving throws against spells and other magical effects.

Speak with Beasts and Plants. The dryad can communicate with beasts and plants as if they shared a language.

Tree Stride. Once on her turn, the dryad can use 10 feet of her movement to step magically into one living briar within her reach and emerge from a second living briar within 60 feet of the first briar, appearing in an unoccupied space within 5 feet of the second briar. Both briars must be Large or bigger.

Thorny Body (Briar Form Only). A creature that touches the dryad takes 4 (1d8) piercing damage.

Actions

Claws (Briar Form Only). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Briar Cage. The dryad magically encases a Large or smaller creature within 60 feet in sharp briars. The target must succeed on a DC 15 Dexterity saving throw or take 9 (2d8) piercing damage and be restrained. As an action, a creature may attempt a DC 16 Strength or Dexterity check to free itself of the briars. Doing so causes the creature to take an additional 9 (2d8) piercing damage. The briars can also be destroyed by attacking them. They have AC 10, 10 hit points and resistance to piercing and bludgeoning damage.

Dryad, Briar Witch

Briar witches are closely related to dryads but nonetheless different in a few fundamental aspects. Briar witches are much more plantlike in their natural appearance, covered in thorns and briary branches. They can however shapeshift into the form of an elven woman, more reminiscent of their more common kin. Briar witches are not bound to trees the way common dryads are, but are linked to briars instead.

Deadly Seducers. Briar witches are just as reclusive as their treebound kin and defend their homes against trespassers and those who would harm the forest with deadly determination. A briar witch uses her shapechanging ability to lure trespassers into deadly traps or give them a false sense of security before entangling them with her magic and attacking with thorny claws and tangled briars bursting from the ground encaging their victims. The briar witch is usually willing to hear an intruder out, if they did not intend harm, but she has no qualms keeping them in the painful grip of her briar cage until they made their case.





Eidolons

Created long ago as idols of worship, eidolons are large statues engraved with a symbol of the creator's deity in place of a face to indicate the deity's mastery over its worshippers. These idols were placed at sacred locations where they were the focus of worship and served as icons to which sacrifices were made. One way or another however, these statues were given a basic sentience and over the centuries of worship went mad, demanding more and more sacrifices, until only the cult's own members would appease the eidolon as offerings. When eventually the cult can no longer sustain or tolerate, the idol's demands, the construct takes matters in its own hands, slaughtering its prior worshippers in a final grand sacrifice to its own glory.

Eidolon Pantheons. Normally an eidolon is one of a kind and not more than one of these statues is created by a cult. As a result, no more than one eidolon is usually found in the same

place. There are however rare occasions on which multiple eidolons are made to represent a group of deities, rather than a single patron. Even more rare but not impossible is a group of eidolons which banded together well after having gone rogue. These groups of eidolons, unless they attempt to destroy each other, see each other as equals in divinity and will rule their new, combined followers as a facsimile of a divine pantheon. In the case of the deranged rogue eidolons, these pantheons either roam together, or loom over the remains of their destroyed cult as though there were still worshippers under their rule. It is even possible for the hallowed and the enraged rogue eidolons to form a pantheon between each other. In such a case a cult following them will have to contend with sacrificing a lot of its members to its rogue eidolon idols and as a result such an alliance can only be maintained by especially large and influential cults, which can easily make up for the losses.

Hallowed Eidolon

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 126 (16d10 + 48)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	8 (-2)	18 (+4)	11 (+0)

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 14

Languages any languages of its creator (usually Celestial and Common)

Challenge 6 (2,300 XP)

Idol of Worship. Allies within 30 feet of the eidolon are immune to the frightened condition and have advantage on saving throws against being charmed.

Divine Retribution. While the eidolon's hallowed stance is in effect, if the eidolon takes damage or an ally of the eidolon is reduced to 0 hit points, the eidolon can as a reaction force the creature that caused the damage to make a DC 14 Constitution saving throw, taking 18 (4d8) radiant damage on a failed save.

Actions

Multiattack. The eidolon makes two attacks with its slam.

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

Hallowed Stance. The eidolon assumes a meditative stance, until the end of the eidolon's next turn its allies' weapon attacks deal an additional 3 (1d6) radiant damage and the eidolon gains resistance to all types of damage. If the eidolon moves, the effect ends.



Constructed Nature. An eidolon doesn't require air, food, drink, or sleep.

Hallowed Eidolon

Hallowed eidolons have been constructed to be animated by a crystal shard containing a spark of the same divinity they were created to honor. With time, corruption took hold on this spark and twisted the eidolon's conscious. As it went mad, the spark embedded within it led these eidolons to believe itself a god in its own right.

Man-Made Gods. Once a hallowed eidolon has made a sacrifice of the entirety of the cult that created it, it will set out to find new, worthier worshippers; a cult capable of meeting the living statue's demand for sacrifices. In return for their offerings, the eidolon presides as a guardian over its cult. The divine spark giving the eidolon life grants it the power to bless its followers with divine light, empowering their weapons and punishing those who would dare to attack its flock.



Rogue Eidolon

Rogue eidolons were created by cults worshipping evil deities. Originally made to be inanimate idols honoring their gods and foci of worshipping rites. When a cult's deity was pleased with its worshippers and their offerings, it sent a spark of life to animate the statue as a reward for its followers' services. The newly animated eidolon would be a powerful defender of its cult and in its own right a servant of the god that infused it with false life.

Enraged Idols. Fuelled by the malevolence of the god that gave it life, such an eidolon would rule the cult with an iron fist and as over time it would slowly go mad, its greed increased. Once a cult could no longer meet its demand, the eidolon would finally snap into a frenzied rage, slaughtering the worshippers in a blind fury.

Roaming Monsters. Unlike hallowed eidolons, most rogue eidolons become completely consumed by their thirst for sacrifices and spend the rest of their unlimited lifespan in a blind frenzy. They do not look for new worshippers to make sacrifices, but just for more sacrifices they will make to themselves. They wander aimlessly, attacking anything they come across with the sole intent of slaughtering everything in their own glory. Though they usually wander around and attack any living creature on sight, their insanity makes rogue eidolons unpredictable. Some continue to preside over their slaughtered cult's hallowed ground, worshipped only by the corpses of those it slaughtered long ago. Others may completely ignore a potential victim, believing it to be a worshipper that managed to please the eidolon in the past. The eidolons' madness literally oozes from the constructs. The symbols on their faces drip thick blood that causes those touched by it to be infected by the eidolon's frenzy and to attempt to slaughter anyone they see, even close friends and family members. Even strikes from the eidolon's fists will cause a target to lose its lucidity and its ability to tell friend from foe.

Rogue Eidolon

Large construct, unaligned

Armor Class 18 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	4 (-3)	6 (-2)	13 (+1)

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 8

Languages any languages of its creator (usually Celestial and Common)

Challenge 7 (2,900 XP)

Actions

Multiattack. The eidolon makes two attacks with its slam.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage and the target must succeed on a DC 12 Intelligence saving throw or become confused. At the start of each of its turns, a confused creature must succeed on a DC 12 Intelligence saving throw or must act as if affected by a *confusion* spell. This condition is permanent and can only be healed by a *heal*, *greater restoration* or *wish* spell.

Blood Spray (Recharge 6). The eidolon sprays a gout of blood from the carvings in the front of its faceless head at a creature within 30 feet. The target must succeed on a DC 12 Wisdom saving throw or launch into a murderous frenzy, seeing its friends and allies as hated enemies. A frenzied creature must attack its closest ally to the best of its ability. The frenzy prevents it from casting spells and maintaining concentration, but does not prevent it from using magic items, such as wands or scrolls. A creature can repeat the saving throw at the start of each of its turns, ending the effect on itself on a success.

Equiceph

Large, equine humanoid, equicephs have the head of a horse complete with a flowing mane and stand on two hooved legs. Their muscular arms have humanoid hands and their entire bodies are covered in sleek, short fur, which runs the same gamut of colors as that of wild mustangs.

Slave Drivers. Equicephs are merciless, warmongering slavers, staging raids from their forest homes to take captives in nearby hills and open plains. They often go for hobgoblin slaves, which are small enough to push around and used to following orders. These goblinoids are far from their only slaves however. Equicephs are not picky and will enslave any creature that allows itself to be captured and coerced by the horse-folk.

Remnants of a Greater People. Not all equicephs are as tyrannical as the ones encountered in these lands. In fact, the equicephs commonly encountered are merely descendants of the worst criminals of the equiceph race, which have a long time ago been exiled from their civilization. The original equiceph civilization is said to have been wiped out by a demonic incursion. Once a prosperous people on a distant continent across the ocean to the west, its peaceful society is now history. Their exiles were sent away to continue their ways away from the lands of their kind. These criminals raised new generations under their merciless, corrupt rule system, becoming a wandering tribe of slavers and raiders.



Equiceph

Large humanoid (equiceph), lawful evil

Armor Class 15 (scale mail)
Hit Points 30 (4d10 + 8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	11 (+0)	13 (+1)	12 (+1)

Skills Survival +3
Senses passive Perception 11
Languages Common, Sylvan
Challenge 1 (200 XP)

Runner. When using a dash action, the equiceph moves three times its speed instead of twice.

Actions

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Net. *Ranged Weapon Attack:* +3 to hit, range 5/15 ft., one Large or smaller creature. *Hit:* The target is restrained. A creature can use its action to make a DC 12 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 10 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

Equiceph Raidleader

Large humanoid (equiceph), lawful evil

Armor Class 15 (scale mail)
Hit Points 59 (7d10 + 21)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	11 (+0)	13 (+1)	14 (+2)

Skills Intimidation +4, Survival +3, Perception +3
Senses passive Perception 13
Languages Common, Sylvan
Challenge 3 (700 XP)

Runner. When using a dash action, the equiceph moves three times its speed instead of twice.

Actions

Multiattack. The equiceph makes two melee attacks.

Glaive. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6 + 4) piercing damage.

Ettercap Spiderherd

Medium monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 97 (15d8 + 30)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	8 (-1)	15 (+2)	10 (+0)

Skills Perception +4, Stealth +4, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 4 (1,100 XP)

Innate Spellcasting. The spiderherd's innate spellcasting ability is Wisdom (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *speak with animals* (spiders only), *poison spray*

2/day each: *web*, *dominate beast* (spiders only)

1/day each: *blight*, *giant insect* (spiders only)

Spider Climb. The ettercap can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the ettercap knows the exact location of any other creature in contact with the same web.

Web Walker. The ettercap ignores movement restrictions caused by webbing.

Actions

Multiattack. The ettercap makes three melee attacks, one with its claws, one with its bite and one with its quarterstaff.

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

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage plus 4 (1d8) poison damage. The target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

Web (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one Large or smaller creature. *Hit:* The creature is restrained by webbing. As an action, the restrained creature can make a DC 11 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage.

Ettercap Spiderherd

Ettercaps naturally associate with and herd spiders, making the nomenclature of ettercap spiderherds more than a little confusing. The name is gained from their innate magical abilities that allow this subspecies of ettercap a much more sophisticated interaction with their arachnid charges.

Ettercap Subspecies. Unlike their more common relatives, ettercap spiderherds have six limbs; four arms and two legs. They are covered in thick chitinous plates, their upper bodies are less bloated and instead end in a bulbous abdomen.

Arachnoid Druids. Although they are not actually capable of druidic magic, ettercap spiderherds show very similar innate magical abilities, limited though it is to interaction with spiders. They often serve communities of common ettercaps in herding their arachnid livestock and due to their higher mental functions and the value of their magic sometimes assume the role of a leader. When an ettercap community is under threat or the ettercaps go to battle, the spiderherd will use its magic to control larger spiders, or even take a tiny spider on the wall and turn it into a great warbeast, and send them into battle, where under the command of the spiderherd they are much more capable of fighting tactically and cooperating with the ettercaps.



F

Fihyr

Fihyrs are the embodiment of the collected fears of humankind. They are creeping horrors of tentacles, gibbering mouths, and bulbous eyes strewn across a bloated, almost brainlike body.

Born of Terror. Fihyrs occur in places where suffering is rampant and people live in fear. When a city is under siege, terrorized by monsters or suffering from civil war, famine or some other mass trauma. By night, the collective nightmares of the people swirl through the ether and coalesce into the nightmarish physical form of fihyrs. These abominations seek out the creatures that spawned them to attack and feed on their fear and despair, killing them violently in the process. Once it has fed, the fihyr will move on.

Dead by Daylight. When fihyrs die, they dissolve in a horrific, bubbling and sizzling puddle, before turning into acrid smoke. The creatures do not understand this phenomenon however and do not fear the sunlight, usually dying off by dawn of the same night they were spawned. Sometimes, if several of the small creatures come together and have fed enough they meld into a single mass, forming a greater fihyr. These monsters are immune to the effect of sunlight and will roam day and night, often travelling far in their search of new victims to terrorize and feed upon once their place of origin no longer provides them with the nourishment they crave.



Greater Fihyr

Medium aberration, neutral

Armor Class 15 (natural armor)

Hit Points 93 (17d8 + 17)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	13 (+1)	14 (+2)	15 (+2)	15 (+2)

Saves Wis +5

Skills Perception +5, Stealth +5

Damage Vulnerabilities radiant

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 5 (1,800 XP)

Magic Resistance. The fihyr has advantage on saving throws against spells and magical effects.

Lock Picking. The fihyr can use its tentacles to attempt Dexterity checks to open locks.

Actions

Multiattack. The fihyr can use its frightful gibbering. It then makes two melee attacks: one with its tentacles and one with its bites.

Bites. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 24 (5d8 + 2) piercing damage

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (2d6) bludgeoning damage and the target is grappled (escape DC 10). Until this grapple ends, the target is restrained, and the fihyr can't use its tentacles on another target.

Frightful Gibbering. Each creature of the fihyr's choice that is in a 30 foot radius around the fihyr and can hear it must succeed on a DC 12 Wisdom saving throw or become frightened for one minute. A creature can repeat the saving throw at the end of each of its turns, 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 fihyr's frightful gibbering for the next 24 hours.

Emotion Control. The fihyr magically projects a powerful emotion to a point within 100 feet. Creatures within a 15-foot-radius sphere around that point must succeed on a DC 12 Wisdom saving throw or be overwhelmed by one of the following emotions of the fihyr's choice for one minute.

Despair: Affected creatures gain disadvantage on saving throws, attack rolls and ability checks.

Fear: Affected creatures become frightened of the fihyr.

Hate: Affected creatures treat all other creatures except for their bonded or summoned companions such as their beast companions, familiars, and creatures conjured or magically created by them as enemies and will attack the closest target as directly as possible.

Invisibility. The fihyr becomes invisible. It remains invisible until it attacks or uses its frightful presence or emotion control ability.

Fihyr

Small aberration, neutral

Armor Class 12

Hit Points 21 (6d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	10 (+0)	5 (-3)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Damage Vulnerabilities radiant

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/2 (100 XP)

Magic Resistance. The fihyr has advantage on saving throws against spells and magical effects.

Sunlight Vulnerability. A fihyr, that is exposed to natural sunlight (not just a *daylight* spell or similar magic) instantly dies, dissolving in a hissing, bubbling puddle of flesh.

Actions

Multiattack. The fihyr can use its frightful gibbering. It then makes two melee attacks: one with its tentacles and one with its bites.

Bites. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) piercing damage

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) bludgeoning damage.

Frightful Gibbering. Each creature of the fihyr's choice that is in a 20 foot radius around the fihyr and can hear it must succeed on a DC 8 Wisdom saving throw or become frightened for one minute. A creature can repeat the saving throw at the end of each of its turns, 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 fihyr's frightful gibbering for the next 24 hours.

Formians

Denizens of the lawful plane of Mechanus, formians are insect-like creatures living in massive hive societies much like those of the ants they resemble. A typical formian is a vaguely centauric creature much like an ant standing on four of its legs while the frontmost pair is used as arms. Each formian is born as one of a number of classes, from the lowly worker to the Queen. Each class is born and bred for a specific purpose within the hive.

One Mind. A formian colony can consist of hundreds of individual creatures. While one formian is typically a creature of limited mental capacity, it taps into a hive mind, established by its queen, the lynchpin of the entire colony. While within roughly 50 miles of its queen, a formian can instantly share all experiences and information with any other member of its colony. The queen instantly relays orders this way and can impeccably coordinate the colony and have the entirety of its children react as needed to whatever as few as one of them experiences.

Relentless Expansion. Formian empires are relentlessly dedicated to expanding and spreading their colonies and their order. To this end they attack all other creatures that resist their expansion. Defeated enemies are not killed if it can be helped but instead put to work in building and expanding formian cities.

While higher classes of formians are capable of speech and understand the Common language, it is futile to negotiate with an invading formian force. Their only goal is to grow and impose their order everywhere, so the only response that has any chance of stopping their expansion is force of arms. Once a formian queen has been slain, the colony is effectively destroyed and the creatures must retreat. Recovering from the loss of a matriarch is an arduous process that gives the formians pause and can effectively deter them from attempting another invasion for a long time.

Worker

Workers are the smallest formians and lowest members of their society, except for slave workers captured from other races. They are responsible for construction, repair, provision of

higher classes of formian, and tending to the hundreds of eggs the queen lays, making sure the future of the colony is secured. When working in groups, they fulfill their purpose with peerless efficiency. Their only means of defense is a set of strong mandibles, with which they can deliver strong bite attacks. Workers must answer to the commands of any other formian.

Formian Worker

Small monstrosity, lawful neutral

Armor Class 12

Hit Points 5 (1d6 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	14 (+2)	7 (-2)	10 (+0)	9 (-1)

Skills Athletics +3

Damage Resistances fire, lightning, thunder

Damage Immunities cold, poison

Condition Immunities poisoned, petrified

Senses darkvision 60 ft., passive Perception 10

Languages understands Formian but can't speak

Challenge 1/8 (25 XP)

Hive Mind. Formians within 50 miles of their queen are in constant telepathic communication and share experiences and thoughts constantly, when one formian is aware of something, they all are.

Cooperation. Three formian workers working together for a round without moving, can repair an object as if casting *mending*. Eight workers working together for a round without moving, can heal a creature's wounds as if casting *cure wounds* at 4th level. Eight or more workers working together can carry a formian queen without being slowed.

Actions

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

Warrior

Warriors are about human-sized and form the bulk of the formian fighting force. They have strong mandibles for biting and their arms end in clawed hands. Their abdomen has a venomous stinger. Warriors take direct orders from myrmarchs or their queen and are ranked only above workers.

Taskmaster

Taskmasters are similar in size to warriors but differ in that their faces lack a mouth and mandibles. They still have the claws and the poison stinger warriors have. By far their most dangerous aspect however is their psychic ability to dominate other creatures and turn them to the formians' side. Formian taskmasters are equal in rank to warriors, however, they rarely interact with or give direct orders to other formians.

Myrmarch

Myrmarchs are almost as large as a horse and generally resemble larger warriors, except that they lack claws, in favor of more sophisticated hands, usually wielding spears and javelins for combat. They are the overseers and honor guard of the formian quality. All other formians except for the queen answer to their

Formian Warrior

Medium monstrosity, lawful neutral

Armor Class 15 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	10 (+0)	12 (+1)	10 (+0)

Skills Athletics +5, Perception +3, Survival +3, Stealth +4

Damage Resistances fire, lightning, thunder

Damage Immunities cold, poison

Condition Immunities poisoned, petrified

Senses darkvision 60 ft., passive Perception 13

Languages understands Formian but can't speak

Challenge 3 (700 XP)

Hive Mind. Formians within 50 miles of their queen are in constant telepathic communication and share experiences and thoughts constantly, when one formian is aware of something, they all are.

Actions

Multiattack. The formian makes three melee attacks: one with its claws, one with its bite and one with its sting.

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

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

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 4 (1d8) poison damage and the target must succeed on a DC 12 Constitution saving throw or be poisoned for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

authority and they fill the role of commanders in battle. The queen typically surrounds herself with a personal bodyguard consisting of the most prestigious myrmarchs of her colony.

Queen

The formian queen, a bloated, almost grublike ant with atrophied limbs, is the heart and nerve center of any formian colony. Through her telepathic ability, the entire colony is linked and can communicate at great distances without issues. She lays the eggs that hatch into new citizens of her colony. Losing the queen is a devastating loss for a formian colony, so she is the most well guarded individual of the formian city, secluded at the center and protected by the most accomplished myrmarchs her clutch has to offer. If she needs to move, the queen calls upon her servants to carry her, while if under attack, she uses powerful magic controlled by her sheer mental strength.

Formian Taskmaster

Medium monstrosity, lawful neutral

Armor Class 15 (natural armor)

Hit Points 71 (11d8 + 22)

Speed 40 ft.

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

Skills Athletics +6, Intimidation +7, Perception +6, Persuasion +7

Damage Resistances fire, lightning, thunder

Damage Immunities cold, poison

Condition Immunities poisoned, petrified

Senses darkvision 60 ft., passive Perception 16

Languages telepathy 100 ft.

Challenge 5 (1,800 XP)

Hive Mind. Formians within 50 miles of their queen are in constant telepathic communication and share experiences and thoughts constantly, when one formian is aware of something, they all are.

Magic Resistance. The formian has advantage on saving throws against spells and magical effects.

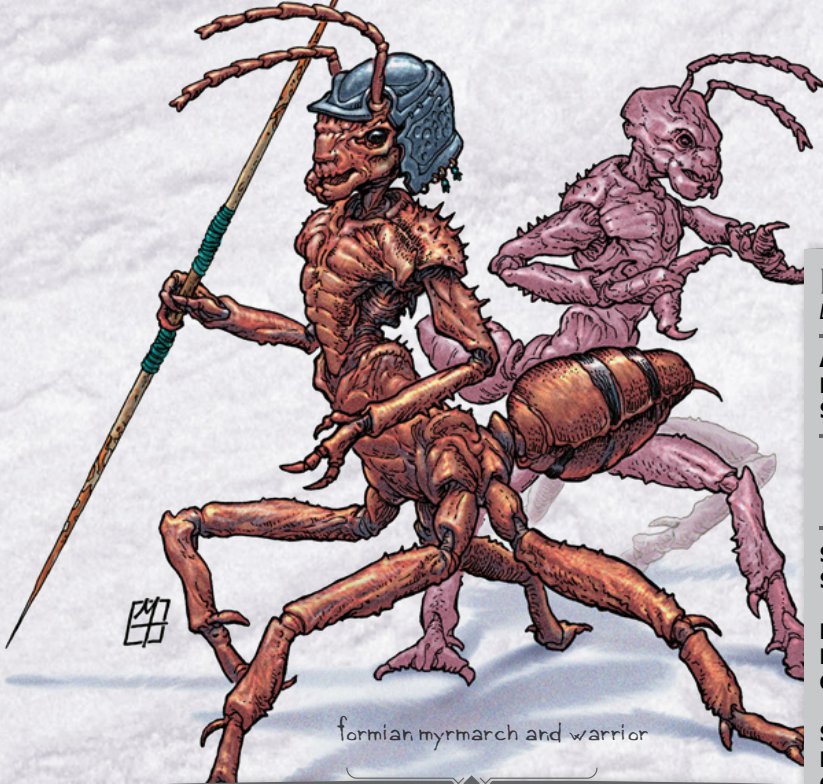
Actions

Multiattack. The formian makes two melee attacks: one with its claws and one with its sting.

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

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 4 (1d8) poison damage and the target must succeed on a DC 12 Constitution saving throw or be poisoned for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Domination. The formian magically assumes control of a creature's mind. A creature of the formian's choice within 60 feet is affected as if the formian cast *dominate monster* with a save DC of 14, however if a creature's saving throw is successful, the creature is immune to the formian's domination ability for the next 24 hours.



formian myrmarch and warrior

Formian Myrmarch

Large monstrosity, lawful neutral

Armor Class 20 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+2)	17 (+3)	10 (+0)	16 (+3)	18 (+4)

Skills Athletics +7, Investigation +3, Perception +6, Stealth +5, Survival +6

Damage Resistances fire, lightning, thunder

Damage Immunities cold, poison

Condition Immunities poisoned, petrified

Senses darkvision 60 ft., passive Perception 16

Languages Common, Formian

Challenge 8 (3,900 XP)

Hive Mind. Formians within 50 miles of their queen are in constant telepathic communication and share experiences and thoughts constantly, when one formian is aware of something, they all are.

Magic Resistance. The formian has advantage on saving throws against spells and magical effects.

Actions

Multiattack. The formian makes three melee attacks: one with its claws, one with its javelin and one with its sting.

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

Sting. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) piercing damage plus 9 (2d8) poison damage and the target must succeed on a DC 14 Constitution saving throw or be poisoned for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Formian Queen

Large monstrosity, lawful neutral

Armor Class 18 (natural armor)
Hit Points 231 (22d10 + 110)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	20 (+5)	20 (+5)	20 (+5)	20 (+5)

Saving Throws Con +10, Wis +10

Skills Arcana +10, Insight +10, Intimidation +10, Perception +10, Persuasion +10

Damage Resistances fire, lightning, thunder

Damage Immunities cold, poison

Condition Immunities frightened, poisoned, petrified, prone, restrained

Senses truesight 120 ft., passive Perception 20

Languages Common, Formian, telepathy 50 miles

Challenge 14 (11,500 XP)

Innate Spellcasting. The formian queen's innate spellcasting ability is Charisma (spell save DC 18). She can innately cast the following spells, requiring no material components:

At will: *calm emotions, charm person, clairvoyance, detect good and evil, detect thoughts, hold monster, magic circle,*

Spellcasting. The formian queen is a 17th level spellcaster. Her spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). She can cast the following sorcerer spells:

Cantrips (at will): *acid splash, light, mage hand, message*

1st level (4 slots): *magic missile, shield, thunderwave*

2nd level (3 slots): *invisibility, scorching ray*

3rd level (3 slots): *dispel magic, slow*

4th level (3 slots): *confusion, wall of fire*

5th level (2 slots): *cone of cold, dominate person*

6th level (1 slot): *mass suggestion*

7th level (1 slot): *prismatic spray*

8th level (1 slot): *power word stun*

9th level (1 slot): *time stop*

Hive Mind. Formians within 50 miles of their queen are in constant telepathic communication and share experiences and thoughts constantly, when one formian is aware of something, they all are.

Immobile. The formian queen is incapable of moving. Her speed is always 0 feet and it can't be increased beyond that. She cannot use any actions that require moving her body in any way. Attack rolls against the formian queen have advantage and she automatically fails Dexterity and Strength saving throws.

Magic Resistance. The formian has advantage on saving throws against spells and magical effects.

Thought Components. The formian queen ignores all component requirements for both her innate spells and sorcerer spells.

Actions

Multiattack. The formian queen casts two different spells of up to 5th level that require a spell attack roll. One of these spells can also be *magic missile*.

Frost Salamander

Frost salamanders are intelligent and malevolent predators roaming icy regions all over the world. They resemble serpentine lizards with six legs, ice-blue, mottled skin and teeth and claws reminiscent of icicles, both in shape and their translucent and even partially clear quality. Their bodies radiate freezing cold in close proximity which they use to sap their victims' energy and to freeze defeated prey. A mature frost salamander is roughly ten feet long from nose to tail, but the creatures do not stop growing after reaching adulthood, potentially growing to rival ancient dragons, both in size and sheer power.

Frost salamanders spend most of their lives alone, although once they found a partner for mating, they share their lair with their mate for a time. Typically, the male will allow the female into its lair and share its preserved food in exchange for the privilege of mating with the female. The young will leave the lair early on to fend for themselves.

Sure-Footed. The feet of frost salamanders are particularly adapted toward moving on icy surfaces. They never lose grip even on smooth ice surfaces and can climb glacier walls and

even the ceilings of icy caves with the same ease geckos might scale stone walls. They use this advantage when hunting, driving prey onto slippery surfaces, where it is slowed and has difficulty maneuvering and responding to the salamanders' attack.

Frozen Food. Frost salamanders are omnivorous but have a preference for meat. They tend not to eat their prey directly upon making a catch. Instead they drag the body back to their lairs where they freeze the catch, not eating until all warmth has left the body. If prey is plentiful, a frost salamander might even keep particularly uncommon and delectable prey frozen in its lair for years on end, waiting for the right moment when the craving for this particular meal strikes them. As a result, a frost salamander's lair can sometimes contain the frozen bodies of adventurers or travelling merchants, still with a wealth of gold, jewelry or high quality gear on them.

Frost Salamander

Medium monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +4, Stealth +5

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities cold

Damage Vulnerabilities fire

Condition Immunities poisoned, petrified

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 5 (1,800 XP)

Cold Aura. A creature that starts its turn within 20 feet of the frost salamander, must make a DC 13 Constitution saving throw, taking 9 (2d8) cold damage on a failed save, or half as much damage on a successful one.

Ice Walker. A frost salamander's feet have perfect grip on icy surfaces. It ignores and penalties or disadvantage to Strength and Dexterity checks or saving throws for being on a slippery surface when it is on ice. It can climb ice surfaces, such as a glacier wall or even ceiling without needing to make an ability check.

Actions

Multiattack. The salamander makes three melee attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 3 (1d6) cold damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 2) slashing damage plus 2 (1d4) cold damage.



Great Frost Salamander

Large monstrosity, chaotic evil

Armor Class 16 (natural armor)
Hit Points 119 (14d10 + 42)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	17 (+3)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +5
Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons
Damage Immunities cold
Damage Vulnerabilities fire
Condition Immunities poisoned, petrified
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 10 (5,900 XP)

Cold Aura. A creature that starts its turn within 20 feet of the frost salamander, must make a DC 15 Constitution saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

Ice Walker. A frost salamander feet have perfect grip on icy surfaces. It ignores and penalties or disadvantage to Strength and Dexterity checks or saving throws for being on a slippery surface when it is on ice. It can climb ice surfaces, such as a glacier wall or even ceiling without needing to make an ability check.

Actions

Multiattack. The salamander makes three melee attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage plus 7 (2d6) cold damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage plus 4 (1d8) cold damage.

Elder Frost Salamander

Huge monstrosity, chaotic evil

Armor Class 18 (natural armor)
Hit Points 218 (19d12 + 95)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	20 (+5)	7 (-2)	14 (+2)	8 (-1)

Skills Perception +7
Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons
Damage Immunities cold
Damage Vulnerabilities fire
Condition Immunities poisoned, petrified
Senses darkvision 60 ft., passive Perception 17
Languages —
Challenge 16 (15,000 XP)

Cold Aura. A creature that starts its turn within 20 feet of the frost salamander, must make a DC 18 Constitution saving throw, taking 32 (7d8) cold damage on a failed save, or half as much damage on a successful one.

Ice Walker. A frost salamander feet have perfect grip on icy surfaces. It ignores and penalties or disadvantage to Strength and Dexterity checks or saving throws for being on a slippery surface when it is on ice. It can climb ice surfaces, such as a glacier wall or even ceiling without needing to make an ability check.

Actions

Multiattack. The salamander makes three melee attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 10 (3d6) cold damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 9 (2d8) cold damage.

Ancient Frost Salamander

Gargantuan monstrosity, chaotic evil

Armor Class 20 (natural armor)
Hit Points 396 (24d20 + 144)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	22 (+6)	7 (-2)	14 (+2)	8 (-1)

Skills Perception +9
Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons
Damage Immunities cold
Damage Vulnerabilities fire
Condition Immunities poisoned, petrified
Senses darkvision 60 ft., passive Perception 19
Languages —
Challenge 23 (50,000 XP)

Cold Aura. A creature that starts its turn within 20 feet of the frost salamander, must make a DC 21 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

Ice Walker. A frost salamander feet have perfect grip on icy surfaces. It ignores and penalties or disadvantage to Strength and Dexterity checks or saving throws for being on a slippery surface when it is on ice. It can climb ice surfaces, such as a glacier wall or even ceiling without needing to make an ability check.

Actions

Multiattack. The salamander makes five melee attacks: one with its bite and four with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 14 (4d6) cold damage.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage plus 9 (2d8) cold damage.

Frost Worm

Huge serpentine creatures with snow-white flesh and a single small eye above a maw flanked by large mandibles, frost worms are a terror of the frozen wastes. Their bodies constantly radiate extreme cold, making even bare contact with their skin potentially deadly. Frost worms are predators that prey on anything smaller than them, and even some creatures matching their own size, including beasts like yaks, polar bears, walruses, seals, and even mammoths.

Although it is not capable of tunneling through solid stone, a frost worm has no problems burrowing through ice and earth that is frozen solid. When digging through such materials, the worm leaves behind a circular tunnel of roughly 5 feet diameter.



Guard Beasts. Frost Worms lay eggs which, to the untrained observer, appear simply as strange oval-shaped ice formations. Once the eggs are laid, the worm abandons the clutch and the hatchlings have to fend for themselves. Some tribal folk living in the frozen wastes collect these eggs and train the hatchlings from young age to help and protect the community and even to be ridden as mounts. This however requires exceptional insulation against their freezing cold bodies, usually in the form of saddles treated with magic that protects against the cold.

Hatred of Remorhazes. It is often debated whether frost worms are related to purple worms or remorhazes or, indeed, neither of the two. What is known is that frost worms and remorhazes frequently attack each other on sight, fighting to the death. These confrontations are devastating to large areas and frequently won by the remorhazes, which are more both physically superior and have a distinct advantage over their heat-sensitive opponents due to their exceptionally hot bodies and breath attacks, while being immune to the worm's otherwise deadly cold.

Frost Worm

Huge monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 172 (15d12 +75)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	4 (-3)	11 (+0)	11 (+0)

Skills Perception +4, Stealth +4

Damage Immunities cold

Damage Vulnerabilities fire

Condition Immunities poisoned, petrified

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 14

Languages —

Challenge 9 (5,000 XP)

Cold Body. A creature that touches the worm or hits it with a melee attack while within 5 feet of it takes 9 (2d8) cold damage.

Ice Burrower. Frost worms can burrow through snow, ice, earth and even frozen earth, but not through solid stone.

Snow Camouflage. The frost worm has advantage on Dexterity (Stealth) checks in snowy environments.

Trill. As a bonus action, the frost worm can emit a noise that forces creatures to remain motionless. Creatures within a 100 feet of the worm must succeed on a DC 15 Wisdom saving throw or be stunned until the start of the worm's next turn. If a creature's saving throw is successful, the creature is immune to the frost worm's trill for the next 24 hours.

Actions

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage plus 9 (2d8) cold damage.

Cold Breath (Recharge 5-6). Creatures in the area must make a DC 14 Constitution saving throw, taking 40 (9d8) cold damage on a failed save, or half as much damage on a successful one.



Giants

Giants are a highly varied group. Even narrowed down to the so called true giants there are still many different kinds, tied to different elements and parts of the land. Death giants and wild giants are considered true giants, although both are unusual in certain ways.

Death Giants

Hairless with gray skin, pointed ears, sunken features, sharp fangs and blank eyes, death giants look not unlike gigantic ghouls. They are perpetually surrounded by a thin, swirling fog which at closer examination reveals the forms of tormented faces, screaming in fear and pain, constantly emerging and then dissolving again.

Unholy Bargain. Death Giants weren't always the same creatures they are known as today. Once better known as ash giants (a name still used in some places), they possessed a great and proud civilization which was headed for destruction by a force now lost to history. In order to preserve their empire, the ash giants struck a bargain with unholy forces. They gave up the souls of every one of their kind in exchange for the power to save their empire. In return they were granted the power of the Plane of Negative Energy. Granting them limited magic abilities and the power to entrap souls and bind them to themselves, growing in power in the process. The deal they struck was a poor one, their empire crumbled, though the giants survived, but their souls are now bound without exception for obliteration on the Negative Energy Plane.

Soul Stealers. Death giants are constantly surrounded by a vortex of souls, so thick it is visible to nonmagical senses. When a death giant kills a creature, its soul is absorbed into this vortex. These souls guard the giant from harm and their horrific wailing can strike unnatural fear.

Arcane Complacency. After their empire fell, the death giants were left with the destroyed remnants of their past. Rather than rebuilding, they made do with their fate, living in the ruins of their former civilization, they came to rely on the magical abilities given to them by their bargain. Their culture was gradually lost to the past and their physical skills atrophied from disuse. Despite this, even today death giants are among the most formidable giants to face as foes.

Wild Giants

Wild giants are unique among giantkind in that they inhabit the feywild. It is unknown whether they emigrated from the Prime at some point, or actually originated in the world of the Fey. Those who support the former theory often hypothesize that wild giants were the result of some sort of union between frost giants and storm giants, changed by the strange nature of the feywild, while others posit some relation to the firbolg which is evidenced by cultural similarities between them and a mutual connection to the fey. Wild giants are unusually small for true

giants, while still considerably larger than a human, they are only about as large as ogres, standing taller, but not nearly as wide and stocky.

Giants of the Wild Hunt. Wild giants do not submit to the structure of the Ordning that other true giants follow, and reject the authority of the Storm King. Instead, in their Feywild home, they serve the fey lords as hunters aiding in the Wild Hunt, a rare event signifying a trial of destiny for a particularly powerful mortal, chosen by the Master of the Hunt. Though even when their masters are not on the hunt wild giants will organize their own hunts, purely for the sake of sport. Wild giants live for the hunt and consider themselves the embodiments of the power of the untamed wild.

Beast Bond. A wild giant who distinguishes itself as an especially skilled warrior is chosen to become a beast speaker. A beast speaker embodies a bestial path that is largely informed by the giant's skills and personality. Upon having chosen a path, the giant is granted magical abilities befitting its chosen beast, among them the ability to speak to and understand the animals the speaker embodies. On the wild giants' hunts, beast speakers fulfill special roles based on their paths. This system is unique among the cultures of true giants, making wild giants' skill sets and abilities much more varied and giving them the ability to cooperate more effectively than most other giants.

Bearskin

Bearskins are the fiercest and physically toughest warriors among their kind. Fighting with the ferocity of an enraged bear, they are capable of literally manifesting their beast bond, using the enchanted bearskins they wear to transform themselves into giant bears. During a hunt a bearskin will dive headfirst into battle, stopping the prey from escaping or from focussing its attacks on the bearskin's less resilient allies.

Huntmaster

Huntmasters embody the aspect of the elk: majestic, fast, and yet powerful, they are the leaders of wild giant hunting parties, aiding their fellow giants by magically detecting prey, hastening their party's steps and allowing them to travel at great speed. When the prey has been found, the huntmasters mark it for their allies and attack with grand charges.

Ravenspeaker

The ominous ravenspeakers are bound to the midnight-colored birds, capable of flying on wings of darkness and summoning great swarms of their winged beast-kin. Ravenspeakers are the stealthiest and most mobile among wild giants, it is their task to allow the hunting party to travel unnoticed, to approach unwary prey and destroy it with a single decisive strike. The great flocks of ravens they call to their aid serve to harass and distract the prey as the ravenspeakers bring their war picks to bear with deadly precision.

Death Giant

Huge giant, neutral evil

Armor Class 17 (half plate)

Hit Points 276 (24d12 + 120)

Speed 50 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	21 (+5)	12 (+1)	18 (+4)	20 (+5)

Saving Throws Dex +6, Con +10, Wis +9

Skills Athletics +13, Perception +9

Damage Immunities necrotic

Senses darkvision 60 ft., passive Perception 19

Languages Common, Giant

Challenge 15 (13,000 XP)

Frightful Keening. The death giant uses its action to make the guardian souls surrounding it wail in anguish until the giant uses another action to end the keening. Creatures within 60 ft. who can hear the keening must succeed on a DC 18 Wisdom saving throw or be frightened of the death giant until they can no longer hear the keening or are out of range. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful, the creature is immune to the giant's frightful keening for the next 24 hours.

Guardian Spirits. The death giant is constantly surrounded by the souls of its victims, which swirl around it and warn it of danger. The death giant has advantage on Wisdom (Perception) checks and Initiative rolls.

The guardian spirits can be suppressed by a cleric's turn undead, a paladin's turn the unholy ability, or similar abilities. When the death giant is in the area of effect or becomes the target of such an ability, it must make a Charisma saving throw against the ability's save DC. On a failed save the giant's guardian spirits are suppressed for the duration of the ability.

While they are suppressed the giant loses its immunity to necrotic damage, does not benefit from the advantage the guardian spirits provide, from steal soul and cannot use its frightful keening. If the frightful keening is already in effect, it immediately ends. The death giant can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Innate Spellcasting. The giant's innate spellcasting ability is Charisma (spell save DC 18). The giant can innately cast the following spells, requiring no material components:

3/day each: *dispel magic*, *inflict wounds*, *blight*

1/day: *flame strike*

Steal Soul. A creature that starts its turn within 30 feet of a death giant must succeed on a DC 18 Constitution saving throw or take 18 (4d8) necrotic damage. If a creature dies within 15 feet of the death giant, the death giant absorbs the creature's soul and it becomes one of the giant's guardian spirits. The creature cannot be brought back from the dead, until the death giant is slain.



Actions

Multiattack. The giant makes two melee attacks with its greataxe.

Greataxe. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 27 (3d12 + 8) slashing damage.

Rock. *Ranged Weapon Attack:* +13 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10+8) bludgeoning damage.



Wild Giant

Large giant, chaotic neutral

Armor Class 16 (hide, shield, 14 without shield)
Hit Points 104 (11d10 + 44)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	9 (-1)	14 (+2)	10 (+0)

Saving Throws Dex +5, Con +7, Wis +5
Skills Athletics +7, Perception +5, Survival +5
Damage Resistances cold, lightning
Senses passive Perception 15
Languages Common, Giant, Sylvan
Challenge 5 (1,800 XP)

Actions

Multiattack. The giant makes two attacks with its waraxe or with its longbow.

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

Greatbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Rock. *Ranged Weapon Attack:* +7 to hit, range 60/240 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Wild Giant Bearskin

Large giant, chaotic neutral

Armor Class 14 (hide) in giant form, 16 (natural armor) in bear form
Hit Points 126 (12d10 + 60)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	20 (+5)	9 (-1)	14 (+2)	10 (+0)

Saving Throws Str +8, Dex +5, Con +8, Wis +5
Skills Athletics +8, Perception +5, Survival +5
Damage Resistances cold, lightning
Senses passive Perception 15
Languages Common, Giant, Sylvan
Challenge 7 (2,900 XP)

Bear's Hide. The bearskin can use its action to polymorph into a Large bear-humanoid hybrid, or back into its true giant form. It's statistics, other than AC are the same in each form its. The bearskin's hide armor is transformed with it, other equipment it is wearing or carrying is not transformed.

Bear Speech. The bearskin can speak with bears as if under the constant effect of a *Speak with animals* spell.

Feral Rage. While in bear form, the bearskin has resistance to bludgeoning, piercing and slashing damage and a +2 bonus to melee weapon damage (already included in its bite and claw attacks).

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

Actions

Multiattack. In giant form, the bearskin makes two attacks with its fists. In bear form, it makes three melee attacks: one with its bite and two with its claws.

Fist (Giant Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Rock (Giant Form Only). *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 16 (2d10+5) bludgeoning damage.

Bite (Bear Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claws (Bear Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Wild Giant Huntmaster

Large giant, chaotic neutral

Armor Class 15 (leather)
Hit Points 142 (15d10 + 60)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	12 (+1)	18 (+4)	14 (+2)

Saving Throws Dex +6, Con +10, Wis +9
Skills Athletics +8, Perception +11, Survival +11
Damage Resistances cold, lightning
Senses passive Perception 21
Languages Common, Giant, Sylvan
Challenge 8 (3,900 XP)

Innate Spellcasting. The huntmaster's innate spellcasting ability is Wisdom (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *faerie fire*, *hunter's mark*
1/day each: *locate creature*

Swift Pursuit. The huntmaster and a group of up to five other creatures can travel at a fast pace without taking the

usual -5 penalty to their passive Wisdom (Perception) to notice hidden threats. Additionally, the huntmaster can track creatures and still contribute its passive Wisdom (Perception) score to the group's chance of noticing hidden threats.

Elk's Charge. If the huntmaster moves at least 20 feet straight toward a target and then hits it with a melee attack on the same turn, the target takes an extra 11 (2d10) damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Elk Speech. The huntmaster can speak with elks and other types of deer as if under the constant effect of a *speaking with animals* spell.

Huntmaster's Mark. Weapon attacks made by the huntmaster's allies against a creature affected by the huntmaster's *hunter's mark* spell benefit from the spell's additional damage as if the allies had cast the spell. This ability does not stack with the extra damage from *hunter's mark* spells cast by other creatures.

Actions

Multiattack. The huntmaster makes two pike attacks.

Pike. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Wild Giant Ravenspeaker

Large giant, chaotic neutral

Armor Class 16 (leather)
Hit Points 114 (12d10 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	18 (+4)	10 (+0)	16 (+3)	14 (+2)

Saving Throws Dex +8, Con +7, Wis +6
Skills Perception +6, Survival +6, Stealth +8
Damage Resistances cold, lightning
Senses passive Perception 16
Languages Common, Giant, Sylvan
Challenge 7 (2,900 XP)

Innate Spellcasting. The huntmaster's innate spellcasting ability is Wisdom (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *animal messenger* (ravens only)
1/day each: *pass without trace*, *moonbeam*

Call Murder. The ravenspeaker can use its action to summon a swarm of ravens. This swarm uses the normal statistics for a swarm of ravens except that it is a Large swarm, has a challenge rating of 3, 72 hit points (16d10 - 16) and its beaks deal 21 (6d6) piercing damage, or 10 (3d6) if the swarm has half of its hit points or fewer.

The swarm appears anywhere within 60 feet of the ravenspeaker. It acts on the ravenspeaker's initiative and obeys the ravenspeaker's commands. The swarm lasts until the

ravenspeaker dismisses it at any point during one of its turns (no action required).

If the swarm has taken damage before it was dismissed it returns the next time the ravenspeaker summons it with that many hit points plus 1d8 hit points for every full hour it has been dismissed. If the swarm of ravens is destroyed, the ravenspeaker cannot summon it again for 24 hours, after which the swarm can be summoned again at full health.

If the ravenspeaker is knocked unconscious or dies, the swarm automatically scatters and disappears.

Raven's flight. As a bonus action the ravenspeaker can sprout a pair of large ghostly raven wings, gaining a 50-foot fly speed, while in darkness or dim light. It can dismiss the wings at any time (no action required).

Raven Speech. The ravenspeaker can speak with ravens and other types of crow birds as if under the constant effect of a *speaking with animals* spell.

Sneak Attack (1/Turn). The ravenspeaker deals an extra 14 (4d6) damage when it hits a target with a melee weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the ravenspeaker that isn't incapacitated and the ravenspeaker doesn't have disadvantage on the attack roll.

Actions

Multiattack. The ravenspeaker makes two attacks with its war pick.

War pick. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 5) piercing damage.

Rock. *Ranged Weapon Attack:* +7 to hit, range 60/240 ft., one target. *Hit:* 16 (2d10+4) bludgeoning damage.

Girallon Alpha

The apelike girallons are not all created equally, some among them are smarter and stronger than the average, thought to have purposefully been created as leaders. Among girallons, some individuals are set apart by a more developed secondary pair of arms. While common girallons have one pair of arms that is proportionate to their size, when compared to the most comparable type of apes, gorillas, and a secondary pair of slightly, but noticeably shorter arms. On the leader specimens, both pairs of arms are fully developed. They are further set apart by patches of fur along their limbs and stomach area consisting of long strands of hair, which almost invoke images of a bard wearing a particularly gaudy shirt, decorated with rows of long tassels. These girallons are the dominant males and females in a troop of girallons and accordingly are usually referred to as girallon alphas. Girallon alphas are stronger and more intelligent than their common relatives. They can use their more developed arms to hurl large rocks at enemies and prey.

Undisputable Leaders. Some girallon alphas spend the majority of their lives on their own, only finding company to mate and reproduce while others join troops of other girallons. Few girallon alphas even wander the wild alone until they come across a troop of natural great apes, most commonly gorillas. Whether it joins a troop of girallons or other apes, the girallon alpha will quickly establish its dominance over the tribe, this is regardless of the alpha's sex. Despite many apes' alpha leaders normally being male, even female girallon alphas will establish their dominance over the gorilla tribe by challenging the dominant male. In an ape troop, this process is almost universally quick and without fail ends with the girallon taking over, due to its savage ferocity as well as its physical and mental superiority over its opponent. In a girallon tribe the alpha may have a more difficult time establishing dominance, it is still stronger and more intelligent than a common girallon and will more often succeed than not. Once established as the leader, a girallon alpha will not allow its dominance to be further challenged, fighting any contender to the death if need be. Despite this kind of takeover by a different species, having a girallon leader tends to be a beneficial change for an ape troop, as the girallon is a more intelligent leader and effective hunter than any of the apes and is capable of being, and sometimes it single-handedly fights off rival troops and other threats.

Even some tribes of humanoids revere the mighty girallon alphas. Although these savage tribes do not have girallons as leaders, they believe the alphas to be spiritual gatekeepers. When their hunters grow old, rather than suffering infirmity and withering away, they seek out a girallon alpha in a ritualistic hunt, which is bound to grant them a worthy death.

Cross-Species Reproduction. Girallons are capable of mating with natural gorillas and producing fertile offspring. A union between the two species has roughly a 25% chance of resulting in a girallon offspring, otherwise the child will be a gorilla, showing no obvious outward signs of its relation with the girallon, it can however occur that the child of two gorillas with girallon ancestry turns out to be a purebred girallon. When such a girallon is born into a troop not including a living adult girallon, it will usually take over leadership as soon as it matures rather than striking out on its own as girallons born to others of their kind usually do.

Girallon Alpha

Large monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	8 (-1)	12 (+1)	9 (-1)

Skills Athletics +8, Perception +4, Stealth +5

Senses passive Perception 14

Languages —

Challenge 6 (2,300 XP)

Aggressive. As a bonus action, the girallon can move up to its speed toward a hostile creature it can see.

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

Actions

Multiattack. The girallon makes five melee attacks: one with its bite and four with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 30/60 ft., one target. *Hit:* 22 (5d6 + 5) bludgeoning damage.



Gray Render

Gray renders are bestial predators found in the remote wilderness. They are infamous for their savagery and power. Their skin resembles that of a large pachyderm, like a rhino or elephant. However, they are bipedal creatures, more ape-like in shape. Their fang-filled maws, clawed hands and feet, and six eyes give them a distinctive appearance.

Powerful Jaws. Gray renders are known for the prodigious bite force they can exert. Their jagged teeth can establish a strong hold on almost anything, allowing them to even uproot and tear apart large trees of up to 3 feet diameter. Their name derives from their tendency to capture prey with their fangs and tear it to pieces between their teeth and claws.

Solitary Sovereigns. Gray renders avoid their own kind at all times. A gray render establishes its territory by destroying trees in distinctive patterns, marking its presence to other renders and usually driving potential rivals away. Only rarely is a gray render desperate enough to try to take over another render's territory violently. The trail of rent trees also serves as a potent warning to travellers and adventurers, alarming them to the presence of a gray render in the area and often leading to the relocation of trade routes. Hunters avoid hunting grounds that show signs of inhabitation by a gray render.

Gray renders reproduce asexually, carrying a single young in a pouch for a time, until it is mature enough to fend for itself, upon which the young leaves the parent's territory and seeks out its own. A gray render typically produces only one offspring during its lifetime.

Nurturing Foster Parents. Running contrary to gray renders' savage nature and territorial loner behavior and perhaps most mystifying is gray renders' tendency to not only tolerate but actively form bonds with other creatures inhabiting their territory. Gray renders have been found with various animals and even stranger creatures, such as owlbears, hippogriffs, unicorns or even communities of humanoids.

Whether its adopted charges accept it or not, a gray render attempts to stay close, watching over them and bringing daily offerings of meat. It never harms its fosterlings. Even if they attack it, the gray render will opt to retreat rather than fight back. It will return later to continue watching over its charges.

Unless they found a way to permanently rid themselves of their unwanted foster parent, out of fear or some other motivation, most creatures adopted by a gray render eventually come to appreciate having the render as a powerful ally and keep the creature close as a guardian.

Gray Render

Large monstrosity, unaligned

Armor Class 17 (natural armor)
Hit Points 119 (13d10 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	22 (+6)	5 (-3)	13 (+1)	8 (-1)

Skills Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 7 (2,900 XP)

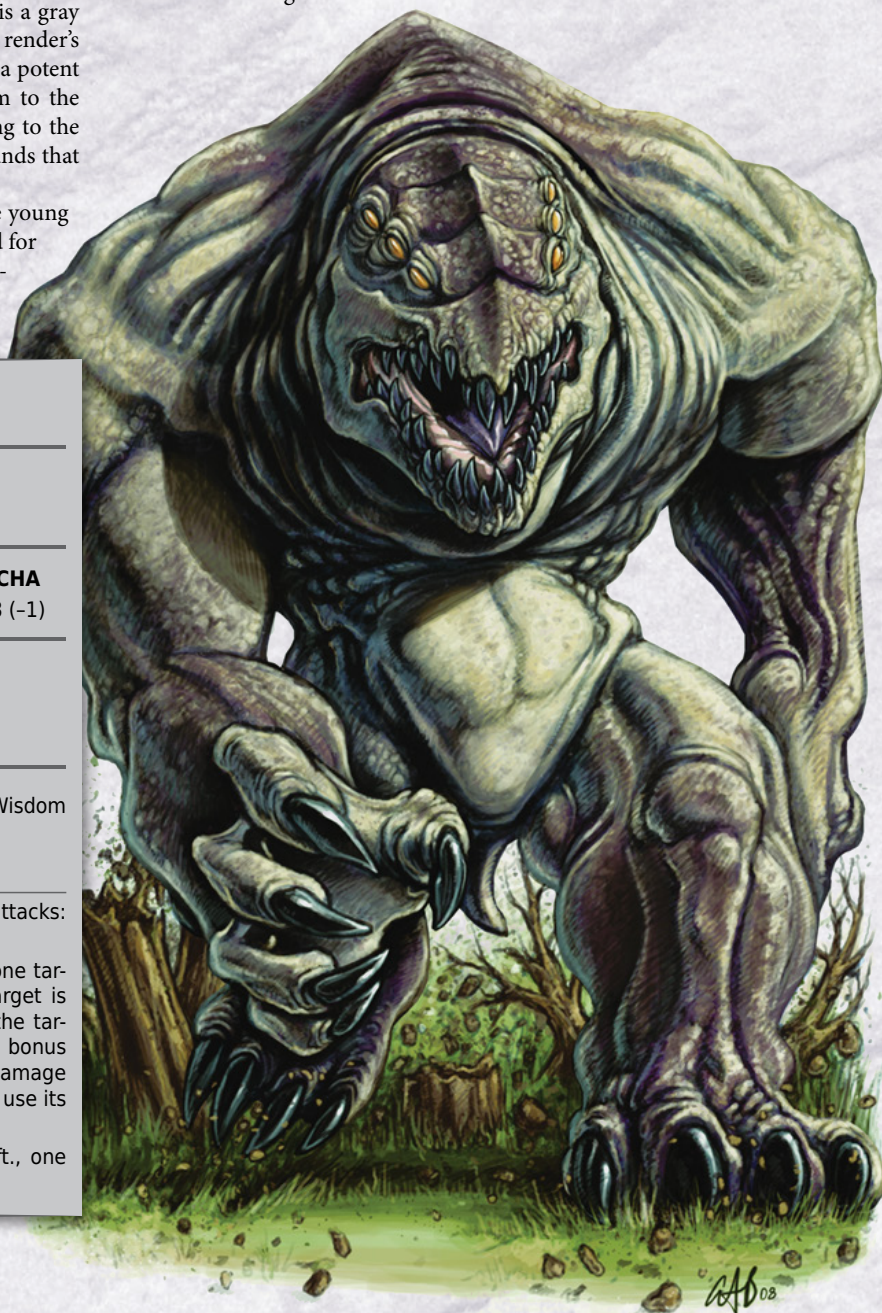
Many-Eyed. The gray render has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The gray render makes three melee attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained and the gray render can use a bonus action to deal an additional 15 (3d6 + 5) slashing damage to the target each turn and the gray render may not use its bite against another target.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage



Gremlin

Gremlins are small, malevolent, nocturnal fey that revel in petty acts of theft and vandalism. They resemble smaller, especially vicious looking goblins with thin features, sharp teeth and claws, and large ears and eyes.

Nightly Sabotage. Gremlins live among other creatures' societies, causing chaos wherever they go. They sneak into houses and manors and slip past guards, to create disarray of all sorts. They steal or simply break tools and valuable items and leave behind messes. Gremlins are not afraid to infiltrate the well guarded manors of nobles and high lords, and forge letters sealed with the noble's personal seal. Sabotaging machines so that they cause deadly accident is one of their favorite pastimes. The more harm gremlins can cause without directly interacting with a creature, the better. A gremlin's job is done well if someone, or better yet several people, are killed in the aftermath of its meddling, such as an accident related to a sabotaged machine.

The mere presence of a gremlin seemingly causes nearby creatures to become more accident prone. The gremlins' presence does not remain unnoticed for long, as the mounting accidents due to faulty equipment, broken tools and toys, and confusing written orders are unmistakable signs. Though actually finding the culprits is a challenge in itself.

Even when discovered however, gremlins are experts at escaping and disappearing. They will fight if need be, although they prefer to use their environment as a weapon rather than trying to confront an attacker head on with their claws.



Gremlin

Tiny fey, chaotic evil

Armor Class 12

Hit Points 14 (4d4 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	12 (+1)	18 (+4)	16 (+3)	13 (+1)

Skills Acrobatics +4, Athletics +3, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elven, Goblin

Challenge 1/4 (50 XP)

Sabotaging Presence. Creatures, other than gremlins, within 30 feet of the gremlin have disadvantage on all Ability checks made using tools.

Gremlin Tactics. The gremlin can move through, but not end its move in a square occupied by a Medium or larger creature, even an enemy, without being slowed.

Nimble Escape. The gremlin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Multiattack. The gremlin makes two claw attacks.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Slip-Up. The gremlin magically compels a target within 30 feet to trip over their own feet or slip. The target must succeed on a DC 14 Wisdom saving throw or be knocked prone.

Fomorian Spawn. According to elven records, the first gremlins were created by a fomorian king who took goblin prisoners and transformed them through corrupting rituals. The fomorians used the resulting gremlins to create unease, sow destruction and sabotage among their foes and drive a stake between alliances that had formed in defense against the corrupted giants. The fomorian king overestimated his ability to keep the mischievous creatures in check however, and they began to wreak chaos within the fomorians' own courts. Left with no other choice, the fomorians drove the gremlins out, leaving them to their own fates and scattering them across the Feywild and the Material Plane where they continue to follow their instinct to cause confusion and disarray.

Evil Kinship. Gremlins are often tolerated by other chaotic evil creatures, such as orcs and goblins who allow them to exist and live openly among their societies. Gremlins feel a kinship to demons, seizing any opportunity to work together with the fiends to sow destruction wherever they go. In these instances, the gremlins usually function as a sort of infiltrating vanguard whose meddling and sabotage weaken any defenders by spreading confusion and breaking equipment, causing guards and other potential defending forces to be woefully ill-prepared to defend against actual demon attacks.

Grisgol

Grisgols resemble tall, lanky humanoids, their bodies consisting of a bone structure created from ornate rods and staves, wrapped in flesh consisting of pages and scrolls covered in arcane runes as well as belts, amulets, bracers, and other ornate equipment. Glowing orbs peer from the visor of an otherwise empty helmet posing as the grisgol's head.

Monstrous Phylacteries. Grisgols are golem-like creatures constructed exclusively from magic equipment, using magic wands and rods to support their structure, while enchanted armor protects their body, which consists of arcane scrolls and spellbook pages, held together by magic belts and necklaces. These rare and expensive components are almost impossible to acquire, unless the grisgol's creators are capable of enchanting the items themselves. The most important component of a grisgol however is a lich's phylactery, functioning as the construct's heart and animating it.

Some liches who can afford to acquire or create enough enchanted gear to construct a grisgol do so to form an animate shell for their phylactery that gives it the ability to defend itself from attackers when the lich itself is not able to protect it.

For many liches their grisgol becomes their most trusted and valued servant, literally holding the undead master's soul, or whatever qualifies as such for a lich.

Constructs of High Arcana. Most constructs are mundane material given artificial life through magic, but grisgols are created from inherently magical materials, giving them an innate arcane quality that is rarely mirrored by other constructs. This



Grisgol

Large construct, unaligned

Armor Class 19 (natural armor)

Hit Points 153 (18d10 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	6 (-2)	11 (+0)	18 (+4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

Languages all languages of the lich whose phylactery animates it

Challenge 12 (8,400 XP)

Innate Spellcasting. The grisgol's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *ray of frost* (17th level)

1/day each: *cloudkill*, *counterspell*, *dimension door*, *disintegrate*, *finger of death*, *invisibility*, *power word stun*, *shield*

Choking Dust. A creature that hits the grisgol with a melee attack that deals damage other than piercing damage while within 5 feet of it must succeed on a DC 15 Constitution saving throw against disease or have its hit point maximum reduced by 13 (3d8). Every 24 hours after contracting the disease, the creature must make another Constitution saving throw, having its hit point maximum reduced by another 13 (3d8). The creature's hit point maximum is not restored to its normal maximum until the disease is cured. If a creature's hit point maximum becomes 0, it dies, its insides having turned to infectious goo.

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

Magic Resistance. The grisgol has advantage on saving throws against spells and other magical effects.

Magic Weapons. The grisgol's claw attacks are magical.

Actions

Multiattack. The grisgol makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 10 (3d6) cold damage and the target must succeed on a DC 16 Constitution saving throw or be paralyzed for one minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

expresses in multiple ways: the claws of a grisgol surge with the same deadly energy that flows from a lich's touch, and their strikes are magical much in the same way a magically enhanced weapon's blade is. The grisgol is also capable of channeling and releasing the spells bound in the scrolls and wands its body is constructed from.

Constructed Nature. A grisgol doesn't require air, food, drink, or sleep.

Mighty Bows

Gulgar bows are built to extreme draw weight, making up in penetration power for what they lack in precision, but requiring great strength to wield properly. A gulgar's mighty longbow uses the wielder's Strength modifier for attack and damage rolls, rather than Dexterity.

Gulgar

Large elemental, neutral

Armor Class 16 (half plate, shield, or 14 without shield)

Hit Points 82 (10d10 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	17 (+3)	10 (+0)	12 (+1)	13 (+1)

Saving Throws Str +7

Skills Athletics +7, Perception +4

Tools smith's tools

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that are not adamantine

Damage Immunities thunder

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 14

Languages Terran

Challenge 5 (1,800 XP)

Subsonic Speech. While capable of speaking Primordial, Gulgar's voices are in a subsonic range that they can still hear, but most other creatures can't.

Crystalline Bone. The gulgar's slam and gore attacks are adamantine.

Hearing. The gulgar has advantage on Wisdom (Perception) checks based on hearing, but it has disadvantage on Wisdom (Perception) checks not based on hearing.

Actions

Multiattack. The gulgar makes two ranged attacks with its mighty longbow or three melee attacks: two with its warhammer or its slam, and one with its gore.

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

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

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

Mighty Longbow. *Ranged Weapon Attack:* +8 to hit, range 100/400 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Sonic Pulse. The gulgar emits a powerful vocal pulse in a 40-foot cone. Creatures in the area must succeed on a DC 14 Constitution saving throw or take 9 (2d8) thundering damage and become deafened for 1 hour.

Gulgar

Gulgar are hulking, grey-skinned humanoids with crystalline growths protruding from their skin, including a sharp hornlike protrusion growing on their chins.

Elemental Emigrants. Gulgars were once native to the Elemental Plane of Earth but fled their home during an incursion of genies. Coming to the Material Plane, they found new homes in mountainous regions, where they mine for the crystals they eat to maintain their crystalline skeletons.

Beings of Sound. Most of a gulgar's senses are dull and unreliable, however its hearing is keen and picks up a wide range of sound, well beyond that of most other creatures. Gulgars can even sense vibrations in the ground, allowing them to pinpoint the position of invisible foes. Gulgars' voices are so low pitched as to be inaudible to creatures that don't share their exceptional hearing ability. The notable exception to this is when a gulgar uses its sonic pulse ability, which produces the distinctive "guhlgar" sound that earned the creatures the name they are known by on the Material Plane.

Yrthak Tamers. Arriving to the Material Plane, the gulgars encountered yrthaks (see page 205), flying creatures with a similar reliance on sound for orientation and offense. Gulgars found that they were uniquely able to exploit yrthaks' keen hearing with their powerful voices, granting them influence over the flying creatures and allowing them to tame the beasts for use as flying steeds. A gulgar riding an yrthak usually prefers a lance over the typical warhammer most gulgar favor.





Harbinger Beast

Where hubris and decadence permeate the air, a harbinger beast appears. Its sudden advent in a town square, throne room, or any place of public importance foretells famine, plague, war or another impending great tragedy. Its presence drives doom-sayers and prophets into panicked frenzies.

Beings of Woe. Harbinger beasts resemble emaciated buffalo with long, serpentine necks and horned heads with gaunt humanoid faces, drawn into an expression resembling a tragedian's mask. Manes of raven hair hang lifelessly from the length of their necks and backs. A harbinger beast's very aspect tells of hardship and grief and its arrival is an unmistakable omen of calamity. These creatures are said to originate from the Shadowfell and are drawn to the Material Plane when they sense impending tragedy. They feed on despair, pride, and woe, a diet of vitriolic emotions that causes their very breath to become poison. Once drawn to a place in the Material Plane the harbinger beast will begin killing, fulfilling in part the very prophecy its approach tells of, to feed of the suffering it causes, a small appetizer compared to the banquet of woe that will soon follow.

Trophies of the Raven Queen. Harbinger beasts are closely associated with death and can sometimes be found in the company of the Raven Queen's servants. Because harbinger beasts are such dangerous opponents, some hunters and knights perform ritualistic hunts, trying to bring back the head of a harbinger beast to gain the favor and blessings of the Raven Queen, or simply to gain honor and glory among their knightly peers. The beast's poison breath is deadly and so a harbinger beast is often surrounded by the bodies of foolish would-be hunters who tried to claim the glory of killing the beast.

Harbinger Beast

Large monstrosity, neutral

Armor Class 16 (natural armor)

Hit Points 189 (18d10 + 90)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	20 (+5)	3 (-4)	16 (+3)	11 (+0)

Saving Throws Str +9, Con +9, Int +0, Wis +7,

Damage Immunities necrotic, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages telepathy 60 ft.

Challenge 10 (5,900 XP)

Aura of Tragedy. A creature that fails a death saving throw within 25 feet of the harbinger beast, must remove one success from its previous death saving throws if it has any and gains disadvantage on its next death saving throw.

Fateful Call. As a bonus action, the harbinger beast magically calls a creature it can see within 60 feet of it. The target must succeed on a DC 15 Wisdom saving throw or be charmed for one round. While charmed, the creature must use its full speed to move toward the harbinger beast as directly as possible. It can only move around obstacles if it can't enter the obstacle's space.

Actions

Gore. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 23 (4d8 + 5) piercing damage.

Poison Breath (Recharge 5-6). The harbinger beast exhales a poisonous gas in a 30 foot cone. Creatures in the area must make a DC 16 Constitution saving throw, becoming poisoned for 1 hour and taking 58 (17d6) poison damage on a failed save, or half as much damage on a successful one.



Harpoon Spider

The bizarre spiderlike creature known as the harpoon spider is a subterranean predator that hunts by shooting its fangs through its prey and drawing it in by a long sinew connecting the fang to the spider's face. Its carapace is covered in razor-sharp spines on which the creature can impale its victims using its long, flexible legs ending in small prehensile claws.

Harpoon spiders are not true spiders, at least not anymore, having originally been created by experiments conducted on monstrous spiders that transformed the creatures into this even more dangerous form.

Spider Kinship. Harpoon spiders associate with other monstrous spiders and similar creatures, such as ettercaps, typically gaining some sort of leader status for their greater power and higher intelligence. The harpoon spider itself benefits from the lesser creatures' company as an additional layer of defense for its lair.

Sadistic Humor. Harpoon spiders have a cruel sense of humor and enjoy playing with victims, impaling them on their spines to slowly die, and allowing them a chance to escape, only to catch them with their harpoon fangs again. Even after the prey died, a harpoon spider often plays with the remains from time to time while the meat ripens toward just the right amount of decay to be perfect for consumption.



Harpoon Spider

Huge monstrosity, chaotic evil

Armor Class 18 (natural armor)

Hit Points 103 (9d12 + 45)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	14 (+2)	12 (+1)	9 (-1)

Skills Athletics +9, Perception +4, Stealth +9

Senses darkvision 60 ft., passive Perception 14

Languages Undercommon, Deep Speech

Challenge 7 (2,900 XP)

Spider Climb. The harpoon spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Spines. A creature touching the harpoon spider takes 7 (2d6) piercing damage.

Web Walker. The harpoon spider ignores movement restrictions caused by webbing.

Actions

Multiattack. The harpoon spider makes two ranged attacks with its fangs. It does not incur disadvantage from being within melee range of an enemy.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage plus 9 (2d8) poison damage and the target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour.

Fang. *Ranged Weapon Attack:* +9 to hit, range 20 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage plus 4 (1d8) poison damage and the target is grappled (escape DC 17) and pulled directly toward the harpoon spider to an unoccupied space within 5 feet of it. The harpoon spider may make a bite attack against the target as a bonus action.

The harpoon spider has two fangs, each of which can grapple one target. Until the grapple ends, the harpoon spider can't use the fang to attack.

Impale. The harpoon spider attempts to impale a Medium or smaller creature it is grappling on its backspikes. It makes a Strength (Athletics) check contested by the creature's Strength (Athletics) or Dexterity (Acrobatics) check. If the harpoon spider is successful, the grapple ends and the creature takes 15 (3d6 + 5) piercing damage and is restrained on the harpoon spider's back.

A creature can use an action to attempt to pull itself or another creature in arm's reach free from the spikes by making a DC 15 Strength (Athletics) check. If the check is successful, the impaled creature is no longer restrained and drops off the harpoon spider's back, immediately being moved to an unoccupied space within 5 feet of the harpoon spider.

The harpoon spider can have up to six Medium or smaller creatures impaled on its backspikes.



Howler

The canine fiends known as howlers inhabit the chaotic lower planes, originally hailing from Pandemonium. The frontal half of their gaunt bodies is covered in long spines not unlike those of a porcupine, only much thicker and longer.

Howling Beasts. The bestial appearance of howlers belies their intelligence. They typically hunt in packs and seem to communicate using their howls in some way that has not been possible to decipher for other creatures, even using magic. They also appear to be able to understand Abyssal but lack the ability to speak the language.

Whichever the case may be, howlers are capable of coordinating fairly complex assaults, involving swift hit-and-run attacks, charging in to bite a target and then implant some of its quills on the pass. The pack continuously harrows its prey from multiple angles, forcing the prey to move to the howlers' whim, until every enemy has been whittled down enough to deliver the death blow. Before the actual attacks, howler packs often spend hours or even days terrorizing their prey from afar, skirting humanoid communities howling day and night. The sound of their howling robbing their victims of proper rest and driving them slowly mad. The fiends' howls are even capable of rending the victims' minds with enough exposure. If such a howler infestation is not dealt with in time, it can incapacitate an entire village over the course of a few days without the howlers ever making contact with any of the villagers. Once they think their victims are sufficiently weakened, the howlers will move in to finish their prey off.

Abyssal Warhounds. Howlers are sometimes trained by Medium or Small creatures of the Abyss, such as lesser demons or abyssal orcs (see the Abyssal Creature template in Appendix C: Templates on page 234) to serve as guard and attack beasts, as well as mounts and beasts of burden. Larger and more powerful demons like to employ howlers as hunting dogs.

Although they are intelligent and able to understand Abyssal, howlers still need training to carry a rider, and creatures wanting to ride a howler require specialized training to avoid accidents involving the howler's wicked quills.

Howler

Large fiend, chaotic evil

Armor Class 14 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	15 (+2)	8 (-1)	14 (+2)	8 (-1)

Senses darkvision 60 ft., passive Perception 12

Languages understands Abyssal but can't speak

Challenge 2 (450 XP)

Howling. Creatures other than celestials, elementals, and fiends, that hear the howling of one or more howlers for an hour or longer must succeed on a DC 8 Wisdom saving throw or take 3 (1d6) psychic damage and gain disadvantage on Wisdom and Charisma checks and saving throws until they finish a long rest without hearing a howler's howling. Creatures exposed to the howling for longer than an hour must repeat the saving throw each full hour. While exposed to continuous howling, a creature cannot benefit from short rests and a long rest instead has the effects of a short rest.

A creature, that is reduced to 0 hit points by this psychic damage, falls unconscious and is automatically stable, not taking any further damage from the howling until it is above 0 hit points again.

Hit and Run. If the howler hits a creature with its quills, that creature can't make an opportunity against the Howler this turn.

Actions

Multiattack. The howler makes two melee attacks, one with its bite and one with its quills.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Quills. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (3d4 + 4) piercing damage and the target must succeed on a DC 12 Dexterity saving throw or 1d4 quills break off the howler and remain lodged in the target's flesh. While lodged in the creature's flesh, the quills impose disadvantage on attack rolls and Dexterity and Strength checks and saving throws the creature makes.

As an action, a creature can remove howler quills from itself or another creature within arm's reach by making a DC 15 Wisdom (Medicine) check. If the check fails, the quills are still removed, but the target takes 3 (1d6) slashing damage per quill that was removed.

Howler Wasp

When one is seeking to create a suitable creature to guard one's wizard's tower, magically crossing wasps with an especially irritable species of apes might not be the best idea. This thought did not cross the mind of the wizard who created the first howler wasps to protect his abode.

Resembling oversized wasps with vaguely apish heads and a pair of long limbs ending in hook-like claws, howler wasps are just as vicious and unpleasant as they look.

Hive Spires. Colonies of howler wasps start as small nests constructed of earth and plant matter mixed with secretions from the wasps constructed as a small, vaguely spherical shelter for the queen. As the swarm grows, additional cells are added around the queen's chamber, removing the queen further from direct access to the outside as the hive expands. At a certain point the nest is extended more upward than outward, resulting in the hive structure slowly taking the form of a misshapen spire easily as tall as five to seven stories of a human building or even more. The howler wasps usually seal off entrances near the ground to prevent non-flying creatures from entering their nest, though sometimes the seals are flawed and can be broken open with enough muscle strength, allowing for an easy entrance near the queen. Exploring the entire nest however can yield unexpected rewards, as howler wasp nests often have the gear of slain foes embedded in their walls, which the wasps used as building material.

Instinctive Tactics. Howler wasps hunt in swarms of half a dozen or more, depending on the size of the colony, searching for food within a few miles of their hive structures, seeing any animate creature that is not part of their own colony as potential prey. When finding such prey, the howler wasps will attack anything in sight, each wasp going after whichever target is closest, regardless of size or how menacing it might look. As soon as one howler wasp is killed, it sprays its killer with a pheromone that enrages its fellow wasps, sending them into a frenzy and causing them to gang up the doused creature and not let off until it is killed. Once a doused creature is slain, the swarm will go back to attacking randomly until the next howler dies. This usually means that an attacking howler wasp swarm will inevitably take casualties when fighting prey that can defend itself, but the most dangerous opponent tends to be taken care of first and the howler wasps continue whittling down their enemies, strongest ones first. Once the prey is brought down, the howler wasps proceed to tear apart any pieces too large to carry at once and begin transporting the meat back to their hive, inciting more wasps to follow and help retrieving the food.

Howler Wasp Warrior

Warriors are a breed of howler wasp distinguished from the regular worker caste mainly by their significantly greater size. While the worker class is only about the size of a medium sized dog, warriors are comparable to an adult human in size. Accordingly, they are tougher and deadlier than howler wasp workers. They make up no more than a quarter of the colony.

Howler Wasp Queen

Most howler wasps are male, the few that are born female are universally capable of becoming a queen. This makes them a potential threat to the reigning queen, and so she makes sure to have any other female growing beyond the worker stage killed in order to prevent it from challenging her position. Some females manage to evade this fate and flee the nest, eventually starting another colony, becoming queens of their own hives.

As long as she remains undisturbed, the queen will spend its entire life in its chamber at the center of the howler wasp hive where she lays between thirty and sixty eggs a month, nursing them in her chamber together with a host of male workers. After about a week, a fully developed, worker-sized howler wasp hatches from the egg and immediately begins serving its function in the colony.

If a howler wasp queen dies, the other females are at freedom to grow and become queens themselves. The first females to grow large enough will enter into a deadly competition, slaughtering each other and any smaller females until only one is left to claim heirdom of the colony and start laying her own eggs. The males will accept the new queen instinctively once all potential competitors are defeated.



Howler Wasp

Small monstrosity, chaotic evil

Armor Class 13 (natural armor)

Hit Points 16 (3d6 + 6)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	15 (+2)	5 (-3)	13 (+1)	6 (-2)

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Pheromone. If the howler wasp is reduced to 0 hit points or fewer by a melee attack, before it dies or falls unconscious, it can as a reaction spray the attacker with a pheromone that incites other howler wasps to violently pursue the attacker. The attacker must succeed on a DC 11 Dexterity saving throw or be doused in the pheromone. While the creature is doused, other howler wasps have advantage on attack rolls against the creature. The pheromone fades after 10 minutes or can be washed off by submerging the creature in water.

omone that incites other howler wasps to violently pursue the attacker. The attacker must succeed on a DC 11 Dexterity saving throw or be doused in the pheromone. While the creature is doused, other howler wasps have advantage on attack rolls against the creature. The pheromone fades after 10 minutes or can be washed off by submerging the creature in water.

Actions

Multiattack. The howler wasp makes two melee attacks, one with its bite and one with its claws.

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

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Sting. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage plus 4 (1d8) poison.

Howler Wasp Soldier

Medium monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 46 (6d8 + 18)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	6 (-2)	14 (+2)	7 (-2)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 2 (450 XP)

Pheromone. If the howler wasp soldier is reduced to 0 hit points or fewer by a melee attack, before it dies or falls unconscious, it can as a reaction spray the attacker with a pheromone that incites other howler wasps to violently pursue the attacker. The attacker must succeed on a DC 13 Dexterity saving throw or be doused in the pheromone. While the creature is doused, other howler wasps have advantage on attack rolls against the creature. The pheromone fades after 10 minutes, or can be washed off by submerging the creature in water.

Actions

Multiattack. The howler wasp soldier makes three melee attacks, one with its bite and two with its claws.

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

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

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 9 (2d8) poison damage and the target must succeed on a DC 13 Constitution saving throw or be poisoned until it finishes a long rest.

Howler Wasp Queen

Large monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	8 (-1)	15 (+2)	8 (-1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 4 (1,100 XP)

Pheromone. If the howler wasp queen is reduced to 0 hit points or fewer by a melee attack, before it dies or falls unconscious, it can as a reaction spray the attacker with a pheromone that incites other howler wasps to violently pursue the attacker. The attacker must succeed on a DC 15 Dexterity saving throw or be doused in the pheromone. While the creature is doused, other howler wasps have advantage on attack rolls against the creature. The pheromone fades after 10 minutes, or can be washed off by submerging the creature in water.

Actions

Multiattack. The howler wasp queen makes three melee attacks, one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Sting. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 13 (3d8) poison damage and the target must succeed on a DC 15 Constitution saving throw or be poisoned until it finishes a long rest.

Howling Echo

The howls of a distant wolf pack heard from a lonely mountain cavern on a silent winter night can be unsettling enough on its own. With the threat of howling echoes haunting the woods however, these sounds may portend real danger.

The Revenant Pack. When an entire pack of wolves is slain in a single night in a senseless act of violence, their howls may sound during the next full moon night, and their spirits return as howling echoes, twisted, gaunt images of their living forms, their faces betraying a spark of evil in their uncanny features. Howling echoes usually spawn in regions, where winter nights are long, and only appear on cold nights. They return to take vengeance for their deaths and will hunt down any living creature they come across, even after those who initially wronged them are long dead. Their haunting, unnatural howls can make a creature freeze with fear and their incorporeal fangs cause victims to lose the strength of their legs momentarily, forcing them to fall prone.

Uncanny Existence. Though it is warped by a thirst for revenge that is not normal for a beast, or even a sapient creature, the mind of a howling echo is still largely animalistic. The echo does not fully understand its incorporeal nature and instinctively moves on the ground, although it is not truly bound by gravity any longer. It will also try to move around physical barriers and other creatures and never willingly phase through them despite being theoretically capable.

Howling echoes despise fire and bright light, which is anathema to their nature. They seek to avoid it if they can, unless moving into it means they can destroy the source. When day breaks, the pack will vanish as the sunlight touches them, only to return the next night to where they were originally created.



Howling Echo

Medium undead, neutral evil

Armor Class 15

Hit Points 39 (6d8 + 12)

Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	20 (+5)	14 (+2)	2 (-4)	14 (+2)	16 (+3)

Damage Resistances acid, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities cold, necrotic, poison

Damage Vulnerabilities fire

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Ethereal Sight. The howling echo can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Vanish by Day. When exposed to natural sunlight, the howling echo fades from existence. Unless it was slain, it reforms the next night in the same place it originally spawned, with full hit points and any ongoing conditions removed.

Incorporeal Movement. The howling echo can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Oblivious of its Nature. The howling echo can't use its incorporeal movement knowingly, it only passes through creatures or objects it is unaware of, or if it is forced by an outside source. A howling echo must always try to end its movement in contact with what it deems to be solid ground.

Actions

Fangs. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) cold damage. If the target is a creature, it must succeed on a DC 13 Charisma saving throw or be knocked prone.

Howl. The howling echo emits a bone-chilling howl. Creatures within 60 feet that can hear must succeed on a DC 13 Wisdom saving throw or be frightened for one round. While frightened, a creature is also stunned. A creature that succeeds on its saving throw is immune to all howling echoes' howl ability for 1 minute.



I

Ibixian

Goatlike creatures, similar to satyrs with powerful upper bodies and goat heads, some people are quick to associate ibixians, sometimes colloquially referred to as goatfolk, with Baphomet, the goat-headed demon prince of minotaurs, and assume they are evil. They are however actually related to the capricious fey they are reminiscent of and favor a barbarian lifestyle, keeping to themselves most of the time.

Warrior Culture. Though they prefer to keep to their own kind, ibixians are largely a warrior culture and will come in conflict with other tribes, both ibixian and other races over territory and resources, as most other folk would. Some among them allow themselves to be recruited as mercenaries and will fight for creatures of other races if offered something that is of use to the tribe. But even then the ibixians will refuse to be separated from their tribe members, knowing they are more effective fighting with their kin. More aggressively inclined or even evil ibixian tribes may raid and murder, and perhaps even associate with Baphomet and his creatures, having a superficial feeling of kinship. Good-inclined ibixian tribes on the other hand might swear themselves as protectors of nature's hallows, especially regarding matters of the seelie court of the fey or druidic circles.

Group Fighters. Ibixians work best with their own. The presence of others of its kind emboldens an ibixian and fuels its attacks with deadly ferocity.

Ibixian

Medium humanoid (ibixian), neutral

Armor Class 13 (studded leather)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	9 (-1)	8 (-1)	10 (+0)

Skills Intimidation +2

Senses passive Perception 9

Languages —

Challenge 1 (200 XP)

Pack Fervor. If the ibixian is within 30 feet of another allied ibixian, it adds 2 (1d4) damage to its greataxe attacks and has advantage on saving throws against being frightened.

Actions

Multiaction. The ibixian makes two melee attacks, one with its greataxe and one with its headbutt.

Greataxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) slashing damage.

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

Ibixian NPCs

Ibixians are barbarian warriors. The Berserker and Druid NPC statblocks from the *Monster Manual* can represent typical ibixians. Their most powerful leaders are Warpriests and Warlords from *Volo's Guide to Monsters* make for suitable bladeling NPCs. See the Monsters as Characters section on page 210 for ibixian racial features.

Igneous Strider

Medium monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 15 (2d8 + 6)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	17 (+3)	3 (-4)	9 (-1)	8 (-1)

Skills Acrobatics +4

Damage Immunities fire

Damage Vulnerabilities cold

Senses passive Perception 9

Languages —

Challenge 1/4 (50 XP)

Fire Healing. Whenever the igneous strider is subjected to fire damage, it may attempt a DC 16 Constitution check. On a success, it regains a number of hit points equal to half the damage dealt.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 2) piercing damage.

Fire Gout (Recharge 5-6). *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. *Hit:* 7 (2d6) fire damage.

Igneous Strider

These bipedal beasts resemble featherless birds and are adapted to living in extremely hot volcanic environments. Igneous striders are ostrich-like beasts with leathery orange skin and a reptilian looking maw, lined with sharp teeth. They are fast and agile predators, usually feeding on small prey they can catch with their teeth and swallow whole, though, if necessary will also organize in packs to attack larger prey and tear it apart with their teeth, to devour piece by piece.

Firebeasts. Igneous striders have a constant trail of smoke billowing from their nostrils, telling of the elemental fire innate to the creatures. They are remarkable for their ability to not only withstand extreme heat and even open flame without any negative repercussions, but to actively benefit from exposure to fire. The heat can mend an amount of the creature's wounds. When threatened, an igneous strider can focus its inner flame and project it into a small flaming orb which it spits at attackers.

Giant Strider Relatives. Igneous striders are smaller relatives of the giant striders used by firenewts (see *Volo's Guide to Monsters* pp. 142, 143) as mounts. Aside from their size, igneous striders differ from giant striders notably in their vestigial arms being even shorter, as well as a much shorter tail. Firenewts do not feel the same connection to igneous striders, they have with giant striders. They view them as devolved versions of their precious mounts, and may use the smaller striders as attack beasts but have none of the reverence for them, that they have for the larger creatures.



Inferno Spider

The inferno spider's name can be misleading, as the creature is not of infernal origin, but hails from the Elemental Plane of Fire. It resembles a horse-sized black widow spider composed entirely out of magma, with an inner fire intensely glowing through its multitude of small eyes. Its fangs drip with a thin, blazing liquid.

Deadly Reproduction. Inferno spiders mate in a bizarre ritual: When two inferno spiders deem each other suitable mates they begin a ritualistic dance that can last for hours or sometimes days on end. Once the dance concludes, the spiders charge directly toward each other and collide in a fiery explosion which all but obliterates them, splitting them into a swarm of numerous young spiders. The young will have to immediately fight against predation, both from creatures that have been hiding nearby, waiting for the mating ritual to conclude, and from their own siblings, who are their only viable source of food at this early point in their life cycle.

Flaming Allies. Inferno spiders are frequently summoned and employed by clerics of flame deities or other creatures of elemental fire, such as salamanders and conjurers who simply prefer or have a particular need for servants of elemental flame. They serve as capable guardians, as their flaming spider webs do not only restrain intruders but also burn them. Some inferno spiders are employed for example as temple guards, lurking in the lofty ceilings of such sacred buildings and casting their nets down upon intruders, before descending to bite their catch and deliver their elementally charged poison, which literally burns the victims from inside.

Inferno Spider

Large elemental, unaligned

Armor Class 17 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	7 (-2)	11 (+0)	11 (+0)

Skills Perception +3, Stealth +9

Damage Immunities fire, poison

Damage Vulnerabilities cold

Condition Immunities poisoned

Senses blindsight 15 ft., darkvision 60 ft., passive Perception 13

Languages —

Challenge 6 (2,300 XP)

Molten Body. A creature that touches the inferno spider or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Spider Climb. The inferno spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The inferno spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage and the target must succeed on a DC 14 Constitution or be poisoned for 1 hour. A poisoned creature takes 10 (3d6) fire damage at the start of each of its turns. At the end of each of its turns the creature can repeat the saving throw, ending the effect on itself on a success.

Flame Web. The inferno spider shoots flaming strands of webbing at a Large or smaller creature within 60 feet. The target must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) fire damage and be restrained. While restrained, the creature takes 10 (3d6) fire damage at the start of each of its turns.

As an action, a creature may attempt a DC 15 Strength or Dexterity check to free itself of the web. The webbing can also be destroyed by attacking it. The webbing has AC 10, 10 hit points, resistance to bludgeoning damage, immunity to fire damage and vulnerability to cold damage.

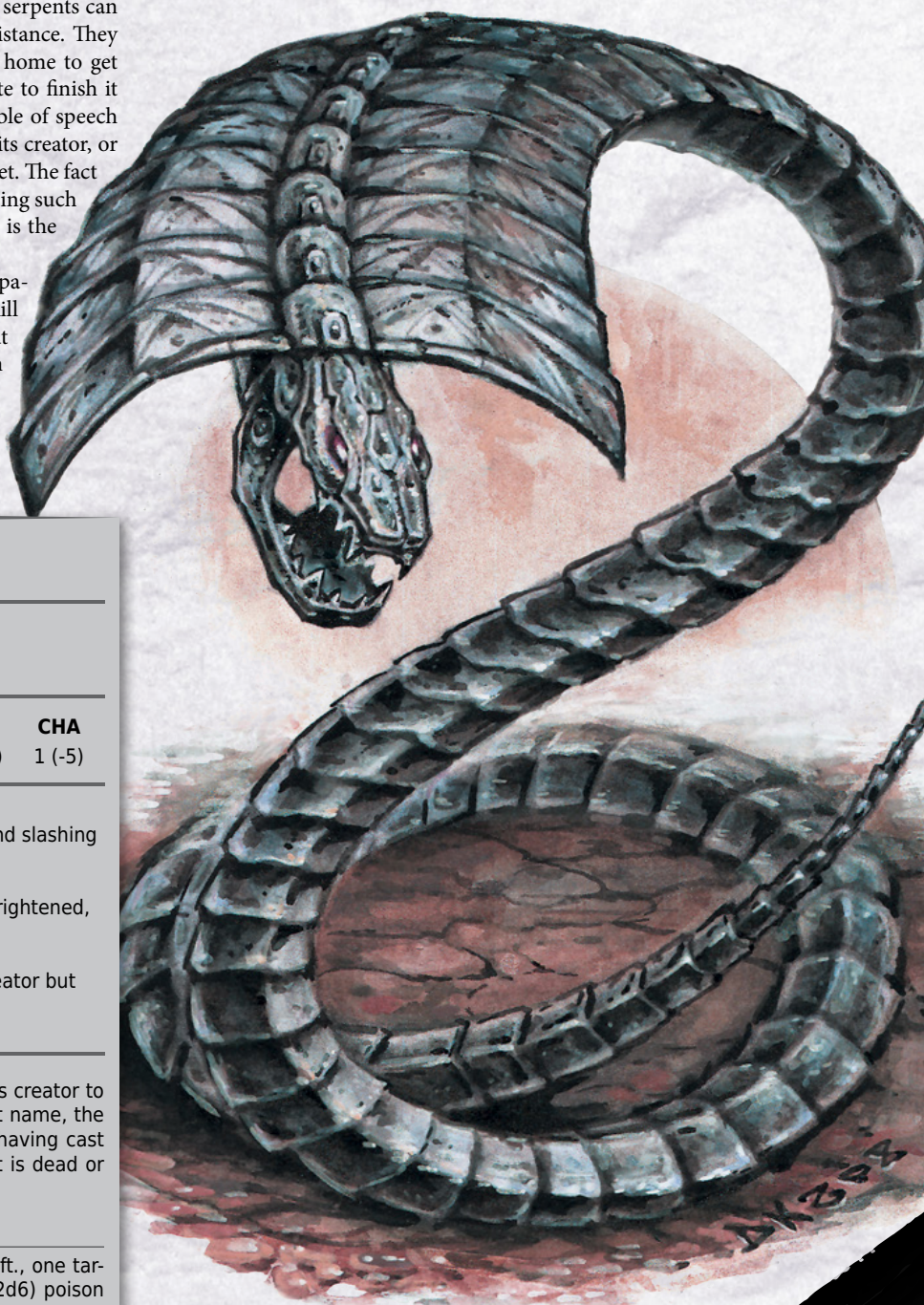
Iron Cobra

Mages and artificers who need someone dead can build artificial snakes of metal, known as iron cobras. As their name suggests these constructs resemble metallic cobras composed of a long, segmented body which flares into a broad, shield-like structure near the head.

Artificial Assassins. Iron cobras were invented for the express purpose of assassination. Imbued with a magical sense that allows them to sense the whereabouts of any creature whose first name they are given, the metallic serpents can autonomously hunt down a target over a great distance. They are supremely stealthy and can easily infiltrate a home to get to their quarry, delivering a deadly, poisonous bite to finish it off. Even if it is detected, an iron cobra is incapable of speech and cannot be forced to give away the identity of its creator, or whoever else commanded it to assassinate the target. The fact that it is a construct, and someone capable of creating such a creature must therefore be involved in the slight, is the only clue an investigator has to go on.

Iron cobras have only very basic intelligence, capable of following extremely simple orders, such as “kill this person” or “guard this room.” But when sent out to kill, they have elaborate instincts to rely on in order to fulfill their task, finding ways to sneak past any defenders and into guarded abodes.

Construct Nature. An iron cobra doesn't require air, food, drink, or sleep.



Iron Cobra

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 37 (5d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+4)	17 (+3)	16 (+3)	2 (-4)	11 (+0)	1 (-5)

Skills Stealth +7

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages of its creator but can't speak

Challenge 2 (450 XP)

Locate Victim. If an iron cobra is ordered by its creator to kill an individual and given that individual's first name, the iron cobra knows that creature's location as if having cast *locate creature*. The effect lasts until the target is dead or the iron cobra gets different orders.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) poison damage and the target must succeed on a DC 13 Constitution saving throw or be poisoned until it finishes a long rest.

K

Kopru

Koprus are marine creatures with long, eel-like bodies, ending in three barbed tails. Humanoid arms end in webbed, clawed hands. Lacking a neck, a kopru's bulbous head, sporting a pair of large, milky eyes, grows directly from its shoulders. A fanged mouth is surrounded by short tentacles, reminiscent of those of a mind flayer, suggesting some relation. Their loose hierarchy is dictated exclusively by females.

Remnants of a Greater Past. Kopru society is a deprived and savage one, dwelling in undersea caves and ruins, koprus attack anything that comes close to their primitive abodes. This was not always the case, koprus once had a civilization of great undersea cities, which since decayed for unknown reasons. Today, the creatures live among the ruins of their former glory, festering in bitterness over their people's loss, seeking vengeance on any creature unfortunate enough to err too close to their homes.

Abominations. Some kopru fall victim to an unexplainable mutation, causing them to grow extreme size, while their minds deteriorate. Koprus still employ these mutants as guard beasts.

Kopru

Medium aberration, chaotic evil

Armor Class 13 (natural armor)

Hit Points 36 (5d8)

Speed 5 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	11 (+0)	11 (+0)	12 (+1)	10 (+0)

Saving Throws Con +2

Senses darkvision 60 ft., passive Perception 11

Languages Aquan, Common

Challenge 1 (200 XP)

Innate Spellcasting. The kopru's innate spellcasting ability is Wisdom (spell save DC 11). It can innately cast the following spells, requiring no material components:

1/day: *dominate person*

Actions

Multiattack. The kopru makes three melee attacks, one with its bite, one with its claws and one with its tail.

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

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Tail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage. and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, the kopru can automatically hit the target with its tail, and the kopru can't make tail attacks against other targets.

Kopru Abomination

Large aberration, chaotic evil

Armor Class 15 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 5 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	15 (+2)	5 (-3)	12 (+1)	10 (+0)

Saving Throws Con +2

Senses darkvision 60 ft., passive Perception 11

Languages understands Aquan but can't speak

Challenge 3 (700 XP)

Actions

Multiattack. The kopru makes three melee attacks, one with its bite, one with its claws and one with its tail.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) bludgeoning damage. and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the kopru can automatically hit the target with its tail, and the kopru can't make tail attacks against other targets.



Krenshar

At first glance a krenshar looks like an unusual species of predatory cat, similar to a panther in size, with manes and fur patterns reminiscent of hyenas. What truly sets the krenshar apart however is the extremely flexible skin covering its feline face, which is not directly attached to their skulls, allowing the beasts to pull it back from its mouth to its ears, revealing the skull, covered in a thin layer of muscle underneath, making for a disturbing image when suddenly exposed to it. When doing this, the krenshar screeches a high pitched sound, adding to the effect, triggering primal fears in most creatures observing the krenshar.

Prides. Krenshars are not very different from most cats in behavior, though they are very social among their own kind. They live in prides of varying size, usually ranging between half a dozen and two dozen. The prides make their lairs near simple shelters, usually under a rock outcropping, dense tree coverage or in a shallow cave. Most krenshars in the group that are capable of contributing during hunts have the right to mate and a pride usually contains roughly half as many cubs as it does adults.

Cunning Hunters. Krenshars are highly intelligent. When hunting for food, the pack sends out a few scouts to circle their prey and drive it toward the bulk of the pride, who wait in ambush. If the mere presence of a predator is not enough to make the prey flee and it instead opts to defend itself against the scout, the krenshar will make use of its scare ability to motivate its target to run.



Fierce Companions. Being of sapient intelligence, a wild krenshar will refuse to let itself be domesticated or subordinate to any other creature. However, if found as a cub and raised to be domesticated, it can be a dedicated companion, developing a relationship to its humanoid master, just as a wild krenshar does to its pride. Such a domesticated krenshar makes an excellent hunting companion, guard animal and attack beast, being able to follow much more complex orders than for example a dog could, and its scare ability makes a great psychological asset on the hunt and in combat.

Krenshar

Medium monstrosity, neutral

Armor Class 12 (natural armor)

Hit Points 13 (3d8)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	11 (+0)	11 (+0)	14 (+2)	10 (+0)

Skills Intimidation +4, Perception +4, Stealth +6

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1/2 (100 XP)

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

Pounce. If the krenshar moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the krenshar can make one bite attack against it as a bonus action.

Actions

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

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Scare. The krenshar pulls back the skin from its head, revealing muscle and bone and lets out a high pitched screech. Creatures that can see and hear the krenshar must succeed on a DC 12 Wisdom saving throw or be frightened for one minute. A creature can repeat the save at the end of each of its turns, 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 krenshar's Scare ability for the next 24 hours.



Kruthik

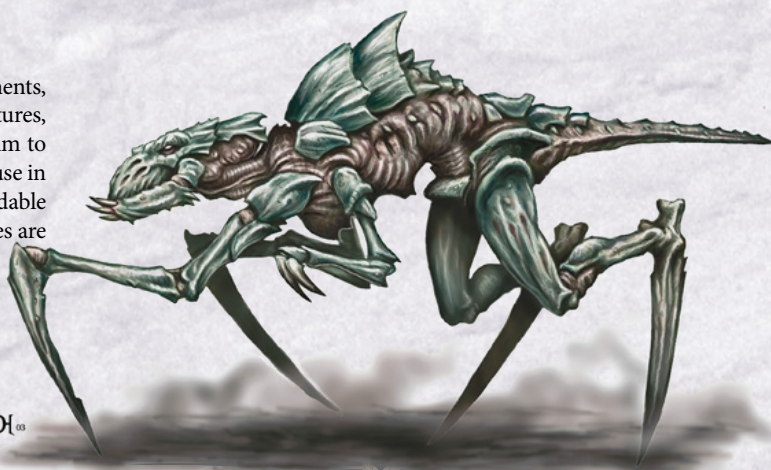
Kruthiks are creatures that resulted from magical experiments, presumably attempting to combine features of infernal creatures, insects and some reptilian or possibly dinosaur, with the aim to create highly effective and social predators, presumably for use in warfare. While the experiments did indeed produce formidable predators, one crucial element was missing. As such schemes are wont to end up, the monsters turned out to be uncontrollable and scattered into the wild, integrating, rather violently, into the natural ecosystem.

Subterranean Colonies. Kruthiks are highly social and form swarms not unlike those of ants or bees, although they don't form around a single breeding female, but all fully grown kruthiks of the colony breed. Their nests are complex tunnel networks they burrow into solid earth where they nurse their eggs and take prey to be consumed.

A kruthik is deadly in each stage of its life, even a newly hatched specimen will immediately leave the nest and start foraging. When it is ready for metamorphosis it will retreat to the nest and wrap itself in a cocoon to undergo the change into the basic adult form, becoming significantly more powerful when it hatches from its cocoon, it spends a significantly longer portion of its lifespan in this form than in hatchling form and many kruthiks die a violent death in this stage, making them the most numerous kruthiks in the colony. If the adult kruthik survives long enough and grows sufficiently, it will undergo a second metamorphosis, becoming a greater kruthik. The greater kruthiks are the most powerful form and are capable of breeding.

Methodical Predation. A kruthik nest is never permanent. The swarm eventually exhausts an area of all possible prey and then moves on, building a new nest and systematically hunting all available prey in the new territory. They do however take the death of their own kind very seriously and will take the lingering scent of dead kruthiks as a warning that the area is more dangerous to the swarm than the prospective prey might be worth, effectively freeing the area from further kruthik infestation for a long time, if not permanently.

Infernal Relation. Kruthiks are similar in demeanor and temperament to the devils with whom they share ancestry and have a rudimentary grasp of their language. Some theories say kruthiks were in fact created by devils and intentionally released upon the Material Plane. They have been observed cooperating with devils and those who associate with them. A large scale devil invasion can easily stir nearby kruthik colonies into aggressive action, causing the creatures to instinctively attack alongside their infernal relatives.



Hatchling Kruthik

Small monstrosity, lawful evil

Armor Class 15 (natural armor)

Hit Points 27 (6d6 + 6)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	13 (+1)	7 (-2)	13 (+1)	10 (+0)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 11

Languages Infernal

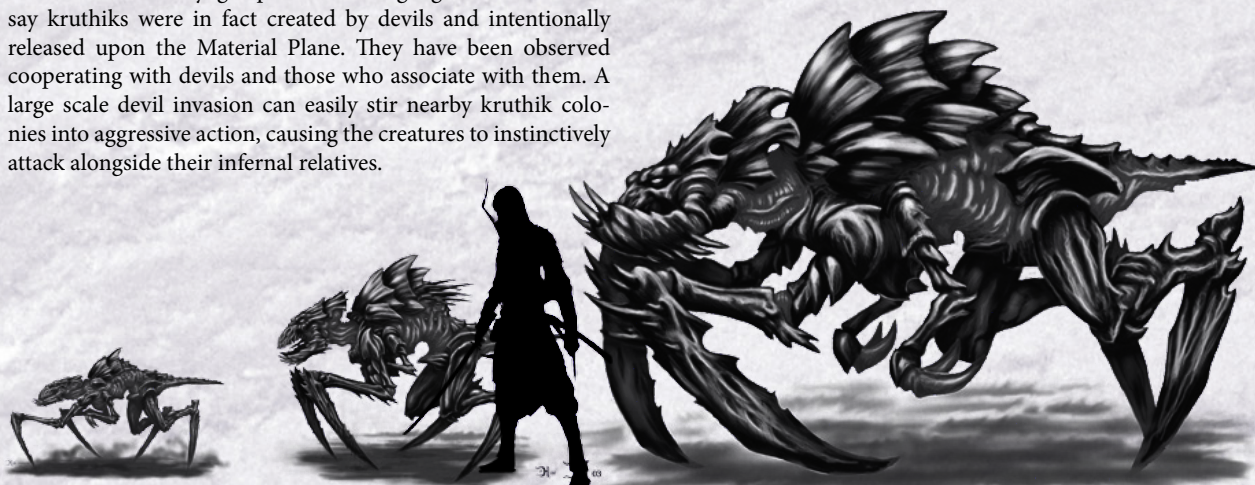
Challenge 1/2 (100 XP)

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

Forest Camouflage. The kruthik has advantage on Dexterity (Stealth) checks made to hide in forest terrain.

Actions

Talon. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.



kruthiks to scale

Hatchling

Despite their name, kruthik hatchlings are already deadly predators that can easily become dangerous even to trained warriors and bring down prey much larger than themselves.

Adult

These kruthiks are called adults mainly because they make up the majority of a swarm and shoulder the bulk of responsibilities among their kind. In fact they are not fully mature though, and need to undergo another metamorphosis before they become fertile.

Adult Kruthik

Medium monstrosity, lawful evil

Armor Class 18 (natural armor)

Hit Points 42 (8d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	13 (+1)	7 (-2)	13 (+1)	10 (+0)

Skills Stealth +7

Senses darkvision 60 ft., passive Perception 11

Languages Infernal

Challenge 3 (700 XP)

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

Forest Camouflage. The kruthik has advantage on Dexterity (Stealth) checks made to hide in forest terrain.

Actions

Multiattack. The kruthik makes two attacks, one with its bite, and one with its talon, or two with its spikes.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Talon. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage.

Spikes. *Ranged Weapon Attack:* +7 to hit, range 50/100 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Greater Kruthik

Greater kruthiks are the true adult form. These massive specimens mate and lay eggs but also serve as spearheads in large scale kruthik attacks. Due to their thick, chitinous armor and extremely dense muscle structure, they are supremely strong and difficult to bring down. A kruthik swarm containing one or more greater kruthiks can even assault fortified positions. The greater kruthiks break down the gates and the smaller ones swarm in, overwhelming the defender's forces.



Greater Kruthik

Large monstrosity, lawful evil

Armor Class 19 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	19 (+4)	7 (-2)	13 (+1)	10 (+0)

Skills Stealth +7

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 7 (2,900 XP)

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

Forest Camouflage. The kruthik has advantage on Dexterity (Stealth) checks made to hide in forest terrain.

Actions

Multiattack. The kruthik makes three melee attacks, one with its bite, and one with its talon and one with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage plus 5 (2d4) acid damage.

Talon. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) slashing damage plus 5 (2d4) acid damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d4 + 7) slashing damage plus 5 (2d4) acid damage.



L

Larva Mage

When the consciousness of a powerful spellcaster is filled with enough hate to hold on to its body well after death, it can take over the very worms consuming the spellcaster's rotting flesh. This mass of vermin then rises as a swarm imitating the spellcaster's former shape, known as a larva mage.

Monsters in Life, Monsters in Death. A spellcaster does not become a larva mage simply by virtue of being a powerful wielder of magic. Those who do become larva mages, were hateful beings, using their vast power to enslave, terrorize and oppress in life. These spellcasters become jealous and powerful enough that their souls refuse to let go of their rotting bodies even in death, as worms consume their flesh.

Such a soul attracts the attention of Kyuss, the Demigod of Worms, sire of many aberrations and undead in the world, who lends them their twisted new life in a body comprised of the vermin that consumed the old one.

Imitation of Life. While a larva mage is the memory of a deceased magic wielder, it is not an undead creature. Its consciousness imposed itself on a swarm of living worms and maggots. This swarm imitates the shape the mage had in life, both out of an instinctual attachment to its previous life and out of necessity. This way the mage can continue to use its magical implements and carry its spellbook, arcane focus, and whatever else it used in life.

Along with flowing robes, many larva mages wear facemasks that cover their hideous appearance and lend them the appearance of a living humanoid at least at a distance. This serves less as a disguise than to satisfy the mage's own vanity and to echo what little is left of its humanity, since to blend in, the larva mage can easily use magic.

Vile Overlords. Larva mages add the powers of their new form to their already vast arsenal of arcane power, being resistant to magic and oozing the rot of death. A larva mage is nearly indestructible. When facing death, it will simply fall apart, the worms then flee into the closest cracks and into the earth. Once the larva mage disincorporated this way, the larva mage can only be destroyed by killing every single worm that survived. If even one gets away, a few months later the larva mage will return to rebuild its empire.

Their measure of power and thirst for more makes larva mages natural leaders of evil creatures. A larva mage gathers creatures around itself to serve it in whatever its schemes may be. A larva mage serves itself before anyone or anything else. While it might ally with a similarly powerful entity, such as a lich or an ancient dragon, it will not accept the authority of another creature except perhaps that of the Lord of Worms himself.

The Worm that Walks

Larva mages are sometimes known as worms that walk, or more accurately lesser worms that walk, for the Worm that Walks is a title belonging to a creature of legendary power.

Cataclysmic Swarm. The Worm that Walks is not unlike a larva mage in shape and nature, however it is an abomination of enormous proportion. Towering over even giants, the Worm that Walks eclipses the already great power of its lesser kin.

The Worm that Walks has rarely been encountered by mortals, but when it appears, it brings with itself a swathe of devastation. It is a nearly unstoppable force, considered one of the legendary Elder Evils, its power matched by few creatures in the Material Plane and beyond. On top of that the re-emergence of the Worm that Walks is always accompanied by its cult of followers, consisting of mad mortal worshippers and hideous monstrosities alike.

Divine Origin. Scholars generally agree that the Worm that Walks has to be the reincarnated Kyuss himself, having reformed himself the same way larva mages do. This is evidenced by the fact that the Worm is served by the same creatures created by and associated with Kyuss.

Even the larva mages themselves, who normally submit to no other creature, will bow to the Worm's enormous form and cooperate with and act as highest ranking leaders of the cults of Kyuss that serve the Worm.

Larva Mage Lairs

A larva mage prefers the abodes it favored in life, such as a lonely tower, a mansion, or even an entire castle.

The larva mage populates its lair with cultists and creatures of kyuss, mostly aberrations, worms and undead.



Larva Mage

Medium swarm of Tiny aberrations, neutral evil

Armor Class 15 (18 with mage armor)

Hit Points 202 (24d8 + 96)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	18 (+4)	20 (+5)	14 (+2)	10 (+0)

Saving Throws Con +11, Int +12, Wis +9

Skills Arcana +12, Insight +9, Perception +9, Religion +12

Damage Resistances bludgeoning, lightning, piercing, slashing

Damage Immunities poison

Condition Immunities blinded, charmed, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses blindsight 300 ft. (blind beyond this range), passive Perception 19

Languages Common, Deep Speech

Challenge 22 (41,000 XP)

Discorporate. At any point during its turn, the larva mage can collapse into a pile of individual worms that slither away, burrowing into the earth or fleeing into cracks in the floor (no action required). As long as any of the worms survive, they can breed and create a new body for the larva mage a few weeks or months later, depending on the amount of damage the larva mage has taken (the exact time is up to DM discretion).

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

Magic Resistance. The larva mage has advantage on saving throws against spells and other magical effects.

Spellcasting. A larva mage is a 20th level spellcaster. Its spellcasting ability is intelligence (Spell save DC 20, +12 to hit with spell attacks), it has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *fire bolt*, *mage hand*, *true strike*
1st level (4 slots): *false life*, *magic missile*, *mage armor*, *ray of sickness*

2nd level (3 slots): *crown of madness*, *mirror image*, *phantasmal force*, *scorching ray*

3rd level (3 slots): *fear*, *fireball*, *fly*, *slow*

4th level (3 slots): *dimension door*, *evard's black tentacles*, *greater invisibility*

5th level (3 slots): *cloudkill*, *hold monster*, *scrying*

6th level (2 slots): *chain lightning*, *eyebite*

7th level (2 slots): *finger of death*, *prismatic spray*

8th level (1 slot): *mind blank*, *power word stun*

9th level (1 slot): *imprisonment*

Swarm. The larva mage can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny larva. However it may have to leave some of its gear behind if the opening is too small.

Actions

Corrupting Touch. *Melee Weapon Attack:* +12 to hit, reach 5 ft., *Hit:* 18 (4d8) necrotic damage and the target must succeed on a DC 19 Constitution saving throw or be poisoned until it finishes a long rest.

Engulf (Recharge 5-6). *Melee Weapon Attack:* +12 to hit, reach 0 ft., one target in the larva mage's space. *Hit:* 70 (20d6) piercing damage.

Legendary Actions

The larva mage can make 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 larva mage regains spent legendary actions at the start of its turn.

Cantrip. The larva mage casts a cantrip.

Corrupting Touch. The larva mage uses its corrupting touch action.

Horrific visage (Costs 2 Actions). The larva mage displays its writhing face to one creature it can see within 10 feet of it. The target must succeed on a DC 19 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the larva mage's visage for the next 24 hours.

A larva mage encountered in its lair has a challenge rating of 23 (50,000 XP).

Lair Actions

On initiative count 20 (losing initiative ties), the larva mage can take a lair action to cause one of the following magical effects; the larva mage can't use the same effect two rounds in a row:

- The larva mage rolls a d8 and regains a spell slot of that level or lower. If it has no spent spell slots of that level or lower, nothing happens.
- The larva mage fills its enemies' minds with visions of worms and maggots surging from cracks in the floor and walls and crawling up the targets legs, biting and burrowing into their skin. All enemies within 30 feet of the larva mage must succeed on a DC 18 Wisdom saving throw or take 24 (7d6) psychic damage on a failed save. The vermin then disappear into the cracks and recesses from whence they emerged.

- The larva mage conjures masses of foul liquids and bloated vermin that ooze from the walls and floors that sicken creatures by merely looking at it. Creatures that can see the larva mage must succeed on a DC 18 Constitution saving throw or be poisoned for one round.

Regional Effects

A region containing a larva mage's lair is warped by the mage's magic, which creates one or more of the following effects.

- Within 1 mile of the lair carrion eating creatures are much more aggressive and attack and try to consume living creatures.
- Aberrations and undead creatures are abnormally frequently encountered within the region.
- The stench of decay fills the air within 6 miles of the lair.

If the larva mage dies, the first effect ends immediately, the second and third effects fade over the course of 2d10 days.

Worm that Walks

Huge swarm of Tiny aberrations, neutral evil

Armor Class 20 (natural armor)

Hit Points 337 (25d12 + 175)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	24 (+7)	25 (+7)	14 (+2)	10 (+0)

Saving Throws Con +15, Int +15, Wis +10, Cha +8

Skills Arcana +15, Insight +10, Perception +10, Religion +15

Damage Resistances bludgeoning, cold, fire, piercing, slashing

Damage Immunities lightning, poison

Condition Immunities blinded, charmed, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses blindsight 500 ft. (blind beyond this range), passive Perception 20

Languages Common, Deep Speech, magically understands and speaks all languages

Challenge 28 (120,000 XP)

Anathematic Secrecy. The Worm that Walks can't be magically scryed upon. Any spell attempting to detect or scry on the Worm automatically fails.

Create Spawn. A Medium or smaller humanoid slain by the Worm's Corrupting Slam, Worm Smite or Engulf abilities rises at the start of the next round as a spawn of Kyuss (see *Volo's Guide to Monsters*, p. 192). Roll initiative for the spawn separately.

Discorporate. At any point during its turn, the Worm that Walks may collapse into a pile of individual worms that slither away, burrowing into the earth or fleeing into cracks in the floor (no action required). As long as any of the worms survive, they can breed and create a new body for the Worm that Walks a few months or years later, depending on the amount of damage the Worm that Walks has taken (the exact time is up to DM discretion).

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

Magic Resistance. The Worm has advantage on saving throws against spells and other magical effects.

Spellcasting. The Worm that Walks mage is a 20th level spellcaster. Its spellcasting ability is intelligence (Spell save DC 23, +15 to hit with spell attacks), it can only cast spells in humanoid form, and has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *fire bolt*, *mage hand*, *true strike*
1st level (4 slots): *false life*, *magic missile*, *mage armor*, *ray of sickness*

2nd level (3 slots): *crown of madness*, *mirror image*, *phantasmal force*, *scorching ray*

3rd level (3 slots): *fear*, *fireball*, *fly*, *slow*

4th level (3 slots): *dimension door*, *evard's black tentacles*, *greater invisibility*

5th level (3 slots): *cloudkill*, *hold monster*, *scrying*

6th level (2 slots): *chain lightning*, *eyebite*

7th level (2 slots): *finger of death*, *prismatic spray*

8th level (1 slot): *mind blank*, *power word stun*

9th level (1 slot): *power word kill*

Swarm. The Worm that Walks can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny larva. However it may have to leave some of its gear behind if the opening is too small.

Worm Smite (Recharge 6). If the Worm hits a creature with its Corrupting Slam, it may cover the target in ravenous worms. The target must succeed on a DC 21 Dexterity saving throw or be covered in worms until the worms are destroyed or removed. While covered in worms a creature takes 35 (10d6) piercing damage at the start of each of its turns. A creature may use its action to repeat the saving throw, removing the worms on a success. Dealing a total of at least 20 fire or acid damage to the target also destroys the worms. The worms are removed if the Worm that Walks dies or uses its Discorporate ability.

Actions

Multiattack. The Worm that Walks casts a spell and uses either its Corrupting Touch or Engulf attack.

Corrupting Slam. *Melee Weapon Attack:* +15 to hit, reach 15 ft., *Hit:* 21 (4d6 + 7) bludgeoning damage plus 36 (8d8) necrotic damage and the target must succeed on a DC 21 Constitution saving throw or be poisoned until it finishes a long rest.

Engulf (Recharge 5-6). *Melee Weapon Attack:* +15 to hit, reach 0 ft., one target in the worm's space. *Hit:* 140 (40d6) piercing damage.

Legendary Actions

The Worm that Walks can make 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 Worm regains spent legendary actions at the start of its turn.

Spell. The Worm casts a cantrip or spell of up to 5th level.

Horrific visage (Costs 2 Actions). The Worm displays its writhing face to one creature it can see within 30 feet of it. The target must succeed on a DC 23 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the Worm's visage for the next 24 hours.

Corrupting Slam (Costs 2 Actions). The Worm uses its Corrupting Slam.

Lizardfolk

Lizardfolk are commonly known as the green-skinned humanoid reptilians, just slightly larger than an average human being, which can be found in temperate and warm swamps around the world, but those who engage with their kind more often know these lizardfolk as greenscales, only one of various types of lizardfolk inhabiting different—and sometimes the same—parts of the world.

Dragon Priesthood

All tribes of lizardfolk worship the dragons. A caste of shamans is chosen from among all species of lizardfolk, known as the dragon priests. Dragon priests hold the ultimate authority among all lizardfolk, sometimes calling upon the tribes to unite in service of the dragons. The priesthood is generally regarded as a tribe of their own, and their authority over the different species is universally accepted. They do not however constantly exert their authority, the dragon priests spend most of their time paying quiet service to their draconic patrons, leaving the tribes to be lead by their respective leaders.

Blackscale Lizardfolk

Nearly as large and powerful as ogres but not quite as dim, blackscale lizardfolk are among the largest types of lizardfolk. Their muscular bodies are covered in thick, black scales.

Black Scaled Ancestry. Blackscale Lizardfolk claim their scale color and their remarkable features come from an ancestry leading back to the black dragons. While their outlook is much more peaceful than that of their supposed draconic ancestors, they do inherit some of the pride and respect for power. Other than these similarities, little evidence supporting—or much less proving—this claim exists.

Proud Fighters. Blackscals are confident in their strength and refuse to apply traps and tricks, viewing such machinations as the tools of lesser, weaker creatures. The blackscals prefer to fight face to face, in an open confrontation, where their size usually serves them well. They do not attack unprovoked and will hear strangers out, but when given reason to fight, they will do so with great fervor. Left to their own devices, a group of blackscale lizardfolk fight as individuals, each trying to prove its own strength and courage, rather than working together with its companions to maximize their combat effectiveness. A capable leader may be able to force them to cooperate, albeit only for a short time, before their desire to one-up each other takes over again.

Tribute Culture. Blackscals live in jungles alongside tribes of greenscale and poison dusk lizardfolk. They use their size and strength to intimidate and dominate their smaller kin coexisting in their environment.

Blackscale culture is primitive, but they live off of tributes they extort out of their smaller kin, claiming these tributes are made to the dragon guardians they represent. This gives the blackscals access to weapons and armor outside of their own limited capacity for craftsmanship and their leaders, the strongest warriors among their number, wear intricate jewelry and decorations crafted by the smaller lizardfolk.

Blackscale Lizardfolk

Large humanoid (lizardfolk), neutral

Armor Class 16 (natural armor)
Hit Points 37 (5d10 + 10)
Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	8 (-1)	11 (+0)	7 (-2)

Skills Athletics +6, Perception +2, Survival +4
Senses passive Perception 12
Languages Draconic
Challenge 2 (450 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Actions

Multiattack. The lizardfolk makes two melee attacks, one with its bite, and one with its warhammer.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Warhammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.



Poison Dusk Lizardfolk

Small humanoid (lizardfolk), neutral

Armor Class 14 (natural armor)

Hit Points 13 (3d6 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	11 (+0)	12 (+1)	9 (-1)

Skills Athletics +3, Perception +3, Stealth +6, Survival +5

Tools poisoner's kit

Senses passive Perception 13

Languages Draconic

Challenge 1/2 (100 XP)

Chameleon Skin. The lizardfolk has advantage on Dexterity (Stealth) checks made to hide in natural terrain.

Actions

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage and the target must succeed on a DC 11 Constitution saving throw or take 4 (1d8) poison damage and be poisoned until it finishes a long rest.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage and the target must succeed on a DC 11 Constitution saving throw or take 4 (1d8) poison damage and be poisoned until it finishes a long rest.

Bola. *Ranged Weapon Attack:* +4 to hit, range 20/80 ft., one target. *Hit:* If the target is a Large or smaller creature, it is grappled (escape DC 12) and must succeed on a DC 12 Dexterity saving throw or be knocked prone. If the target has functional hands, it can end the grapple using an action without having to roll. The bola is considered the grappler, not the user.

Poison Dusk Lizardfolk

The tribe of the poison dusk are the smallest lizardfolk. Not nearly as able swimmers as their larger kin, these pale-green scaled lizardfolk keep to the denser jungles where their small form and color-shifting skin give them the edge over larger opponents.

Poison Experts. The name poison dusk comes from the lizardfolk's skill in the use of poisons. Aside from their own invention, the dusk herb poison, they use various poisons extracted from creatures and plants in their natural environment. They apply these poisons to kill or nonlethally subdue prey, or enemies. Poison dusks generally avoid combat but will fight, preferentially from the shadows, if they have to. Without their poisons however, they will always choose flight over fight.

When in conflict with other tribes, poison dusks do not engage in combat, but instead use subterfuge, often poisoning the enemies' water and food supplies.

Advanced Craftsmanship. Both greenscale and blackscale lizardfolk only use primitive methods of creating tools and weapons. While

greenscales are creative in using their natural resources, they have no methods for crafting modern tools on par with more civilized people. Poison dusks however have a basic understanding of metal- and woodworking and use it to craft more complex tools, as well as sword and bows. Their craftsmanship is highly valued and sought after by the dragon priests and the other lizardfolk tribes. Most blackscals, as well as greenscale leaders use weapons crafted for them by poison dusk lizardfolk.

Dusk Herb Poison

Poison dusk usually apply a specially concocted poison created from various common and otherwise harmless plants to their weapons.

Dusk Herb Poison (Injury). A creature affected by dusk herb poison must succeed on a DC 11 Constitution saving throw or take 4 (1d8) poison damage and become poisoned until it finishes a long rest.

Other Poisons

Dusk herb poison is hardly the tool for which poison dusk lizardfolk have gained their reputation. Other poisons they use typically include serpent venom, wyvern poison, and essence of ether (see *Dungeon Master's Guide*, pp. 257-258). Keep in mind that more powerful poisons may increase the user's challenge rating.



Sunscale Lizardfolk

With hides of orange to red scales, firescale lizardfolk sometimes claim relation to red dragons or even sun dragons, though lacking any other identifiable features, this connection is even more likely to be a delusion of grandeur than the claim black-scale lizardfolk make about their heritage. They have an unusual tolerance for heat and smoke and prefer living in hot regions, especially if there is volcanic activity.

Valorous Warriors. Sunscales are generally peaceful and fight only if forced to, but when they take to arms, they show great bravery and appear to have a simple code of honor. They use strategy and tactics over brute force, but frown upon the use of stealth and ambushes in battle, preferring to meet their foes in open combat. The most distinguished fighters and strategists become the leaders of sunscale fighting forces and often wear better equipment and heavier armor, causing other cultures to liken them to knights, samurai or warriors of similar status. At closer examination however, it turns out these warriors have no special social status and simply serve a function in combat that makes them more valuable targets in battle and thus requires better protection.

Dragon Affinity. Most lizardfolk revere dragonkind, mostly metallic or chromatic dragons. Sunscales are no different in this regard. Among these dragons, they gravitate toward red and gold dragons, but many sunscale communities are also drawn toward the worship of sun dragons (see page 77) and can often be found in a sun dragon's community of followers.

Expert Blacksmiths. With their affinity to fire, sunscale lizardfolk have become the most capable blacksmiths among lizardfolk tribes, easily surpassing the poison dusk lizardfolk's understanding of metalworking. They expertly forge steel weapons and even armor, which compensates for their comparably thin scale hides. Other methods of sunscale craftsmanship are still not as developed as those of poison dusk lizardfolk.

Bolas

Bolas are weapons not only used by poison dusk lizardfolk, but other non-lizardfolk cultures as well. A bola consists of two round weights connected by a rope. They are thrown at a target, to help capturing it, by entangling its legs, rather than dealing physical damage.

A bola is a martial ranged weapon with the thrown quality and a range of 20/80 ft. On a hit, a Large or smaller target is grappled by the bola and must succeed on a Dexterity saving throw or be knocked prone. The DC for both the saving throw and to escape the grapple is 8 + the thrower's attack bonus with the bola. A creature with hands can use an action to end the grapple without needing to make a roll.

A bola always requires an action to ready, as it is more difficult than a simple interaction with an object.



Sunscale Lizardfolk

Medium humanoid (lizardfolk), neutral

Armor Class 15 (chain shirt)

Hit Points 13 (2d8 + 4)

Speed 30 ft., climb 30 ft.

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

Skills Athletics +4, Perception +4, Religion +2

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 1/4 (50 XP)

Smoke Tolerance. The lizardfolk can comfortably breathe air saturated with smoke, as long as it is not created by burning substances that release toxic material when on fire, and have advantage on saving throws against poisons inhaled through smoke.

Actions

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d10 + 2) slashing damage.

Lodestone Marauder

Lodestone marauders are fearsome creatures, with large claws and long, stake-like teeth. Their grey hides are covered in a bustling mass of long, rusty-red metallic spines. They are predators but regularly need to consume metal to maintain and grow their metallic spikes. Because of their dietary requirements, lodestone marauders are mainly found near rich deposits.

Miners' Bane. Constantly seeking metal deposits, lodestone marauders frequently become problems for mining communities, where they not only consume ore and even mining equipment, but kill and eat the miners as well.

A marauder will make its den in the mines and collect more metallic objects in hopes of attracting a mate. If it is left unchallenged, the area will soon be infested with lodestone marauders, so the mining communities are forced to enlist help from adventurers, mercenaries, or other armed groups in order to remove the parasitic monsters.

Treasure Devourers. Any type of metal makes for good nutrition for lodestone marauders, from iron to gold and even platinum. A treasure hoard exposed to an unchecked lodestone marauder will quickly be reduced to a shadow of its former self, unless the marauder decides to use it to attract a mate, giving the owner some time to find help driving off the creature.

True dragons in particular hate the beasts for endangering their hoards, but an adult dragon is powerful enough to make short work of the invader. Younger dragons however are not always strong enough to deal with them and so, reluctantly, have to hire help, paying the helpers from their hoard, a small sacrifice in order to save the greater whole from being consumed. This is generally a difficult step for the dragon, as it needs to find a group it can trust with its most prized possession.



Lodestone Marauder

Large monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., burrow 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	18 (+4)	4 (-3)	12 (+1)	8 (-1)

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 7 (2,900 XP)

Magnetic Defense. When attacked with melee attacks using metal weapons or ranged attacks using metallic projectiles, a lodestone marauder can choose to cause the attacks to have advantage or disadvantage to hit.

Magnetic Surge. Using a bonus action, the lodestone marauder can use the magnetic field surrounding it to repulse or attract metallic objects. Any creature within 30 feet of the lodestone Marauder, wielding weapons or shields or wearing armor made substantially of metal must succeed on a DC 15 Strength saving throw or drop any metallic weapons and, if they are wearing metallic armor, be knocked prone.

Unattended metallic objects and prone creatures are then moved in a straight line directly toward or away from the lodestone marauder, depending on whether it chose to repulse or attract them.

If the marauder chose to repulse, creatures and objects come to a stop 30 feet away from the marauder. If the marauder chose to attract creatures and objects are pulled onto the marauder's back where they stick magnetically. A creature pulled onto a lodestone marauder's back is restrained and must succeed on a DC 15 Dexterity saving throw or take 13 (2d8 + 4) piercing damage.

A creature may use its action to pull itself, another creature or an object free of the lodestone marauders back by making a successful DC 15 Strength check. Any objects and creatures are automatically released the next time the marauder uses its ability to repulse.

Metal Sense. A lodestone marauder can sense metal within 30 feet of it, from changes in its magnetic field, as though it had blindsight up to that range.

Actions

Multiattack. The lodestone marauder makes two melee attacks: one with its bite, and one with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

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

Lunar Ravager

These fey are ferocious hunters that live for the thrill of the hunt. They superficially resemble a cross between a giant and an elf. Muscular and easily as tall as an ogre, they have elven facial features and light, almost translucent skin. Typically clad in ornate bronze armor and wielding equally decorated axes and shields.

Indiscriminate Trophy Hunters. There is little lunar ravagers do not consider worthwhile prey. When the moon is clearly visible in the night sky and a party goes on a hunt, they fan out and comb a large area, putting about 100 feet to half a mile between each ravager. Their tracks covered by their innate magic, the hunters seek their prey. When one lunar ravager spots potential prey, anything from a simple human peasant caught in the woods at night to a great beast as powerful as a mature dragon, it will sound its horn, alerting all other members of the party to its find. The rest of the party turn invisible and follow the horn blows while the spotter drives its quarry toward the other ravagers, sounding its horn repeatedly to inform the party of the direction the quarry is going. When the quarry is surrounded, the ravagers attack from all sides, including above, using their *airwalk* spells. Cutting off any potential way of escape, the fey descend upon their prey and attack without mercy. Once the prey has been brought down, the ravagers take any valuable loot and their trophy, before they go back to their routine, combing the area all night.

Moon Rider Lodges. Lunar ravagers travel using magic; teleporting to and from their lodges, which are built on wandering clouds and connected to the light of the moon. These lodges are usually carried by the wind, wherever it may take them, but the resident lunar ravagers do have some basic control over the direction in which the lodge travels. As long as a ravager is



Lunar Ravager

Large fey, chaotic evil

Armor Class 18 (breastplate, shield)

Hit Points 114 (12d10 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	18 (+4)	11 (+0)	14 (+2)	8 (-1)

Skills Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Sylvan

Challenge 5 (1,800 XP)

Innate Spellcasting. The lunar ravager's innate spellcasting ability is Wisdom (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *airwalk*, *faerie fire*

3/day each: *invisibility* (self only), *pass without trace*

1/day: *clairvoyance*

Moonrider. The lunar ravager can magically teleport at will by concentrating and not taking any other actions for 1 minute. The lunar ravager can use this only to teleport itself and items it is wearing or carrying. When outside a lunar ravager lodge, the lunar ravager must be in moonlight to use this ability and can only travel to the nearest lodge. When inside a lunar ravager lodge, it can teleport to any point within 10 miles of the lodge.

Actions

Multiattack. The lunar ravager makes two melee attacks with its battleaxe.

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

Javelin. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

under moonlight, it can magically return to the nearest lunar ravager lodge and from there, it can teleport to any point within a wide radius. In their lodges, lunar ravagers recuperate from arduous hunts, socialize with their clan, and plan their next hunts before heading out again.

A lunar ravager's worth is measured in the quality of the trophies and loot they bring back to the lodge and their usefulness to the clan. They take sustenance from the lands below, raiding and hunting for food and materials they need. Avoiding large settlements and any locales which might pose a real threat to the hunting parties, they will typically raid small farming villages and such with food, ale, livestock and perhaps the odd peasant here and there, before returning to their lodge to feast and drink in celebration of a successful hunt.

A clan will usually avoid staying in one place for long, as it prevents overhunting an area and keeps their victims off balance. The local authorities will not be able to react to the lunar ravagers' attacks, since their arrival is hard to predict and it usually takes too much time to mount effective retaliatory measures before the ravagers move on to strike elsewhere.

M

Magma Hurler

Where the Elemental Planes of Fire and Earth intersect, creatures of molten rock encased in a blackened crust known as magma hurlers are born. This name can be read in either of two ways, the creatures can throw up balls of magma into their curved, shovel-like arms, to then fling them as a flaming projectile at whatever they may perceive as an enemy.

Siege Hurlers. Magma hurlers are not naturally found outside their native habitat between the Elemental Planes. They have no particular interest in any of the proceedings in other worlds. When they are encountered on the Material Plane, it is because they were summoned there for some purpose. Combining the destructive power of fire and earth elementals, they are useful for sieges and other situations where one might want to destroy or otherwise damage a large structure.

The plodding creatures gleefully toss around their magma rocks, causing destruction and mayhem where they can.

Though the slams magma hurlers can deliver with their stony arms are easily as deadly as a hammer blow from the strongest of human fighters, they despise melee combat and try to avoid anyone trying to engage them, as their molten rocks are much more devastating than that. When a magma hurler notices a creature moving to engage it in melee, it will begin backing off and concentrate its flaming projectiles on the prospective attacker.

Elemental Nature. A magma hurler doesn't require air, food, drink, or sleep.

Magma Hurler

Medium elemental, neutral

Armor Class 15 (natural armor)

Hit Points 66 (7d8 + 35)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	20 (+5)	7 (-2)	12 (+1)	11 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Damage Vulnerabilities cold

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 11

Languages Ignan, Terran

Challenge 4 (1,100 XP)

Illumination. The magma hurler sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Siege Monster. The magma hurler deals double damage to objects and structures.

Actions

Multiattack. The magma hurler makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

Magma Rock. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage plus 7 (2d6) fire damage.

H 03

Maug

Some of the most sought after mercenaries on Acheron are the maug, tireless hulking brutes cut from massive stone. They wear massive armor and wield double-headed warpicks,

Independent Constructs. Originally maugs were created to serve their creators who are now lost to history as shock troops in an ancient war across Acheron. At some point they were transported as prisoners to Thuldadin, the second layer of Acheron, where debris from all wars on Acheron ended up. The maugs made this place their new home and fortress, stealing the secrets of maug creation from their original creators to craft more of their kind. These first maugs are known as Thulkarr, who rule the maugs to this day.

Indiscriminate Mercenaries. The Thulkarr and other maug spellcasters have the ability to travel to other planes, where they offer their services as mercenaries to anyone willing to match their price. Maugs are prized for being tireless, fearless and extremely tough soldiers, who do not trouble themselves with questions of morality, but adhere to their contract without failure. Should the one hiring them break the agreement however, the maugs will immediately end their business relation and should it be necessary, retaliate.

Construct Nature. A maug doesn't require air, food, drink, or sleep.



Maug

Large construct, lawful neutral

Armor Class 16 (natural armor)

Hit Points 42 (4d10 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	20 (+5)	13 (+1)	11 (+0)	8 (-1)

Skills Athletics +7, Perception +2

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common, Draconic, Giant

Challenge 4 (1,100 XP)

Magic Resistance. The maug has advantage on saving throws against spells and other magical effects.

Graft. The maug has one graft from the Maug Grafts sidebar.

Actions

Multiattack. The maug makes two attacks with its double pick.

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

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Pulverize (3/Day). The maug touches an object or structure of up to 1,000 cubic feet in volume. This object takes double damage for the next two rounds. If it is an object carried or worn by another creature, the maug must succeed on a Strength (Athletics) check contested by the creature's Strength (Athletics) or Dexterity (Acrobatics) check.

Maug Grafts

Maug spellcasters equip each newly created maug with a graft from the following list:

Locking Hand. One of the maug's hands is modified to be able to lock its grip around its weapon. The maug has advantage on Strength (Athletics) checks to resist being disarmed.

Rollers. The maug's legs are replaced with heavy wheel-like rollers. The maug has a speed of 60 feet. It has disadvantage on ability checks made to climb, ride and swim.

Shoving Arm. A third arm with a telescopic ram is installed on the maug's shoulder. The maug can make a slam attack as a bonus action. On a hit, the target of that slam attack must succeed on a DC 15 Strength saving throw or be knocked prone and pushed 5 feet away from the maug.

Shudder Plate. A small plate is embedded in the maug's chest, that magnifies vibrations it picks up through the ground. The maug gains tremorsense 15 ft.

Spike Stones. The maug is fitted with stony spikes across its body. A creature that touches the maug takes 3 (1d6) piercing damage. While grappling a creature the maug can deal 7 (2d6) piercing damage to that creature as a bonus action.

Stone Spitter. A small stone box loaded with pebbles or sling bullets which can be fired through a short barrel is mounted on the maug's shoulder. The maug adds the stone spitter to its actions: *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 8 (2d6 + 1) bludgeoning damage.

Meazel

Meazels are relatively small but vicious humanoids, inhabiting marshes and damp tunnels or even sewers, where they prey on lone travellers and weaker creatures. They take trinkets and gear from their slain victims and feed on the flesh. Thanks to partially webbed feet, meazels are excellent swimmers, an ability which they sometimes use to attack from underwater.

Disease Ridden. The normally grey or brown skin of a meazel is often riddled with bright red patches of infection. This is the result of a skin disease all meazels carry. Aside from the cosmetic symptoms, meazels do not suffer any ill effect from the disease, but the condition is highly contagious and can be transmitted through skin contact. Creatures that survive an encounter with a meazel will often come down with the symptoms within the next hour, showing the same infected patches of skin. Victims of this disease experience debilitating pain in the infected patches and suffer from weakened immunities.

Dirty Fighters. Meazels prefer to stack the odds heavily in their favor in a fight. They only prey on targets they outnumber or feel they are physically superior to. They will generally not attack well-armed opponents and retreat from any battle against a larger group. Once they found a suitable target, the meazels

burst from their hiding spots and swarm their opponents. Some use garrotes to hold down and choke their target, before drawing their weapons or attacking with their sharp claws.

Urban Infestations. Meazels can infest the sewers of larger towns, becoming a major problem for the population if they are allowed to spread. They ascend to the streets at night in search for new prey and every night more people vanish or are found dead, from nameless beggars to night guards and citizens, even nobles out for some nightly amusement. When a meazel infestation becomes large enough, the creatures often start organizing in cults, many of which associated with Garagos the Reaver, and become bolder, their attacks aiming for larger and better protected targets. Large enough meazel cults have been reported to assault guarded temples, noble households and even guard houses of city guards.

Mercenaries or adventurers hired to root out a meazel infestation have to contend with delving into the city's sewer system to locate their lairs, and fight the creatures in these filthy conditions. Meazels are not above swimming and hiding in the sewage water.



Meazel

Medium humanoid (meazel), chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	11 (+0)	6 (-2)	11 (+0)	7 (-2)

Skills Athletics +4, Stealth +4

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1/4 (50 XP)

Disease Carrier. The meazel is immune to the ill effects of diseases, but can still be infected and transmit them to other creatures. All meazels carry a skin disease. A creature that touches the meazel, including being hit by its claw attack, must succeed on a DC 10 Constitution saving throw against this skin disease or become diseased. The disease has no effect for 1 hour. After one hour the diseased creature gains disadvantage on Dexterity and Constitution checks and saving throws until the disease is cured.

Natural Swimmer. The meazel has advantage on Strength (Athletics) checks made to swim.

Actions

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

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Garrote. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one Medium or Small creature against which the meazel has advantage on the attack roll. *Hit:* 4 (1d4 + 2) bludgeoning damage, and the target is grappled (escape DC 12). Until this grapple ends, the meazel has advantage on attack rolls against it, the meazel can't use its garrote against another creature, and the target is choked and can't breathe.

Meenlock Half-Spawn

Meenlocks form spontaneously where the feywild's influence is strong and fear overwhelms a creature. They can also create more of their kind by congregating and continuously torturing humanoid with their telepathy, until the victim is transformed into a meenlock itself. Sometimes the telepathic ritual to create a new meenlock is interrupted before the metamorphosis is completed, or something else goes wrong. Most commonly this results in the half-formed meenlock ending up in a vegetative state. The meenlocks will dispose of the withering body in such a case and move on to find new victims. Sometimes however, the half-spawned meenlock rises with its twisted mind only partially intact.

Half-Formed in Body and Mind. Meenlock half-spawn are not fully transformed, and their appearance reflects this. The creature still displays humanoid features and lacks many of the more insectoid traits fully formed meenlocks possess. Many half-spawn still have jaws lined with irregular teeth, noses and blank eyeballs. They often lack some or all of the mandibles, antennae and insectoid extra limbs common to fully formed

meenlocks. Their skin, while having formed a small degree of the chitinous plates a healthy meenlock has, is still much softer and many of the quills normally covering a meenlock's back are less developed and often more hairlike. Their pincerlike claws of a half-spawn are not as sharp and as a consequence less deadly. On the other hand the half-spawn are not susceptible to bright light the way their kin are.

Similarly to its body, the half-spawn's mind is not fully transformed. Half-spawn appear to still possess memories of their previous life, which are both an asset and a liability to them. When a half-spawn telepathically induces images and thoughts of terror in a humanoid, these impressions are more vivid and terrifying than what a single regular meenlock can achieve. It seems the half-spawn have a better understanding of what terrifies its victim. But this understanding comes with a cost, half-spawn are prone to random bursts of abject terror, becoming paralyzed with fear, presumably as they are reliving the torturous images of their incomplete transformation, or perhaps remembering their previous life in a moment of lucidity, and being terrified at what has become of them.

Meenlock Half-Spawn

Small fey, neutral evil

Armor Class 13 (natural armor)

Hit Points 21 (6d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	10 (+0)	11 (+0)	8 (-1)	8 (-1)

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 9

Languages telepathy 120 ft.

Challenge 1 (200 XP)

Fear Aura. Any beast or humanoid that starts its turn within 10 feet of the meenlock must succeed on a DC 10 Wisdom saving throw or be frightened until the start of its next turn.

Rend Mind (Recharge 5-6). The meenlock projects thoughts images of stalking monsters and peering eyes into a humanoid it is aware of within 120 feet of itself, inducing paranoia. The target must succeed on a DC 10 Wisdom saving throw against this magic or take 7 (2d6) psychic damage and be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Uncanny Fear. At the start of each of its turns, the meenlock half-spawn must succeed on a DC 2 Wisdom saving throw or become frightened of every other creature it can see until the start of its next turn. Under stressful conditions, such as combat, the DC of this saving throw rises to 4.

Actions

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage and the target must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Merskarab

Related to the equally elusive merska, merskarabs are a more sophisticated species of these monstrous beetles, more intelligent and more capable of imitating the humanoid form. Unlike the large merska which drapes its victims over a part of its body to become a lure for more prey, the diminutive merskarab beetles work together in swarms and are capable of changing and fusing their shape into one creature. Usually an attractive humanoid, or humanoid shaped fey.

Fey Eaters. Merskarabs grow bigger with time as the merskarab beetles feed and reproduce. When it becomes too large to convincingly imitate the humanoid form, a merskarab will seek out a Medium fey of humanoid form to slay. Half of the swarm will burrow into the victim's corpse, hollow out its flesh and inhabit its body, rising as a new merskarab.

Power Hungry. Merskarabs have goals beyond simple feeding and reproduction. Most of them seek power in some form, whether it is influence or personal power. To this end, most merskarabs take to studying the arcane, looking for potential sources of power. Some merskarabs go after rumors of powerful relics that bestow them with power in some way, while others take their study to the next step and learn to cast spells.

Variant: Spellcasting

Some merskarabs seek arcane knowledge and learn how to cast spells like a wizard. A spellcasting merskarab is typically an 8th level spellcaster. Its spellcasting ability is intelligence (Spell save DC 16, +8 to hit with spell attacks), it can only cast spells in humanoid form, and has the following wizard spells prepared:

Cantrips (at will): *chill touch, light, mage hand, true strike*
1st level (4 slots): *magic missile, shield, thunderwave*
2nd level (3 slots): *invisibility, mirror image, scorching ray*
3rd level (3 slots): *fear, slow*
4th level (2 slots): *blight, phantasmal killer*

A spellcasting merskarab's challenge rating is 8 (3,900 XP).



Merskarab

Medium swarm of Tiny aberrations (shapechanger), neutral evil

Armor Class 15

Hit Points 136 (16d8 + 64)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	18 (+4)	20 (+5)	14 (+2)	21 (+5)

Skills Arcana +8, Persuasion +8, Deception +8

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elven, Sylvan

Challenge 6 (2,300 XP)

Shapechange. The merskarab can use an action to assume the form of an attractive Medium sized humanoid-shaped creature of any type, or back into its true swarm form. Its

statistics are the same except that it loses its immunity to the paralyzed, petrified, poisoned, prone, restrained, and stunned conditions. The swarm's humanoid form can change, resembling any race or gender of humanoid, but the swarm can't convincingly imitate a specific individual except for the host it spawned from.

Swarm (Swarm Form Only). The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny merskarab beetle. The swarm can't regain hit points or gain temporary hit points, except from its bites attack.

Actions

Devouring Touch (Humanoid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (4d8) necrotic damage and the merskarab regains hit points equal to the necrotic damage dealt.

Bites (Swarm Form Only). *Melee Weapon Attack:* +8 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (3d6) piercing damage plus 18 (4d8) necrotic damage and the merskarab regains hit points equal to the necrotic damage dealt.

Mimics

Mimics are best known as the creatures disguising themselves as treasure chests and other valuable items to lure avaricious adventurers to their doom. But there are more powerful and more insidious types of mimics in the world, such as the mighty wandering towers and the mirror mimics, the only mimics known to be able to disguise themselves as living creatures.

Mirror Mimic

Mimics are well known for their ability to shapeshift into inanimate objects and their tendency to lure hapless adventurers closer by posing as treasure chest and other objects of interest. Much less well known are the rare mirror mimics, which are capable of imitating living creatures.

Magical Mimics. The origin of mirror mimics is nebulous, but their innate magical abilities and their much more sophisticated shapeshifting abilities suggest some sort of arcane influence in their development.

Living Mirror Images. A mirror mimic can assume the form of any similarly sized creature and is capable of convincingly imitating all of the targets mannerisms it could observe. Mirror mimics are highly intelligent for their kind and know how to use their abilities to confuse groups of people and drive them apart before striking, or alternatively to put their prey at ease and bring it to let its guard down.

Wandering Tower

A group of adventurers, weary from their travels, comes upon and old, abandoned looking tower. The front door is locked and there is no response to knocking, but the rogue finds the lock is easy enough to pick. The insides are dilapidated, as you might expect, but nonetheless this would make a good, safe place to rest for the night. The group settles down. Barring the door from the inside, they come to rest. This would be the fighter's first night's sleep without her armor for a week. Relieved that they do not have to have a guard post up all night, they fall asleep one by one, blissfully unaware of the the eye on the mantelpiece watching them.

Elder Mimics. As a mimic ages, it continuously grows. A mimic reaches maturity around the size that most mimics are known for, which allows them to effortlessly pose as treasure chests and similarly sized objects, and many of them die a violent death at that age. Some mimics however live long enough to grow well past these proportions. These mimics become so large that they need to pose as entire buildings. Most commonly imitating lone spires, these mimics are known as wandering towers, although they are known to also imitate other types of buildings, such as farm houses and other small abodes. A very few mimics are rumored to have grown so enormous that they can pose as manor houses or even entire castles.

Many wandering towers harbor common mimics as well as the more rare mirror mimics and even some trappers (See *Volo's Guide to Monsters* p. 194) in their interior to help lure in and bring down prey, sharing the spoils with these creatures. Mirror mimics often make travellers feel more welcome and at ease, as an inhabited building may look less suspicious than an empty one, and even adventurers well aware of the possibility that any unattended object could be a mimic often don't know of mirror mimics capable of impersonating people. The mirror mimics

sometimes search the surrounding area for people they may be able to invite to stay in their "home".

A wandering tower is usually accompanied by a swarm of scavenging blood ravens (see Appendix A), roosting on its roof and watching and waiting for food. The flocks of red birds can lend the tower an ominous atmosphere and potentially give the creature away to those who are familiar with these mimics. If any of the wandering tower's captured and bloodied prey escapes its interior, the blood crazed birds descend upon them in a frenzy.

Hunting Strategies. A new building mysteriously appeared down the street overnight. The people hired to investigate the suspicious phenomenon enter the building but never come out. A cozy roadside inn beckons to weary travellers passing in the evening, the innkeeper and barmaids going out of their way to make patrons feel at home. The next morning the travellers are gone without a trace. A lone wizard's tower makes promises of arcane discoveries and magical treasure, but those seeking out its secrets and bounties never return from their expedition.

A wandering tower uses whatever lures a building may be able to provide to draw potential prey inside, where its core,

Mirror Mimic

Medium monstrosity (shapechanger), neutral

Armor Class 13

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	15 (+2)	17 (+3)	11 (+0)	16 (+3)

Skills Deception +5, Persuasion +5, Stealth +4

Senses darkvision 60 ft., passive Perception 10

Languages Common, Deep Speech

Challenge 1 (200 XP)

Shapechange. The mimic can use its action to polymorph into a Medium creature it has seen at least once or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed but the mimic can imitate the appearance of worn equipment. It reverts to its true form if it dies.

Innate Spellcasting. The mirror mimic's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells requiring no material components:

At will: *mirror image*

False Appearance (Disguised Form Only). The mimic's appearance is indistinguishable from the creature it is imitating. It can perfectly imitate the creature's voice and any mannerisms it has observed. However it must succeed on a Charisma (Deception) check if it engages in any behavior it does not know of the creature in front of creatures that know it.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained and the mimic can't use its slam against another target.



the mimic's brain and heart, pulsing with pseudopods, eyes, and mouths waits to attack them disguised as a piece of the furnishing. While the wandering tower's core is its most vulnerable spot, the tower must rely on trapping prey on its inside, because it is too slow to give chase. On its inside, the mimic's core is the only part able to attack and kill prey, so the wandering tower has to expose itself to this potential risk. The core is extremely powerful and resilient nonetheless, making all but the most experienced and powerful adventurers easy prey. Creatures that manage to escape from the fight and somehow break open the door to the outside will likely attract the attention of the hungry swarms of blood ravens on the mimic's roof. On top of that, the mimic's form uses its pseudopods to capture prey and stuff it back inside through another door or window, into another locked room, where the core can come for it.

Tombs of Treasure. During its lifetime, a mimic successful enough to grow to become a wandering tower kills and consumes many carelss adventurers. Eventually growing large enough to take the shape of an entire building, their prey usually dies inside their shape, leaving any magic items or treasure they were carrying in the mimics body. A group of adventurers lucky, or powerful enough to slay a wandering tower is likely to find great riches inside its amorphous flesh, once the dying mimic has collapsed into its fully amorphous form.

Wandering Tower Encounters

Wandering tower encounters should always come with some planning.

First off, the mimic is its own mini-dungeon. You should be sure to have a floor plan of the wandering tower's building form, especially if you use a map for your combat encounters. This will help you and the players keep track of positions, especially if the tower uses its Stuff action. The tower may also try to cut the players off by locking down doors between them.

Second, to make the encounter memorable you should think about how the wandering tower attracts its victims. Does it just pose as an empty building offering convenient shelter for the night, or does it lure with treasures? To this end, does it use other mimics to pose as treasure or mirror mimics as inhabitants and welcoming hosts?

Mimics can be used in a great variety of ways to surprise players, even when they start expecting the creatures everywhere. If you have been harrowing your players with mimics for a while, a wandering tower, especially populated with a few mirror mimics can completely subvert their expectation. Many players are automatically suspicious of anything they find in the wild, especially if it seems convenient, and when they know to expect mimics, they will be suspicious of any appropriately sized object. Still they usually don't hesitate to enter what they think is an ordinary inn. If there are actually people living there it couldn't possibly be full of mimics. Right?

Keep in mind that mimics of any kind should be used judiciously, one wandering tower may surprise your players, but if you overdo it, they simply become paranoid of everything, which may be fun for a DM, but it is important to keep the players' enjoyment of the game at heart. And after all: you don't want them to see the wandering tower in your next campaign coming.

Wandering Tower

Gargantuan monstrosity (shapechanger), neutral

Armor Class 18 (natural armor)

Hit Points 292 (15d20 + 135)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	6 (-2)	28 (+9)	16 (+3)	18 (+4)	12 (+1)

Skills Stealth +8

Damage Resistances (Object Form Only) bludgeoning, cold, force, lightning, necrotic, piercing, poison, radiant, slashing, thunder

Damage Immunities acid, fire

Condition Immunities charmed, frightened, prone

Senses darkvision 60 ft., passive Perception 14

Languages telepathy 120 ft. (mimics only)

Challenge 16 (15,000 XP)

Core. A wandering tower doesn't normally reveal its nature until its victims are trapped inside it and at rest. As a result the mimic is usually fought from inside. It has a Huge sized core that normally disguises itself as a piece of the interior decoration of the building the mimic is posing as.

The core can't leave the building and is immune to any effect that would transport it out of the tower but it can move through the inside at a speed of 30 feet and pass through interior objects without resistance. If the core ends its move inside an object, the obstacle is shoved aside. If its move ends inside a wall, enough of the core's form stands out both sides of the wall for creatures to be able to attack it without it gaining cover. The core can move up the mimic's walls as though it had a 30-foot climb speed. The wandering tower may move and have its core move on the same turn. When it uses a dash action, both the wandering tower's normal movement and the core's movement benefit from it.

When a creature attacks the wandering tower, it may choose to attack the core (it must have reach and line of sight to the core as though it were a separate creature). Attacks against the wandering tower's core ignore its damage resistances but not immunities.

Some abilities are noted as "Core Only", or "Exterior Only": "Core Only" abilities measure reach, range and line of sight from the core while "Exterior Only" abilities measure from the outer form of the mimic and can only affect creatures outside the mimic. Any abilities marked as "Core or Exterior" can be measured from either point, but if they are measured from the core, can only affect creature inside the mimic, and if they are measured from the exterior can only affect creatures outside the mimic.

False Appearance (Object Form Only). While the mimic, or its core remains motionless, it is indistinguishable from an ordinary object.

Interior Awareness. The mimic can sense everything going on inside it as though it had blindsight reaching everywhere in its interior.

Lockdown (Object Form Only). A wandering tower may choose for any doors on its object form to be locked and it can choose the DC for each lock to be anywhere from 5 to 20 or make the lock impossible to pick. A lock that is impossible to pick will become obvious to anyone trying to open it, either completely lacking the unlocking mechanism or the keyhole

being filled out with some solid material. Using an action, the wandering tower can open or close any or all doors, windows and containers making up its object form and choose to lock or unlock any or all of them, including changing the DCs to unlock or making them impossible to unlock.

A creature can attempt to break down a door by attacking it. If the wandering tower takes a total of 25 damage (unless it is part of the core, the door benefits from the wandering tower's damage resistances), all of which directed at one door or window, that door or window breaks open, and the wandering tower can no longer open or close it, until the tower reverted to its amorphous form and back to object form at least once.

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

The exterior and the core can transform as part of the same action or independently of each other. While there are living creatures inside it, and the exterior assumes its amorphous form, any creatures inside it are expelled to an unoccupied space within 5 feet of the mimic, exiting prone.

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

Actions

Multiattack. The mimic makes three melee attacks, only one of which can be a bite.

Bite (Core Only). *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage.

Pseudopod (Core or Exterior). *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 15 (2d6 + 8) bludgeoning damage and the target is grappled. The wandering tower can create a total of up to four pseudopods on its exterior and at its core, each of which can grapple one Large or smaller creature. Until this grapple ends, the target is restrained and the pseudopod can't attack another creature.

Stuff (Exterior Only). The mimic stuffs a creature it is grappling into its interior. It makes a Strength (Athletics) check opposed by the target's Strength (Athletics) or Dexterity (Acrobatics) check (target's choice). If the mimic is successful, it opens any exterior door or window, stuffs the target into the room it is adjacent to and then closes and locks that door or window as per the lockdown ability and the grapple ends.

Rippling Architecture (Core Only, Recharge 6). Creatures inside the mimic's building form within 30 feet of the core must succeed on a DC 20 Dexterity saving throw or be knocked prone.

Legendary Actions

The wandering tower can make 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 wandering tower regains spent legendary actions at the start of its turn.

Pseudopod. The mimic makes a pseudopod attack.

Stuff. The mimic uses its stuff ability.

Ripples. The mimic uses its rippling architecture ability.

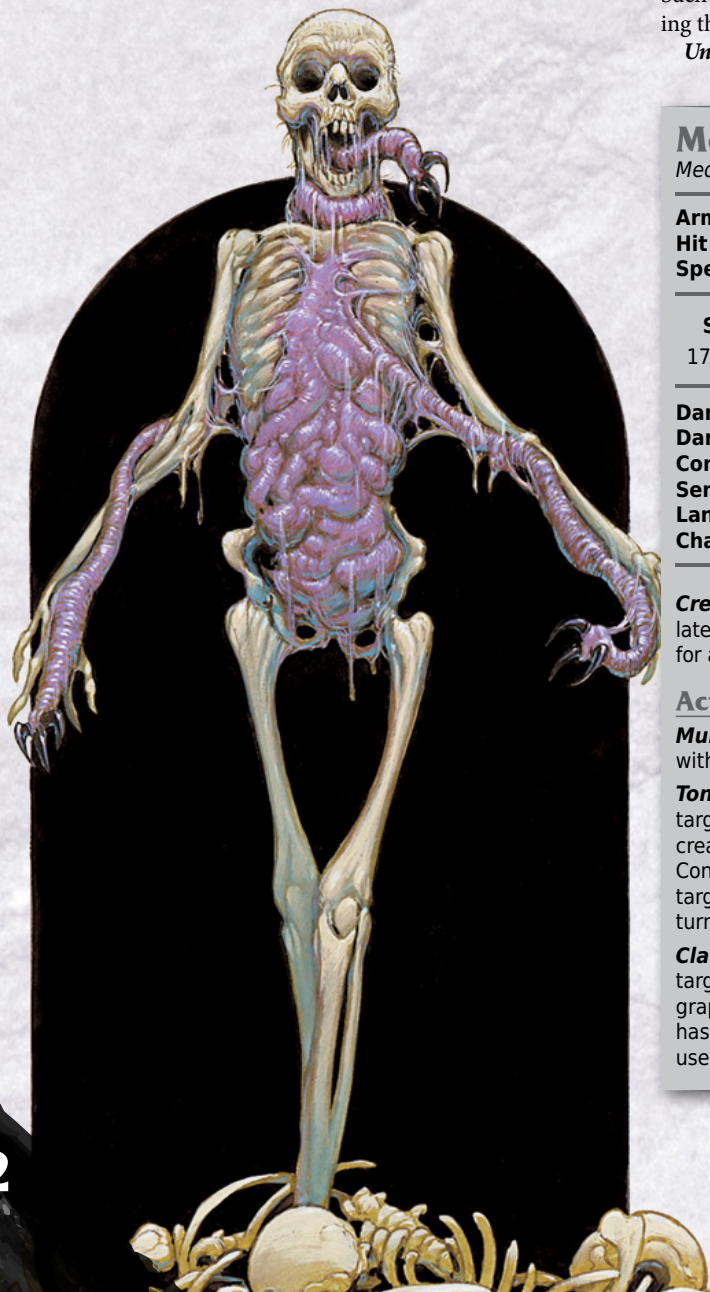
Lockdown. The mimic opens and closes doors and containers in or on itself, as per its Lockdown ability.

Mohrg

Mohrgs are terrifying skeletal creatures, their ribcage packed with a mass of writhing viscera that runs up along its neck and through its jaws, to protrude from between its teeth like a long, grotesque tongue tipped with hooks. Despite their thin, fragile appearance, these undead are physically strong and resilient.

Their long tongues paralyze targets to make them easier prey for the mohrgs. Even when a creature manages to resist the paralyzing effect of the horrid organ, the mohrg's bony hands are capable of seizing a target, digging their claws into its flesh. Once it has a victim in its grasp, the mohrg will focus on its victim and kill it before moving on to the next.

Undead Murderers. Mass murderers who die without atoning for their crimes may rise again as the grotesque mohrgs. These creatures are consumed by a burning hatred of all living things, and will only kill even more indiscriminately in death than they did in life, as they vainly long to live again. These undead retain memories of their past lives, the delight of hearing the screams of their victims, and seeing the life draining from their eyes. Some also remember their favored hideouts and "hunting grounds" and will return there to continue the sinister work



they used to do in life. Such mohrgs sometimes will even cloak themselves in coats and capes, carrying the weapons they used when they were alive. Such disguises hardly hide their nature, but certainly make them less easy to spot at a glance.

Mohrgs will likely spawn in places where dangerous criminals are executed, especially if the remains are not properly interred. In such a place, multiple mohrgs may be found, these creatures band together, overwhelming their executioners and turning them into their undead servants, leaving little more than an abandoned dungeon populated by nothing but undead abominations that seek more victims.

Growing Infestations. A mohrg's victim will not stay dead for long. Within two days, the corpse of a creature slain by a mohrg will rise as a zombie. These shambling corpses are under the mohrg's control and aid it in finding more victims. A mohrg, or worse, a group of mohrgs going uncontested will become an exponentially increasing problem for a community, as with each person killed, another corpse is added to the monster's retinue, until the surviving population will be overrun by a horde of zombies, poised to murder every last living thing in the area.

Some mohrgs are the risen corpses of ruthless warmongers. Such mohrgs use their zombie minions more strategically, holding their army in reserve, until they have need of its aid.

Undead Nature. A mohrg doesn't require air, food, drink, or sleep.

Mohrg

Medium undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	17 (+3)	11 (+0)	14 (+2)	11 (+0)

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 5 (1,800 XP)

Create Spawn. A creature killed by a mohrg rises two days later as a zombie under the mohrg's control (see Appendix B for appropriate zombie statistics).

Actions

Multiattack. The mohrg makes three melee attacks: one with its tongue and two with its claws.

Tongue. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage. If the target is a creature other than an undead, it must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage and the target is grappled (escape DC 14). Until this grapple ends the mohrg has advantage on attack rolls against the target and can't use its claws against another target.

N

Banelar

Huge monstrosity, lawful evil

Armor Class 14 (natural armor)

Hit Points 152 (16d12 + 48)

Speed 30 ft., swim 30 ft.

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

Saving Throws Dex +3, Con +6, Wis +6, Cha +6

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common, Draconic, Orc

Challenge 8 (3,900 XP)

Amphibious. The banelar can breathe air and water.

Spellcasting. The banelar is a 10th level spellcaster. It's spellcasting ability for wizard spells is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *mage hand, minor illusion, ray of frost*

1st level (4 slots): *charm person, detect magic, sleep*

2nd level (3 slots): *detect thoughts, ray of enfeeblement*

3rd level (3 slots): *lightning bolt, water breathing*

4th level (3 slots): none prepared

5th level (2 slots): none prepared

The banelar's spellcasting ability for cleric spells is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *mending, sacred flame, thaumaturgy*

1st level: *command, cure wounds, shield of faith*

2nd level: *calm emotions, hold person*

3rd level: *bestow curse, clairvoyance*

4th level: none prepared

5th level: none prepared

The banelar's wizard and cleric spells use the same spell slots.

Petrification Resistance. The banelar has advantage on saving throws against petrification.

Actions

Multiattack. The banelar makes two melee attacks, one with its bite and one with its stinger and casts a single spell with a casting time of one action.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage. The target must succeed on a DC 14 Constitution saving throw, becoming poisoned and taking 13 (3d8) poison damage on a failed save or half as much on a successful one.

Stinger. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 10 (1d10 + 4) piercing damage. The target must succeed on a DC 14 Constitution saving throw, becoming poisoned and taking 13 (3d8) poison damage on a failed save or half as much on a successful one.

Nagas, Lesser

Among the serpentine nagas, there are many lesser kinds. Some derive from the more well known guardian and spirit nagas. Others being different kinds of naga entirely.

Immortal Nature. A naga doesn't require air, food, drink, or sleep.

Banelar

Often not recognized as "true" nagas, banelars are potent spellcasters that combine the magical aspects of both spirit and guardian nagas. They understand both arcane and divine magic and cast spells of both kinds. They also make use of any magic items they can find, using the prehensile tendrils sprawling from their faces like a living beard to handle the objects.

Sinister Allies. For a long time banelars were known to often ally with priests and worshippers of Bane, god of tyranny and fear, earning them their name. Since then they have taken to more often associate with the god of lies and murder, Cyric, or pursue their own sinister ends. Banelars have no interest or personal stakes in the conflict between yuan-ti and nagas, which possibly adds to their perceived status as "untrue" naga.





Bright Naga

Bright nagas are lesser nagas, by comparison almost pitiful. Though they derive from spirit nagas, they have only limited arcane prowess and their bite lacks the poison that nagas are typically known for. Some take the existence of bright nagas as evidence for flawed genes or perhaps unfavorable breeding among the true nagas. In spite of this, bright nagas are not shunned among higher types of nagas and often become servants to their higher cousins.

Mock Magic. Bright nagas are not truly able to learn and cast magic, instead a single low-level spell is magically imprinted on their minds at a young age. The nagas can cast this spell at will, but are incapable of learning any other spells in their lifetime. Most bright nagas are imprinted with *magic missile* but other 1st level wizard spells are possible. *Burning hands* or *color spray* are common spells among bright nagas as well.

Variant: Innate Spellcasting

Not all bright nagas can cast *magic missile*, since their innate spellcasting ability is bestowed to them by other nagas, rather than inherent. A bright naga may know any other 1st level wizard spell in place of *magic missile*. It casts this spell at 2nd level.

Bright Naga

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 40 ft.

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

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Common, Draconic

Challenge 2 (450 XP)

Innate spellcasting. The bright naga's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *magic missile* (2nd level)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Nagpa

Hideous creatures resembling humanoid vultures, nagpas are among the oldest creatures inhabiting the world, created by the primordials as servants and bestowed with the sentience their elemental minions lacked, to aid in the war against the gods.

Punished for Betrayal. When the nagpas were created by the primordials they were not only blessed with sentience, and keen minds at that, but also with beauty rivalling that of nymphs. The nagpas proved their worth in the war against the gods, wreaking havoc on the forces of the gods with trickery and seduction. Nonetheless the primordials fought a losing war, and as it became apparent that their cause was lost, their scheming servants turned against them. The nagpas struck deals with the

gods to betray their former masters. Their treachery was discovered however, and the primordials cursed their former servants for the betrayal. The curse transformed the nagpas into the hideous creatures they are today and gave them an insatiable craving for wealth and bodily comforts. Nagpas abhor their hideous appearance and are quick to smash any mirror that would force them to lay eyes on their own countenance.

Curse of Greed. Nagpas eternally crave any earthly comforts, and so endlessly hoard treasures and magic items in a futile quest to appease their endless desire. Their immortality only compounds the severity of their curse. Nagpas have an unlimited lifespan, and even when killed violently, will reincarnate within the span of a few decades, retaining all the memories of their previous lives—and deaths—becoming only more and more bitter with each new incarnation.

Weak Alliances. In order to help it acquire the wealth it constantly craves, a nagpa routinely recruits bandits and thieves into its service, using its cunning charm. Brutish, dim-witted creatures like trolls and ogres often serve it as guardians, which protect the nagpa's possessions. All of these servants are to the nagpa as little more than beasts and the creature treats them as such. This means a nagpa's minions are generally not very loyal and choose to retreat and preserve themselves, rather than fight to the end for their masters. The only creatures a nagpa allies with and respects are oni, who serve it as overseers for its brutish guardians.

Immortal Nature. A nagpa doesn't require air, food, drink, or sleep to survive, though it still constantly craves all these comforts.

Nagpa

Medium humanoid (nagpa), neutral evil

Armor Class 13 (16 with mage armor)

Hit Points 155 (24d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	19 (+4)	17 (+3)	16 (+3)

Skills Arcana +7, Deception +6, History +7, Perception +6, Persuasion +6

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Common, Primordial

Challenge 11 (7,200 XP)

Innate Spellcasting. The nagpa's innate spellcasting ability is Charisma (spell save DC 16, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day each: *darkness*, *disintegrate*, *hold person*

Magic Resistance. The nagpa has advantage on saving throws against spells and other magical effects.

Spellcasting. A nagpa is a 9th level spellcaster. Its spellcasting ability is Intelligence (Spell save DC 17, +8 to hit with spell attacks), it has the following wizard spells prepared:

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

1st level (4 slots): *false life*, *mage armor*, *ray of sickness*, *grease*

2nd level (3 slots): *blindness/deafness*, *phantasmal force*, *ray of enfeeblement*

3rd level (3 slots): *fear*, *fly*, *stinking cloud*

4th level (3 slots): *blight*, *phantasmal killer*

5th level (1 slot): *cloudkill*

Actions

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

Nagpa Staff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage plus 18 (4d8) necrotic damage.

Withering Blast. *Ranged Spell Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 18 (4d8) necrotic damage.





Nerra

The belief that mirrors merely reflect light that falls upon them is as common as it is incorrect. Each mirror and similarly reflective surface is a connection point to the Plane of Mirrors, home of a race of creatures known as nerra; humanoid creatures with reflective, smooth skin like the surface of a mirror.

Watchers in the Mirror. The nerra observe the Material Plane through the many mirrors that connect their world to ours. They sometimes cross the border between the worlds to infiltrate societies of the material plane and gather information usually about influential individuals only to abduct those people

Kalareem

Medium humanoid (nerra), neutral

Armor Class 16 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	15 (+2)	10 (+0)	14 (+2)	13 (+1)

Skills Deception +5, Performance +5, Persuasion +5, Perception +4, Stealth +4

Damage Vulnerabilities thunder

Damage Resistances cold, lightning, fire

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Common, Nerra

Challenge 1 (200 XP)

Innate Spellcasting. The nerra's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

1/day: *mirror image*

Magic Resistance. The nerra has advantage on saving throws against spells and other magical effects.

Spell Reflection. If the nerra succeeds on a saving throw against a spell or magical effect or is missed by a spell attack that only targets the nerra, the nerra takes no damage and the effect or attack is reflected back to the caster, which must make a save against the spell or roll to hit against itself.

Actions

Multiattack. The nerra makes two shard longsword attacks.

Shard Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage and the target must succeed on a DC 13 Constitution saving throw or its maximum hit points are reduced by an amount equal to the damage taken.

Shard Spray (3/Day). The nerra releases a spray of sharp mirror shards in a 30-foot cone. Creatures in the area must make a DC 11 Dexterity saving throw, taking 7 (3d4) slashing damage on a failed save, or half as much damage on a successful one.

Mirror Jump. The nerra touches a mirror or any reflective surface within 5 feet of it and immediately is transported to any other such surface within 5 miles. It exits within 5 feet of that surface.

later. Some theorize their activities in the material plane serve to set up an invasion from the Plane of Mirrors.

Class Society. Nerra see themselves as inherently superior to other beings, while balancing on a narrow edge morally, always struggling to keep a neutral outlook. They are lead by the Sillit class, who coordinate their activities and manage information gathered. Varoots serve primarily as infiltrators who most commonly explore and scout the Material Plane. Kalareem are the armed force, most adept at wielding the shard blades all nerra carry.

Shard Swords. Nerra forge their deadly mirror-like blades from the essence of the plane of mirrors. These weapons are more agile than steel weapons but shatter when their owner falls.



Sillit

Medium humanoid (nerra), neutral

Armor Class 17 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	17 (+3)	14 (+2)	18 (+4)

Skills Deception +6, Insight +4, Intimidation +6, Performance +6, Persuasion +6, Perception +4

Damage Vulnerabilities thunder

Damage Resistances cold, lightning, fire

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Common, Nerra

Challenge 4 (1,100 XP)

Innate Spellcasting. The nerra's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *alter self* (change appearance only), *mirror image*

3/day: *mislead*

Magic Resistance. The nerra has advantage on saving throws against spells and other magical effects.

Spell Reflection. If the nerra succeeds on a saving throw against a spell or magical effect or is missed by a spell attack that only targets the nerra, the nerra takes no damage and the effect or attack is reflected back to the caster, which must make a save against the spell or roll to hit against itself.

Actions

Shard Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage and the target must succeed on a DC 12 Constitution saving throw or its maximum hit points are reduced by an amount equal to the damage taken.

Shard Spray (3/Day). The nerra releases a spray of sharp mirror shards in a 30-foot cone. Creatures in the area must make a DC 14 Dexterity saving throw, taking 17 (5d6) slashing damage on a failed save, or half as much damage on a successful one.

Mirror Jump. The nerra touches a mirror or any reflective surface within 5 feet of it and immediately is transported to any other such surface within 5 miles. It exits within 5 feet of that surface.

Varoot

Medium humanoid (nerra), neutral

Armor Class 14 (natural armor)

Hit Points 9 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	14 (+2)	17 (+3)

Skills Deception +5, Perception +4, Performance +5, Persuasion +5, Stealth +4

Damage Vulnerabilities thunder

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Common, Nerra

Challenge 1/2 (100 XP)

Innate Spellcasting. The nerra's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

3/day: *alter self* (change appearance only)

1/day: *mirror image*

Magic Resistance. The nerra has advantage on saving throws against spells and other magical effects.

Spell Reflection. If the nerra succeeds on a saving throw against a spell or magical effect or is missed by a spell attack that only targets the nerra, the nerra takes no damage and the effect or attack is reflected back to the caster, which must make a save against the spell or roll to hit against itself.

Actions

Shard Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage and the target must succeed on a DC 12 Constitution saving throw or its maximum hit points are reduced by an amount equal to the damage taken.

Shard Dagger. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and the target must succeed on a DC 12 Constitution saving throw or its maximum hit points are reduced by an amount equal to the damage taken.

Mirror Jump. The nerra touches a mirror or any reflective surface within 5 feet of it and immediately is transported to any other such surface within 5 miles. It exits within 5 feet of that surface.

Nightshades

It is said that the sinister creatures known collectively as nightshades are composed of darkness and absolute evil, given form by chilling necromantic energy. Their malevolence is palpable, filling the air around them along with the smell of an open grave on a cold winter's morning. These undead are certainly more essence of pure darkness than the corpses of any once living creature. They exist solely to destroy the living.

Shadows of Death. All nightshades appear to be made of the pure black of night but they can come in various forms, most commonly the humanoid nightwalkers, the bat-winged nightwings and the massive nightcrawlers which resemble purple worms in shape. Despite their universally enormous forms, nightshades are supremely stealthy and all but invisible in the dark.

Masters of Darkness. Nightshades surround themselves with other undead creatures and often lead entire armies of the dead. They radiate an aura of desecration that empowers their undead minions



Nightcrawler

Gargantuan undead, chaotic evil

Armor Class 21 (natural armor)

Hit Points 232 (16d20 + 64)

Speed 30 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	18 (+4)	20 (+5)	20 (+5)	18 (+4)

Saving Throws Con +11, Wis +12, Cha +11

Skills Arcana +12, Perception +12, Stealth +7

Damage Resistances radiant; bludgeoning piercing and slashing from nonmagical weapons that aren't silvered.

Damage Immunities cold, poison

Condition Immunities poisoned

Senses darkvision 60 ft., tremorsense 60 ft. passive Perception 22

Languages telepathy 120 ft., can read and understands all languages but can't speak.

Challenge 24 (62,000 XP)

Blend with Shadows. The nightshade has advantage on Dexterity (Stealth) checks made to hide in dim light or darkness.

Desecrating Aura. Other undead creatures have resistance to radiant damage and advantage on attack rolls and saving throws while within 20 feet of the nightshade.

Innate Spellcasting. The nightcrawler's innate spellcasting ability is Charisma (spell save DC 19). It can innately cast the following spells, requiring no material components:

At will: *blight*, *darkness*, *detect magic*, *dispel magic*, *haste*, *invisibility*, see *invisibility*

3/day each: *cone of cold*, *confusion*, *hold monster*

1/day each: *finger of death*, *plane shift*

Magic Resistance. The nightshade has advantage on saving throws against spells and other magical effects.

Sunlight Aversion. While in natural sunlight (a *daylight* spell does not suffice), the nightshade has disadvantage on attack rolls, saving throws and ability checks.

Actions

Multiattack. The nightcrawler can cast *cone of cold*. It then makes two melee attacks: one with its bite and one with its stinger.

Bite. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 26 (3d10 + 10) piercing damage and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained and the nightcrawler can't use its bite against another target.

Stinger. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 20 (3d6 + 10) piercing damage and the target must succeed on a DC 18 Constitution saving throw, or become poisoned. While poisoned, the creature is incapacitated. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Swallow. The nightcrawler makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target 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 nightcrawler. The creature takes 17 (5d6) necrotic damage at the start of each of the nightcrawler's turns and must succeed on a DC 19 Constitution saving throw or its maximum hit points are reduced by the necrotic damage taken. The creature dies if this effect reduces its hit point maximum to 0.

If the nightcrawler takes 30 damage or more on a single turn from a creature inside it, the nightcrawler must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the nightcrawler. If the nightcrawler dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Summon Undead (1/Night). The nightshade calls upon undead creatures lurking in the darkness nearby. Within 1d6 rounds, 1d6+6 Shadows (see *Monster Manual* p. 269) each arrive in an unoccupied space anywhere within 60 feet of the nightshade, serving the nightshade as allies.

and grants them resistance to the light that is the bane of so many of their kind. Nightshades command undead shadows and can beckon them forth from the darkness around them.

Undead Nature. A nightshade doesn't require air, food, drink, or sleep.

Nightwalker

Huge undead, chaotic evil

Armor Class 19 (natural armor)

Hit Points 178 (17d12 + 68)

Speed 40 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	18 (+4)	20 (+5)	20 (+5)	18 (+4)

Saving Throws Con +9, Wis +10, Cha +9

Skills Arcana +10, Perception +10, Stealth +7

Damage Resistances radiant; bludgeoning piercing and slashing from nonmagical weapons that aren't silvered

Damage Immunities cold, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 20

Languages telepathy 120 ft., can read and understands all languages but can't speak.

Challenge 18 (20,000 XP)

Evil Gaze. If a creature starts its turn within 30 feet of the nightwalker and the two of them can see each other, the nightwalker can force the creature to make a DC 16 Wisdom saving throw if the nightcrawler isn't incapacitated. The creature becomes frightened on a failed save. While frightened the, creature is paralyzed. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that succeeded on a saving throw against the nightwalker's Evil Gaze is immune to the effect for the next 24 hours.

A creature that isn't surprised can avert its eyes to avoid the saving throws at the start of its turn. If it does so, it can't see the nightwalker until the start of its next turn, when it can avert its eyes again.

Blend with Shadows. The nightshade has advantage on Dexterity (Stealth) checks made to hide in dim light or darkness.

Desecrating Aura. Other undead creatures have resistance to radiant damage and advantage on attack rolls and saving throws while within 20 feet of the nightshade.

Innate Spellcasting. The nightcrawler's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *contagion, blight, darkness, haste, see invisibility*

3/day: *confusion, hold monster, invisibility*

1/day each: *cone of cold, finger of death, plane shift*

Magic Resistance. The nightshade has advantage on saving throws against spells and other magical effects.

Sunlight Aversion. While in natural sunlight (a *daylight* spell does not suffice), the nightshade has disadvantage on attack rolls, saving throws and ability checks.

Actions

Multiattack. The nightwalker can cast *blight*. It then makes two slam attacks.

Slam. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 18 (3d6 + 8) bludgeoning damage.

Summon Undead (1/Night). The nightshade calls upon undead creatures lurking in the darkness nearby. Within 1d6 rounds, 1d6+6 Shadows (see *Monster Manual* p. 269) each arrive in an unoccupied space anywhere within 60 feet of the nightshade, serving the nightshade as allies.

Nightwing

Huge undead, chaotic evil

Armor Class 18 (natural armor)

Hit Points 142 (15d12 + 45)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	17 (+3)	18 (+4)	20 (+5)	18 (+4)

Saving Throws Con +9, Wis +10, Cha +9

Skills Arcana +9, Perception +10, Stealth +9

Damage Resistances radiant; bludgeoning piercing and slashing from nonmagical weapons that aren't silvered

Damage Immunities cold, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 20

Languages telepathy 120 ft., can read and understands all languages but can't speak.

Challenge 12 (8,400 XP)

Blend with Shadows. The nightshade has advantage on Dexterity (Stealth) checks made to hide in dim light or darkness.

Desecrating Aura. Other undead creatures have resistance to radiant damage and advantage on attack rolls and saving throws while within 20 feet of the nightshade.

Innate Spellcasting. The nightcrawler's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *contagion, blight, detect magic, darkness, haste, see invisibility*

3/day each: *confusion, dispel magic, hold monster, invisibility*

1/day each: *cone of cold, finger of death, plane shift*

Magic Resistance. The nightshade has advantage on saving throws against spells and other magical effects.

Sunlight Aversion. While in natural sunlight (a *daylight* spell does not suffice), the nightshade has disadvantage on attack rolls, saving throws and ability checks.

Actions

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) piercing damage and the target must succeed on a DC 17 Charisma saving throw or a magic item it is carrying that the nightwing is aware of loses its magic properties and becomes a mundane object. The magic item can be restored with a *dispel evil and good* spell.

Summon Undead (1/Night). The nightshade calls upon undead creatures lurking in the darkness nearby. Within 1d6 rounds, 1d6+6 Shadows (see *Monster Manual* p. 269) each arrive in an unoccupied space anywhere within 60 feet of the nightshade, serving the nightshade as allies.



Nixie

When describing a Nixie, one may be wont to say they are to merfolk as pixies are to elves. If nothing else, this at least paints an accurate picture of these tiny aquatic fey's appearance. In place of insect wings, nixies have a set of large fins like those of flying fish and in place of legs possess a fish tail in the same way merfolk do.

Uncertain Origins. Various legends surround the origin of the nixies, all of which may quite possibly be wrong. Some say they were born of a union between merfolk and pixies while others believe a belligerent fey noble once punished a group of pixies for their irritating pranks by magically combining them with fish. The most widespread story tells of a circle of particularly curious pixies who roamed the feywild in search of new sights to see. These pixies one day found themselves at the shore of a great lake or perhaps the sea. Having never seen so much water before, they wanted to know what they would find beneath the waves. But even those among the tiny fey who knew how to swim could barely fight against the waves and dive deeper than a few inches before being pushed back to the surface. All their curiosity got them was soaked wings.

A creature emerged from the waves, wondering what the tiny fey were trying to accomplish, as it looked almost like they were trying to drown themselves. The pixies explained to the creature their plight. They implored the creature to help them if it could, in any way. The creature obliged, transforming the fey into the nixies they are known as today. At first the pixies were elated to be able to explore the waves but soon they realized that their perceived benefactor had disappeared, leaving them in their transformed state. If this story is true, today—generations later—nixies harbor no bitterness for the change that was made to their ancestors, but are quite happy with who they are.

Water Dwellers, Land Roamers. Nixies like to spend extended periods of time outside the water, exploring the lands around the rivers, lakes and seashores they inhabit. While they are all but immobile on the ground, having to drag themselves forward, mostly with their hands, their large flying-fish-like fins serve them as wings. These wings are fully capable of sustained flight, not just gliding, and nixies out of water travel almost exclusively airborne. Usually they are encountered near the bodies of water they make their homes, but some nixies leave their home waters behind altogether, travelling overland almost their entire lives. Only occasionally they dive into ponds or even city fountains, when a yearning for water overcomes them. These roaming nixies are a strange sight to most passersby, being so adapted to life in water they stand out from the land-living creatures they mingle with.

Cunning Trickery. Nixies are just as fond of playing tricks and pranks as their pixie cousins, though their tricks usually involve water, be it splashing their hapless victims or causing them to fall into water. Nixie pranks are usually harmless, and even if one turns out to be more dangerous than intended, their innate magic usually contains a way or two, of saving the subject, even if that means transforming it into a gold fish to keep it from drowning, which just adds to the nixies' amusement.

Unlike pixies, nixies are not opposed to defending themselves. They have little in the way of attack, even with their magic, but they often find creative ways to use it to outsmart and fend off an attacker.

Nixie

Tiny fey, chaotic good

Armor Class 15

Hit Points 5 (2d4)

Speed 5 ft., fly 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	20 (+5)	10 (+0)	14 (+2)	12 (+1)	14 (+2)

Skills Stealth +7

Senses darkvision 60 ft., passive Perception 11

Languages Sylvan, Aquan

Challenge 1/2 (100 XP)

Amphibious. The nixie can breathe air and water.

Innate Spellcasting. The nixie's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *mage hand*

1/day each: *compulsion*, *counterspell*, *create and destroy water*, *detect evil and good*, *detect thoughts*, *dispel magic*, *major image*, *minor illusion*, *polymorph*, *water breathing*

Slow Movement. A nixie moves very slowly when on the ground, as it has to use its hands to crawl. It must use an action in addition to its move in order to move its base speed on the ground.

Actions

Blink. The nixie magically teleports to an unoccupied space it can see within 60 feet of it.



Norker

A race of prodigiously strong and tough goblins that inhabit the underdark, norkers were once granted the power of Elemental Chaos.

Goblins of Earth. Norkers are the descendants of goblins who ventured into the Elemental Planes. Exposed to the elemental chaos, most perished, though a few found shelter in the caverns of Elemental Earth, where they stood a chance at survival. Over the generations, the power of earth infused them. These goblins became stronger and much more resilient than their mundane forebears. Eventually some norkers returned to the Material Plane, where many entered the service of priests of Elemental Evil. They serve as bodyguards and defenders of the temples of the Elder Elemental Eye.

Easily Underestimated. Though they are visibly more muscular than mundane goblins, norkers are often mistaken for their worldly kin and as a result underestimated. Because they know they are stronger, norkers are fiercer combatants and much more confident in their strength. A party of norkers is much less likely to be broken and sent fleeing. This fact alone can throw an opponent who mistook them for regular goblins off balance, as the opponent might think they can outlast the creatures in a battle of attrition until they retreat, only to have their expectations subverted, as the norkers tenaciously persist.

Norker Stonewalker

Stonewalkers have ascended a step further toward elemental kinship. They have absorbed more of the essence of Elemental Earth than the majority of their kin, giving them the ability to pass through solid earth and stone just as a true earth elemental can, as well as innate magical abilities that allow them to influence and shape earth. Stonewalkers are often the shamanistic leaders of their tribes.

Norker

Small humanoid (goblinoid), chaotic evil

Armor Class 16 (natural armor, shield)

Hit Points 19 (3d6 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	17 (+3)	6 (-2)	13 (+1)	10 (+0)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11

Languages Goblin, Terran

Challenge 1 (200 XP)

Rock Stance. The norker has advantage on Strength, Dexterity and Constitution saving throws while standing on a natural stone surface.

Actions

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

Norker Stonewalker

Small elemental (goblinoid), chaotic evil

Armor Class 16 (natural armor)

Hit Points 60 (8d6 + 32)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	8 (-1)	17 (+3)	11 (+0)

Damage Immunities poison

Condition Immunities poisoned

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

Languages Goblin, Terran

Challenge 3 (700 XP)

Earth Glide. The norker can burrow through non magical, unworked earth and stone. While doing so, the norker doesn't disturb the material it moves through.

Innate Spellcasting. The norker's innate spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *meld into stone*, *stone shape*

1/day each: *stoneskin*, *wall of stone*

Rock Stance. The norker has advantage on Strength, Dexterity and Constitution saving throws while standing on a natural stone surface.

Actions

Multiaction. The norker makes two melee attacks with its warhammer.

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.



Obyrith

A famous quote among philosophers is “If one stares for too long into the Abyss, the Abyss stares back”. In truth, the Abyss has always been watching.

Denizens of the Deep. Hidden deep within the blackest pits where nothing seems to exist other than darkness, and even demons fear to tread, the obyryth, in some worlds known as qliphoth and often believed to be a subset of demonkind, have lingered for eons. Long before the first mortals were created and perhaps even before the gods came about, the obyryth are thought to have existed within the deepest recesses of the Abyss. They are not created from the spirits of deceased mortals, but seem to be born from the darkness itself. Some say that at the very bottoms of their pits these creatures spawn from writhing carpets of flesh, claws, teeth and tentacles.

Hatred of Demons. As creatures of the Abyss, the obyryth are often thought to be related to the much more well known and understood demons. The obyryth however seem to view the creatures inhabiting the upper reaches of their once uncontested domain as a verminous infestation. Some scholars believe the obyryth seek to eradicate these vermin by destroying all mortal life, and with it the sin that nourishes their Abyssal enemies. Others however hold that the obyryth have always waited for some enigmatic sign to pour forth from their tenebrous depths at the edges of existence and into the Material Plane to bring an ultimate end to not just the world but reality itself, and demonkind is merely an obstacle on their way.

Whatever the truth, obyryth come into violent conflict with demons whenever they cross paths and always leave a trail of death and destruction in their path.

Insanity Incarnate. To lay eyes upon a obyryth is to invite madness to one’s mind. If a obyryth presents itself and projects its bizarre and unnatural appearance, it can cause an onlooker anything from nausea to permanent obsessions or even rend a creature’s psyche asunder, destroying its mind completely.

Those who worship obyryth are usually either ignorant of their masters’ goals, or some form of insanity has convinced them of the nobleness of the obyryth purpose. Kuo-toa who have not taken to worshipping their own made-up deities often worship Dagon, Prince of the Depths and other aquatic obyryth lords.

Avathu

The avathu is an enormous predator, surprisingly stealthy for a creature of its size, that has six stalk-like legs doubling as wings, its body covered in spines and ending in a mass of stingered tentacles at one end and a head strewn with beady eyes and a fang filled maw at the other. Its sticky saliva melts and rots flesh, weakening the avathu’s prey and making it easier to consume. Once the avathu has consumed enough flesh, it gives birth to a ysolith, a strangely twisted and inverted version of its own already strange physiology, which while smaller is even more powerful than the avathu itself.

Bhasylit

These diminutive obyryth often accompany greater obyryth in groups and can sometimes be found serving obyryth worshippers as familiars. Their tentacles produce a semi-sentient glue-like mucus which feeds off of creatures the obyryth touches, rapidly reproducing and covering the victim in an instant. The mucus continues feeding on the victim and hardens into an elastic web that holds it restrained, making it easy prey for the bhasylit’s more powerful kin, if only for a moment.

Cyoturma

The cyoturma spreads the corruption of the deepest Abyss wherever it slithers and flops. The horrific maw at its bottom drips with a self-reproducing yellowish poison that rots its victims and constantly seeps from their bodies. Unlike most obyryth, a cyoturma does not prefer killing but instead uses its venomous touch against victims that cannot meaningfully defend against the obyryth to spread its corrupting poison which eventually places victims under the sway of the obyryth.

Ekolid

Ekolids resemble a fusion of skulls with insectile limbs and wings and a fleshy eggsac attached to the rear, with winding stinger tails. They inject their eggs into other creatures, where the offspring hatch within moments and burst from the victim’s skin. An ekolid’s body resembles the skulls of the host species it hatched from.

Isaati

Little more than a tangle of intestines, filled with digestive acids and fanged orifices at the ends, wrapping around a single central maw, isaatis are scavengers that feed on anything left behind by other inhabitants of the abyss, but particularly delight in consuming the living. Isaatis are created by the immense iniquity from the corrupted bodies of living victims.

Obyryth as Warlock Patrons

Obyryth are atypical fiends: Unlike most fiends, which thrive in the fiery pits of the lower planes, obyryths live in the cold darkness of the deepest fathoms of the Abyss and don’t share the typical affinity to fire.

If a player chooses an obyryth as their warlock patron, both the Great Old One and the Fiend are appropriate. Consider allowing the player to replace all fire-based spells, abilities and eldritch invocations granted by the Fiend with cold damage dealing versions of those same abilities. Simply change the damage type of the ability or spell and re-flavor it to be cold based. For example, a fireball spell could become an explosion of frost.

Instead of the usual options, a bhasylit would be an appropriate familiar for the Pact of the Chain.

Avathu

Huge fiend (obyrith), chaotic evil

Armor Class 17 (natural armor)

Hit Points 201 (18d12 + 90)

Speed 50 ft., climb 50 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	21 (+5)	5 (-3)	20 (+5)	19 (+4)

Saving Throws Con +10, Int +2, Wis +10, Cha +9

Skills Perception +10, Stealth +5

Damage Resistances acid, lightning; bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities cold, poison

Condition Immunities charmed, frightened, poisoned

Senses truesight 120 ft., passive Perception 20

Languages Abyssal; telepathy 120 ft.

Challenge 14 (11,500 XP)

Innate Spellcasting. The avathu's spellcasting ability is Charisma (spell save DC 15). The avathu can innately cast the following spells, requiring no material components:

2/day: *dimension door*

Magic Resistance. The avathu has advantage on saving throws against spells and other magical effects.

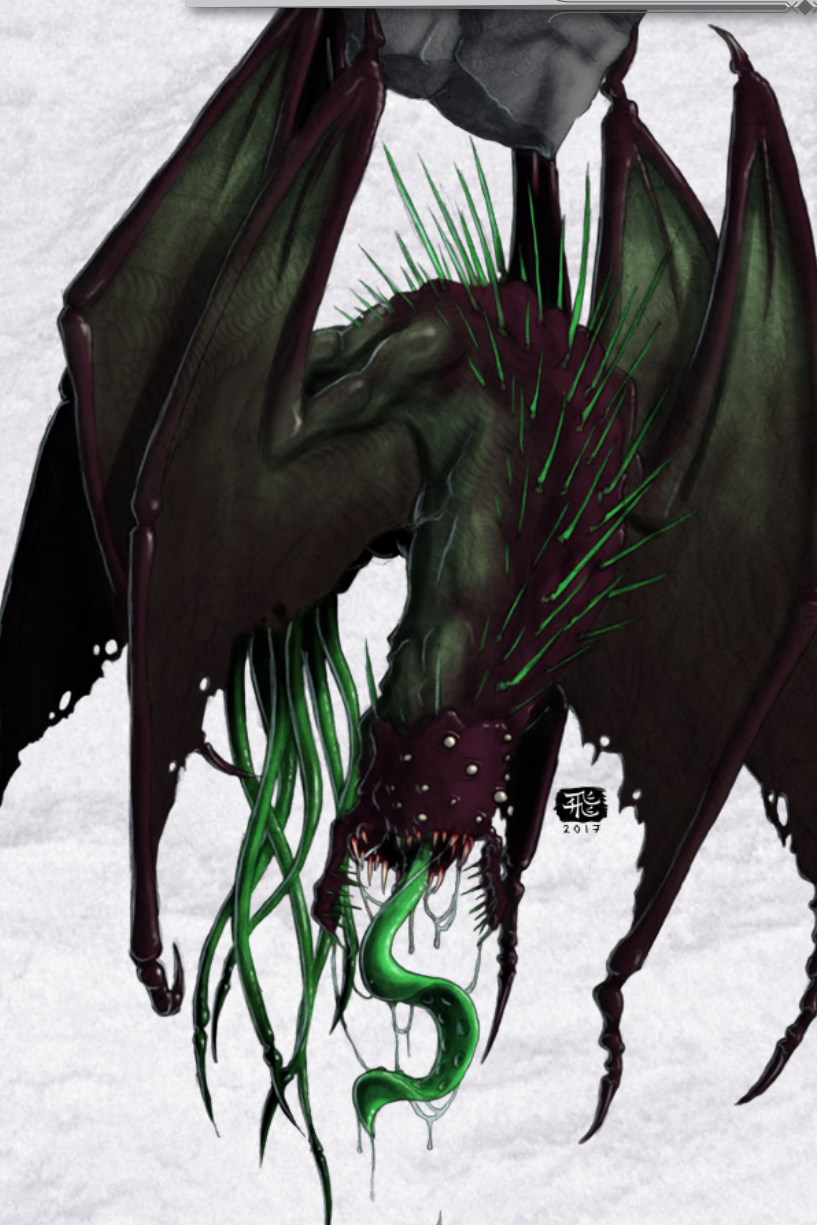
Actions

Multiattack. The avathu makes three attacks: one with its bite and two with its stingers.

Rotting Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 7) piercing damage plus 18 (4d8) necrotic damage, and the target must succeed on a DC 17 Constitution saving throw or its hit point maximum is permanently reduced by an amount equal to the necrotic damage taken. A *remove curse* spell or similar magic restores the creature's maximum hit points.

Stingers. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (4d6 + 7) piercing damage.

Maddening Form (Recharge 5-6). Each creature within 30 feet of the avathu that can see it must succeed on a DC 17 Wisdom saving throw or take 31 (7d8) psychic damage and gain disadvantage on charisma checks and saving throws for one minute as it goes mad. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Creatures that are immune to the charmed condition are immune to this ability.



Bhasylit

Tiny fiend (obyrith), chaotic evil

Armor Class 12

Hit Points 15 (6d4)

Speed 0 ft., swim 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	11 (+0)	8 (-1)	7 (-2)

Skills Perception +1, Stealth +4

Damage Resistances acid, lightning

Damage Immunities cold, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal; telepathy (touch)

Challenge 1/4 (50 XP)

Amphibious. The bhasylit can breathe air and water.

Actions

Mucus. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) necrotic damage, and the target must succeed on a DC 10 Constitution saving throw or be restrained. A creature can use its action to free itself or another creature within 5 feet from the mucus, ending the condition on that creature.

Hypnotic Form (1/Day). Each creature within 10 feet of the bhasylit that can see it must succeed on a DC 8 Wisdom saving throw, or gain disadvantage on attack rolls for one minute as the bhasylit's flowing motions mesmerize it. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Creatures that are immune to the charmed condition are immune to this ability.



Cyoturma

Large fiend (obyrith), chaotic evil

Armor Class 15 (natural armor)

Hit Points 153 (18d10 + 54)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	13 (+1)	17 (+3)	19 (+4)

Saving Throws Constitution +7, Wis +7, Cha +8

Skills Perception +11, Stealth +7

Damage Resistances acid, lightning; bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities cold, poison

Damage Vulnerabilities radiant

Condition Immunities charmed, frightened, poisoned, prone

Senses truesight 120 ft., passive Perception 21

Languages Abyssal; telepathy 120 ft

Challenge 11 (7,200 XP)

Amphibious. The cyoturma can breathe both air and water.

Corruption Venom. A creature that is subjected to the cyoturma's corruption venom takes 7 (2d6) poison damage, must succeed on a DC 15 Constitution or its hit point maximum is reduced by a number equal to the poison damage taken and it is permanently poisoned. While poisoned, the yellow poison weeps from the creature's facial orifices, wounds and even pores in its skin, the creature is immune to further damage from any cyoturma's corruption venom, and has disadvantage on Charisma checks. If the creature has been poisoned by the corruption venom for 7 days or more, it becomes charmed and must obey any telepathic or verbal command given to it by any obyrith to the best of its ability until the poison is neutralized.

Any creature that touches the poisoned creature or the poison is subjected to the cyoturma's corruption venom as well. A creature that touches the poisoned creature while casting a spell that successfully neutralizes the poison does not have to make a saving throw against the poison.

Innate Spellcasting. The cyoturma's spellcasting ability is Charisma (spell save DC 16). The cyoturma can innately cast the following spells, requiring no material components:

3/day each: *darkness*, *staggering smite*

1/day: *plane shift*

Magic Resistance. The cyoturma has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The cyoturma makes three attacks: one with its bite or its venomous touch and two with its fangs.

Fangs. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 9 (2d8) necrotic damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage and the target is subjected the cyoturma's corruption venom.

Venomous Touch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* The target is subjected the cyoturma's corruption venom.

Disgusting Form (Recharge 5-6). Each creature within 30 feet of the cyoturma that can see it must succeed on a DC 16 Wisdom saving throw or become paralyzed for one minute as sheer disgust makes it lose control over its muscles. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. Creatures that are immune to the charmed condition are immune to this ability.

Draudnu

Medium fiend (obyrith), chaotic evil

Armor Class 15 (natural armor)

Hit Points 102 (14d8 + 42)

Speed 40 ft.

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

Skills Perception +6

Damage Resistances lightning

Damage Immunities acid, cold, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Abyssal; telepathy 120 ft

Challenge 7 (2,900 XP)

Acid Spray. Every time a draudnu takes piercing or slashing damage, all creatures within 5 feet of it take 3 (1d6) acid damage, or 7 (2d6) acid damage if the piercing or slashing damage is from a critical hit.

Actions

Multiattack. The draudnu makes three flesh hook attacks.

Flesh Hook. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage and the target must succeed on a DC 15 Strength saving throw or be restrained, as the draudnu pins it to the floor or the nearest wall or pillar, detaching its hook and immediately growing a new one. A creature can use its action to attempt a DC 15 Strength (Athletics) check, to remove the hook from itself or another creature, ending the effect on that creature.

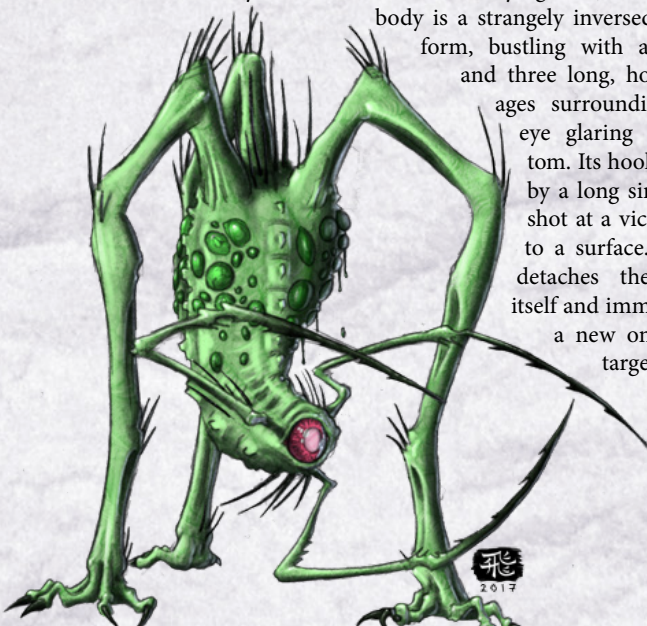
Gut-Churning Form (Recharge 6). Each creature within 30 feet of the draudnu that can see it must succeed on a DC 14 Wisdom saving throw or become poisoned and frightened for one minute as it has a feeling of something growing inside its body. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Creatures that are immune to the charmed condition are immune to this ability.

Draudnu

Draudnus exist to kill. They do not feed, reproduce or even expand the influence of the Abyss through their killing, but destroy life for the sake of destroying life. A draudnu's twisted

body is a strangely inverted, three-legged form, bustling with acidic pustules and three long, hooked appendages surrounding the single

eye glaring from its bottom. Its hooks are attached by a long sinew and when shot at a victim, can pin it to a surface. The draudnu detaches the hook from itself and immediately grows a new one, leaving the target immobilized.



Ekolid

Small fiend (obyrith), chaotic evil

Armor Class 13 (natural armor)

Hit Points 27 (6d6 + 6)

Speed 30 ft., climb 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	10 (+0)	18 (+4)	13 (+1)

Skills Perception +5, Stealth +7

Damage Resistances acid, lightning

Damage Immunities cold, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal; telepathy (touch)

Challenge 2 (450 XP)

Unnatural Quickness. The ekolid may make the dash or disengage action as a bonus action.

Hatching Offspring. At the start of the ekolid's turn, all eggs it implanted with its stings hatch, the emerging grubs dealing 3 (1d6) piercing damage per implanted egg to the creature as they gnaw their way out. Afterward the grubs are harmless. Each grub has AC 10 and 1 hit point and grows into a fully formed Ekolid within 2d6 hours. The eggs hatch even if the ekolid is dead or otherwise removed from the encounter.

Actions

Multiattack. The ekolid makes three sting attacks.

Stings. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage and the target must succeed on a DC 11 Constitution saving throw or have an ekolid egg implanted under its skin.

Skin-Crawling Form (Recharge 5-6). Each creature within 10 feet of the ekolid that can see it must succeed on a DC 11 Wisdom saving throw or gain disadvantage on ability checks for one minute as it feels like creatures are crawling beneath its skin. While under this effect the creature must also succeed on a DC 11 Constitution saving throw at the start of each of its turns to maintain concentration on any spells. A creature can repeat the Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success. Creatures that are immune to the charmed condition are immune to this ability.

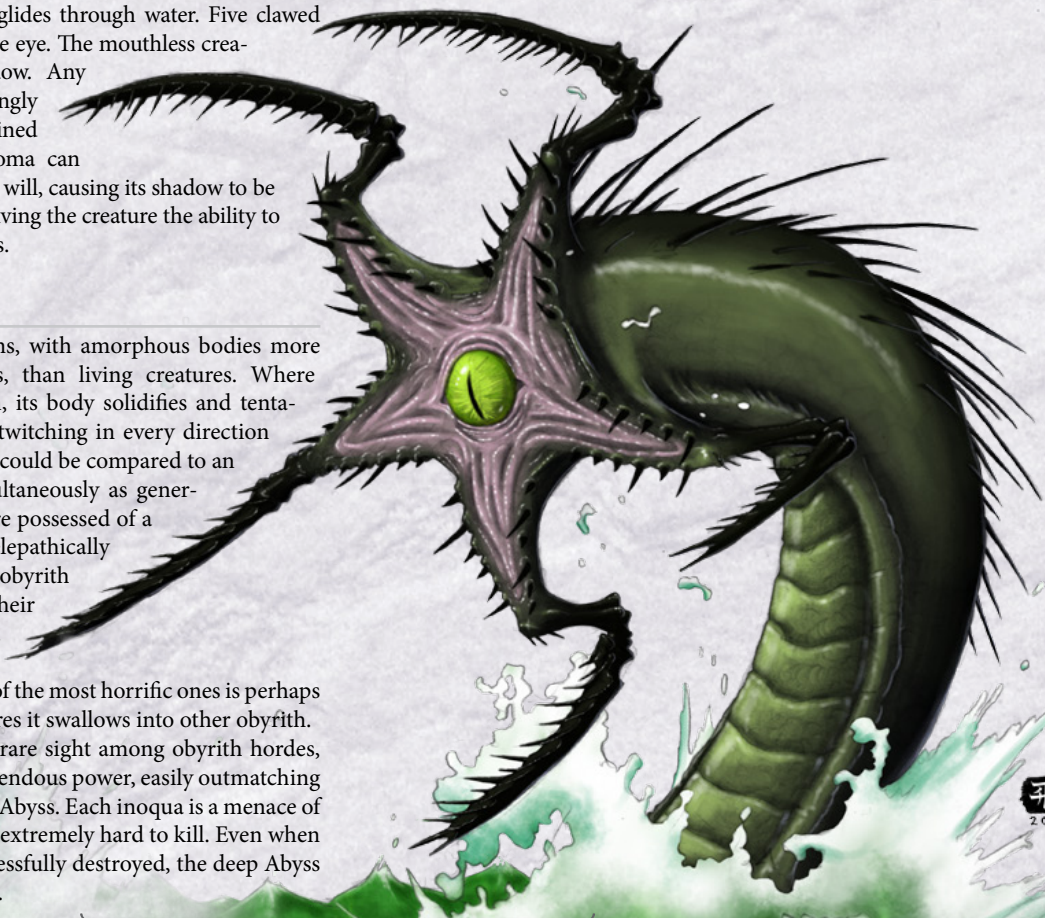
Golothoma

Serpentine horrors lurking below, the golothoma can burrow through earth as easily as it glides through water. Five clawed appendages surround its single eye. The mouthless creature feeds through its shadow. Any creature caught in its seemingly living shadow is gradually drained of its life force. The golothoma can bend the fabric of reality to its will, causing its shadow to be cast at unnatural angles and giving the creature the ability to slash its claws at distant targets.

Inoqua

Immense, flying abominations, with amorphous bodies more akin to clouds of blackness, than living creatures. Where an Inoqua turns its attention, its body solidifies and tentacles, gaping maws, and eyes twitching in every direction emerge. If the obyirith hordes could be compared to an army, these horrors act simultaneously as generals and siege engines. They are possessed of a frightening intelligence and telepathically coordinate the attacks of obyirith swarms, while ysoliths act as their lieutenants. While an inoqua has many destructive physical and magical abilities, one of the most horrific ones is perhaps its ability to transform creatures it swallows into other obyirith.

An inoqua is thankfully a rare sight among obyirith hordes, for these creatures wield tremendous power, easily outmatching even some of the Lords of the Abyss. Each inoqua is a menace of catastrophic proportions and extremely hard to kill. Even when one of these monsters is successfully destroyed, the deep Abyss will soon birth a replacement.



Golothoma

Huge fiend (obyirith), chaotic evil

Armor Class 18 (natural armor)
Hit Points 202 (17d12 + 85)
Speed 30 ft., burrow 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	4 (-3)	17 (+3)	20 (+5)

Skills Perception +8
Damage Resistances acid, lightning
Damage Immunities cold, poison
Condition Immunities charmed, frightened, poisoned, prone
Senses truesight 120 ft., passive Perception 19
Languages Abyssal; telepathy 120 ft.
Challenge 15 (13,000 XP)

Fixating Form (Recharge 5-6). As a bonus action the golothoma presents itself. Each creature within 20 feet of the golothoma that can see it must succeed on a DC 18 Wisdom saving throw, or develop a permanent unhealthy obsession with shadows and shadowy illumination. While in bright light or darkness the creature becomes sickened by discomfort, becoming poisoned until it enters an area

of shadowy illumination. This effect can be removed with a *dispel evil and good*, *dispel magic*, *heal* or *remove curse* spell cast on the subject. Creatures that are immune to the charmed condition are immune to this ability.

Dimensional Reach. When attacking with its claws, the golothoma can reach through bends in space and attack creatures much further away than the length of its limbs may suggest. When taking an attack action or using its multiattack to attack with its claws, the golothoma's claws have a reach of 120 feet.

Ravenous Shadow. At the start of the golothoma's turn each creature within 15 feet of it must succeed on a DC 18 Constitution saving throw, taking 18 (4d8) necrotic damage and becoming poisoned for one round on a failed save or taking half as much damage on a successful one. Creatures have disadvantage on this save while blinded or in darkness.

Actions

Multiattack. The golothoma makes five melee attacks: one with its tail and four with its claws.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage plus 31 (9d6) acid damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

inoqua and isaati

Inoqua

Gargantuan fiend (obyrith), chaotic evil

Armor Class 19 (natural armor)
Hit Points 533 (26d20 + 260)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	20 (+5)	20 (+5)	17 (+3)

Saving Throws Str +17, Con +17, Int +12, Wis +12, Cha +10

Skills Perception +12

Damage Resistances acid, lightning; bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, frightened, grappled, poisoned, prone, restrained

Senses truesight 120 ft., passive Perception 22

Languages Abyssal; telepathy 300 ft.

Challenge 25 (75,000 XP)

Abyssal Essence. When the inoqua is damaged, a thick, stringy, black ichor made from the essence of the deep Abyss flows from the wounds in response. Any creature that deals damage to the obyrith with a melee attack must succeed on a DC 20 Strength saving throw or take 18 (4d8) necrotic damage and be restrained until the end of its next turn.

Formless. The obyrith can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Innate Spellcasting. The inoqua's spellcasting ability is Wisdom (spell save DC 21). The inoqua can innately cast the following spells, requiring no material components:

At will: *dimension door*, *dispel magic* (9th level), *plane shift*, *magic missile* (6th level), *word of recall*
2/day each: *evard's black tentacles*, *eyebite*
1/day each: *imprisonment*, *heal*

Magic Resistance. The inoqua has advantage on saving throws against spells and other magical effects.

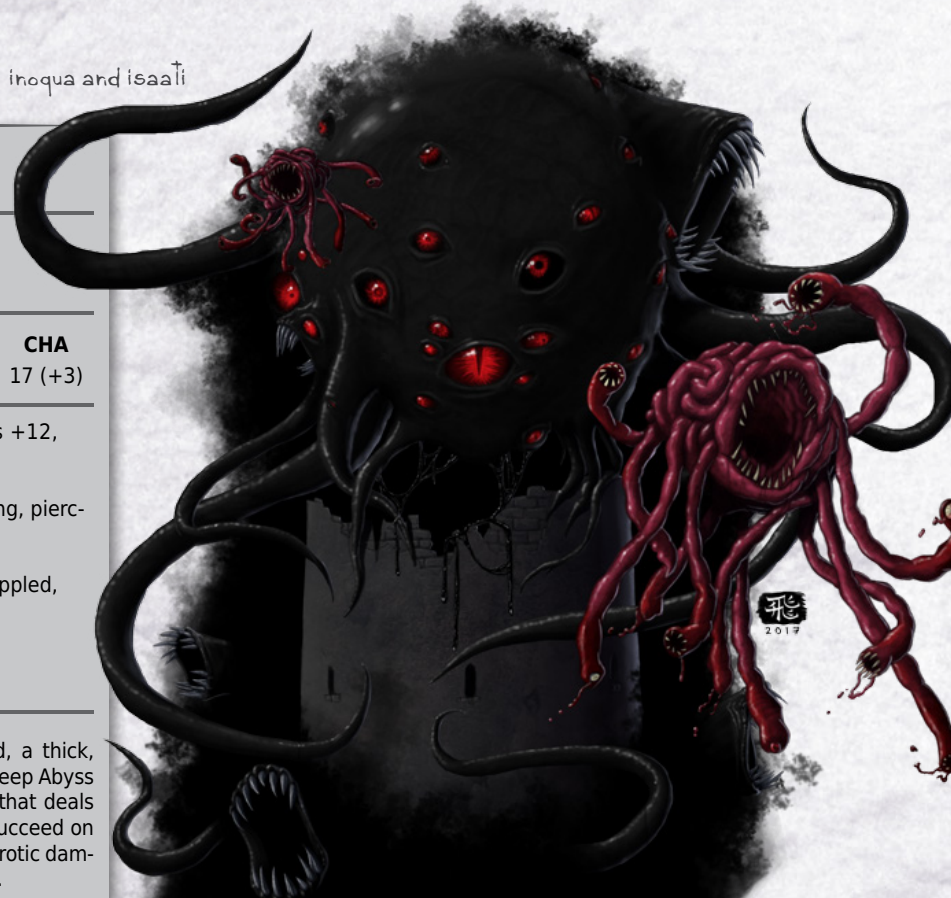
Magic Attacks. The inoqua's weapon attacks are magical.

Actions

Multiattack. The inoqua makes three tentacle attacks.

Consumption. The inoqua makes one bite attack each against every Large or smaller creature it is grappling. On a hit, the target is swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the inoqua, and it takes 28 (8d6) psychic damage at the start of each of the inoqua's turns. If the inoqua takes 50 damage or more on a single turn from a creature inside it, the inoqua must succeed on a DC 27 Constitution saving throw at the end of that turn or expel all creatures stuffed in its folds, which fall prone in a space within 10 feet of the inoqua. If the inoqua dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

A creature that dies while swallowed by the inoqua transforms and immediately emerges to serve its new master as an isaati (it loses all previous memories, and its statistics are replaced with those of the obyrith).



Bite. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 37 (6d8 + 10) piercing damage.

Tentacle. *Melee Weapon Attack:* +18 to hit, reach 30 ft., one target. *Hit:* 24 (4d6 + 10) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 20). The inoqua can grapple up to five creatures.

Mind-Rending Form (Recharge 6). Each creature within 30 feet of the inoqua that can see it must succeed on a DC 21 Wisdom saving throw, taking 54 (12d8) psychic damage, gaining disadvantage on Intelligence, Wisdom and Charisma checks and saving throws and being blinded for one minute on a failed saving throw or taking half as much damage on a successful one as its mind is being torn asunder. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Creatures that are immune to the charmed condition are immune to this ability.

Legendary Actions

The inoqua can make 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 obyrith regains spent legendary actions at the start of its turn.

Magic Barrage. The inoqua casts its *magic missile* spell.

Lash Out. The inoqua makes a bite or tentacle attack.

Devour. The inoqua uses its consumption against a single target it is grappling.

Entropic Rush (Costs 2 Actions). The inoqua moves up to half its flying speed without provoking opportunity attacks. Any creature in a space it moves through must succeed on a DC 26 Constitution saving throw, taking 9 (2d8 + 10) necrotic damage on a failed save, or half as much damage on a successful one.



Nethui

With an ovoid body ending in long tentacles, each tipped with a small pincer, a nethui can perhaps be likened to a squid in appearance. These obyrith are manipulators that take control of the minds of other creatures. Once it has wrapped its tentacle around a victim, the grip of the nethui's pincer will cloud the victim's mind and break its mental defense, making it easier for the nethui to assume control.



Isaati

Medium fiend (obyrith), chaotic evil

Armor Class 15 (natural armor)
Hit Points 127 (17d8 + 51)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	17 (+3)	9 (-1)	19 (+4)	16 (+3)

Skills Stealth +7

Damage Resistances lightning; bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities acid, cold, poison

Condition Immunities poisoned, charmed, frightened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

Languages Abyssal; telepathy 120 ft.

Challenge 7 (2,900 XP)

Acidic Blood. Every time the isaati takes piercing or slashing damage, all creatures within 5 feet of it take 7 (2d6) acid damage, or 14 (4d6) acid damage if the piercing or slashing damage is from a critical hit.

Actions

Multiattack. The isaati makes three attacks: one with its bite and two with its fangs.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 3 (1d6) acid damage.

Fangs. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 3 (1d6) acid damage.

Nauseating Form (Recharge 5-6). Each creature within 30 feet of the isaati must succeed on a DC 15 Wisdom saving throw, taking 27 (6d8) poison damage and becoming stunned for one minute on a failed saving throw or taking half as much damage on a successful one as it is overwhelmed with nausea. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Creatures that are immune to the charmed condition are immune to this ability.

Nethui

Large fiend (obyrith), chaotic evil

Armor Class 16 (natural armor)
Hit Points 76 (8d10 + 32)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	19 (+4)	12 (+1)	19 (+4)	15 (+2)

Damage Resistances acid, lightning

Damage Immunities cold, poison

Condition Immunities poisoned, charmed, frightened

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal; telepathy 120 ft., Tongues

Challenge 7 (2,900 XP)

Amphibious. The nethui can breathe both air and water.

Actions

Multiattack. The nethui makes three attacks: one with its bite and two with its tentacles.

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

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained and has disadvantage on Intelligence, Wisdom and Charisma saving throws. The nethui has three tentacles, each of which can grapple one Medium or smaller creature. Until the grapple ends, the tentacle can't attack another target. If grappling a Large or larger creature, the nethui must use all tentacles to grapple the target and can't make any weapon attacks against another target.

Fascinating Form (Recharge 5-6). Each creature within 30 feet of the nethui that can see it must succeed on a DC 13 Wisdom saving throw, or be incapacitated for one minute as it is transfixed by the nethui's motions. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Creatures that are immune to the charmed condition are immune to this ability.

Domination (Recharge 4-6). A creature the nethui can see within 60 feet of the nethui must make a DC 15 Wisdom saving throw or be magically charmed. While charmed, the creature must obey the nethui's telepathic or verbal commands. The nethui must maintain concentration on its charm. It can concentrate on up to 3 charmed creatures at a time. If it fails a concentration check, it loses control over one randomly determined creature instead of all of them.

Sibriex

With the appearance of little more than a horrific oversized, balloonlike head with withered vestigial appendages that may have once been limbs and a squirming apparatus of feeding tubes dangling from their lower bodies, sibriexes are flesh sculptors of the Abyss. Their flesh grafts may look disturbing but can augment a subject's abilities and are valued among the fiendish hordes. Unlike most obyrith who despise the demons of the upper Abyss, sibriexes are occasionally found in their service, most often as slaves that augment the flesh of the demonic fighting forces. Even left to its own will, a sibriex often applies grafts to its servants, or even itself, be it as a reward for their services or just to turn them into more efficient tools of the sibriex's will. Consequently a sibriex is often encountered surrounded by its augmented allies.

Sibriex

Large fiend (obyrith), chaotic evil

Armor Class 16 (natural armor)

Hit Points 225 (18d10 + 126)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	24 (+7)	20 (+5)	19 (+4)	20 (+5)

Skills Arcana +15, Deception +10, Intimidate +10, Investigation +10, Medicine +14, Perception +10, Persuasion +10

Damage Resistances acid, lightning; bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities cold, poison

Condition Immunities charmed, frightened, poisoned, prone

Senses truesight 120 ft., passive Perception 20

Languages Abyssal; telepathy 120 ft

Challenge 13 (10,000 XP)

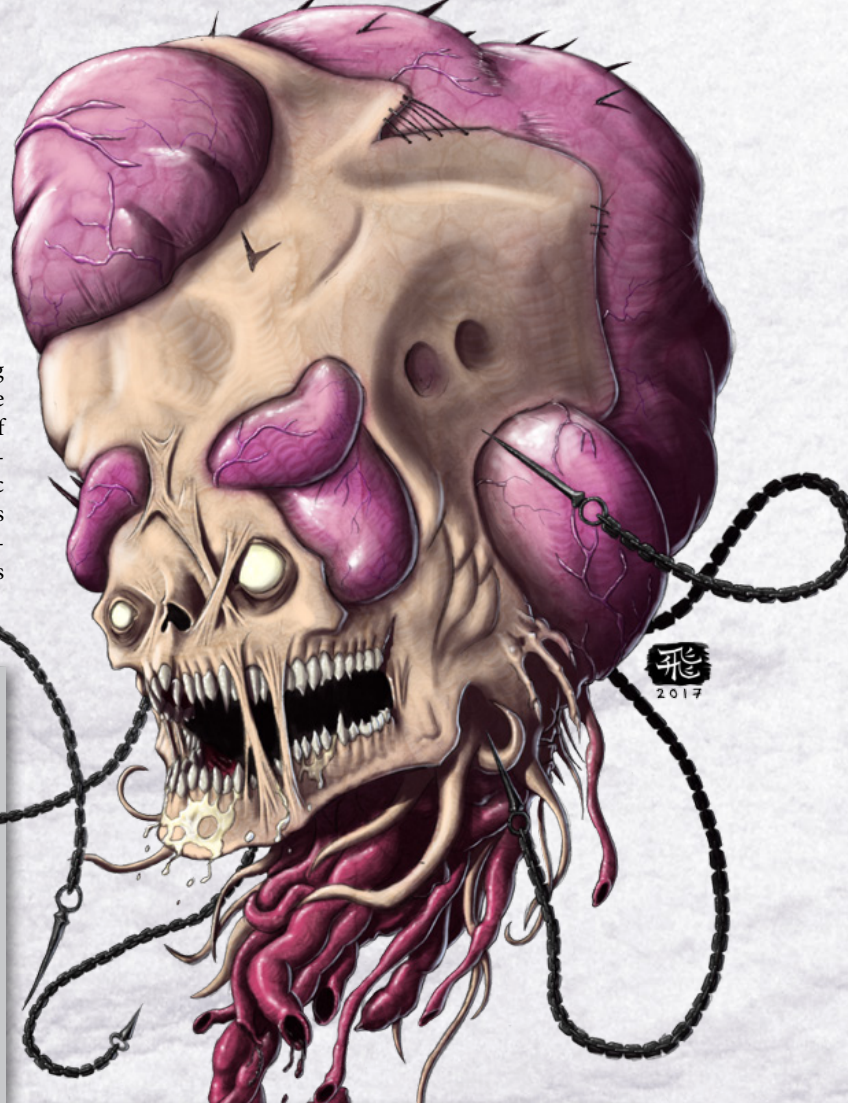
Bile (Recharge 5-6). As a bonus action, the sibriex spews black bile from the feeding tubes dangling from the lower end of its body. One creature the sibriex can see within 30 feet must succeed on a DC 20 Dexterity saving throw or take 42 (12d6) acid damage and be poisoned for one minute. At the end of each of its turns a creature can attempt a DC 20 Constitution saving throw, ending the effect on a success.

Innate Spellcasting. The sibriex's spellcasting ability is Intelligence (spell save DC 18). The sibriex can innately cast the following spells, requiring no material components:

At will: *dispel magic* (level 9), *sending*

3/day each: *command*, *creation* (level 9), *dominate monster*
1/day: *feblemind*

Telekinesis. The sibriex has telekinetic abilities that allow it to manipulate its chains and use them as tentacle-like appendages and otherwise function as the *telekinesis* spell. The sibriex does not have to concentrate to maintain the effect, the effect has no time limit, and the sibriex's spellcasting ability for this spell is Intelligence. The telekinesis can be dispelled or suppressed by a *dispel magic*, *antimagic field*, or similar effect. If the telekinesis is dispelled, the sibriex must use an action to reestablish it. While it is dispelled or suppressed, the sibriex's chains hang lifelessly from its form and it cannot use its chain attack.



Magic Resistance. The sibriex has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The sibriex can use its beguiling form. It then makes two chain attacks.

Chain. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. *Hit:* 19 (4d6 + 5) bludgeoning damage and the target must succeed on a DC 15 Strength saving throw or be knocked prone.

Beguiling Form (Recharge 5-6). Each creature within 30 feet of the sibriex that can see it must succeed on a DC 17 Wisdom saving throw or take 14 (4d6) psychic damage and be charmed for one minute as its mind is warped to see the sibriex as the perfect expression of physical beauty and it is consumed by a sense of diminished self worth. While charmed, the creature has disadvantage on Wisdom saving throws against the sibriex's spells. A creature can repeat the saving throw at the end of each of its turns, ending the charmed effect on itself on a success. Creatures that are immune to the charmed condition are immune to this ability.

Graft (3/Day). The sibriex attaches an abyssal graft (see Abyssal Grafts sidebar on page 160) to a willing creature other than a construct or undead it can reach with its chains within 10 feet. The creature takes 45 (10d8) slashing damage in the process. Alternatively the sibriex can take its time applying the graft in a process that take both the sibriex's and the target's attention for 1 hour but does not cause any damage or expend a use of the sibriex's graft ability.

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Abyssal Grafts

A creature with one or more fiendish grafts attached to it has disadvantage on Charisma checks made to interact with creatures other than fiends or worshippers of fiends, even if the target is unaware of the graft. The graft replaces a natural bodypart of the creature, unless it is specified to be an additional bodypart. A creature cannot gain the same graft more than once and each bodypart of the creature cannot be replaced by more than one graft.

When using its Graft ability, a sibriex chooses one of the following grafts to attach to the target:

Abyssal Ear. The grafted creature gains a large fan-shaped ear consisting of sharp spikes spanned by membranous skin. The creature has advantage on Wisdom (Perception) checks based on hearing and gains blindsense with a range of 10 feet. The creature cannot use its blindsense while deafened.

Abyssal Jaw. The grafted creature gains a powerful jaw lined with tusks or needle-like teeth. When using the attack action or a multiattack to make melee attacks, the creature can make an additional melee attack as per the usual rules for melee attacks with a reach of 5 feet that deals 1d4 piercing damage. The creature is automatically proficient with this attack.

Abyssal Skin. The grafted creature gains new skin that can have one of many colors and vary in its texture. While not wearing armor, the creature's AC becomes 12 + its Dexterity modifier. If it has natural armor already, the natural armor's AC improves by +1. The creature can poison a creature it touches, the target must succeed on a DC 15 Constitution saving throw or take 4d6 poison damage and be poisoned for 24 hours. Once the creature has used this ability, it can't do so again until it finishes a long rest.

Abyssal Wings. The grafted creature gains a pair of large wings that can resemble many forms, whether feathered or membranous or even insect-like. The creature gains a fly speed equal to its walking speed + 10 feet.

Charming Eye. The grafted creature gains a golden eye with an hourglass-shaped pupil. The creature gains darkvision with a range of 60 feet and can see even in magical darkness. As an action, the creature can force another creature that can see it to make a DC 15 Wisdom saving throw or be charmed.

Clawed Arm. The grafted creature gains an additional arm with a clawed hand. When using the attack action or a multiattack to make melee attacks, the creature can make an additional melee attack as per the usual rules for melee attacks with a reach of 5 feet that deals 1d4 slashing damage. The creature is automatically proficient with this attack. The clawed arm is fully prehensile and can wield weapons or shields (but not use these weapons to make this extra attack). The creature can wield a shield and a two-handed weapon at the same time or hold two two-handed weapons and alternate between using them without having to drop or sheathe either.

Fast Leg. The grafted creature gains a long leg. Its walking speed increases by 10 feet and it has advantage on Strength (Athletics) checks made to jump or climb.

Fearsome Eye. The grafted creature gains a red eye with a black iris. It can see invisible creatures as though they weren't invisible and as an action can force another

creature that can see it to make a DC 15 Wisdom saving throw or be frightened.

Flexible Arm. The grafted creature gains an additional arm with multiple joints and a small three-fingered hand. When using the attack action or a multiattack to make melee attacks, the creature can make an unarmed strike or attack with a one-handed weapon wielded in that hand in addition to any other attacks it makes. Weapon attacks other than unarmed strikes made with this arm have disadvantage on the attack roll, because the small hand cannot wield weapons properly. Additionally, the creature has advantage on Strength (Athletics) checks made to grapple another creature.

Grappling Tentacle. The grafted creature gains an additional tentacle that helps it grab targets. The creature has advantage on Strength (Athletics) checks made to grapple another creature and a creature grappled by the grafted creature is restrained until the grapple ends.

Long Arm. The grafted creature gains an overly long arm. Melee attacks made with this arm (either spell attacks or weapon attacks made with weapons wielded in that arm's hand) add 5 feet to their reach. If the creature has a natural weapon attached to that arm with which it can make multiple attacks as part of a multiattack, only one of those attacks benefit from the extra reach.

Springing Leg. The grafted creature gains an extremely long, bent leg. Its walking speed is reduced by 5 feet due to the awkward discrepancy between its legs but automatically succeeds on Strength (Athletics) checks made to jump any distance it can move in one round.

Sting Tail. The grafted creature gains an additional stingered tail. When using the attack action or a multiattack to make melee attacks, the creature can make an additional melee attack as per the usual rules for melee attacks with a reach of 5 feet that deals 1d4 piercing damage. The target must succeed on a DC 15 Constitution saving throw or take 1d4 poison damage and be poisoned for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The creature is automatically proficient with this attack.

Strong Leg. The grafted creature gains a disproportionately muscular leg. The creature's walking speed increases by 10 feet and it has advantage on ability checks and saving throws made to resist exhaustion due to heavy marching or running (such as from a forced march or a chase).

Whip Tail. When using the attack action or a multiattack to make melee attacks, the creature can make an additional melee attack as per the usual rules for melee attacks with a reach of 10 feet that deals 1d4 slashing damage. The target must make a DC 8 Constitution saving throw or be stunned for 1 round. The creature is automatically proficient with this attack.

Some sibriexes grant these grafts as gifts to useful servants. A party of evil Player Characters may be offered abyssal grafts as a reward. As the DM, treat these grafts with a similar respect as magical artifacts. They permanently increase the overall power level of a PC and can have a significant impact, especially on mid to low level parties. Also don't forget the impact these grafts have on social interaction. Not only do they impose disadvantage on checks, but might cause the grafted PC more trouble and cause them to be shunned or outright persecuted.

Ysolith

Large fiend (obyrith), chaotic evil

Armor Class 19 (natural armor)

Hit Points 262 (21d10 + 126)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	22 (+6)	18 (+4)	20 (+5)	19 (+4)

Saving Throws Dex +9, Wis +12, Cha +11

Skills Perception +16, Stealth +13

Damage Resistances lightning; bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities acid, cold, poison

Condition Immunities poisoned, charmed, frightened

Senses truesight 120 ft., passive Perception 25

Languages Abyssal; telepathy 120 ft.

Challenge 19 (22,000 XP)

Innate Spellcasting. The ysolith's spellcasting ability is Charisma (spell save DC 18). The ysolith can innately cast the following spells, requiring no material components:

At will: *dimension door*, *dispel magic* (9th level), *telekinesis*
2/day each: *flesh to stone*, *feeblemind*
1/day each: *hold monster*, *plane shift*

Magic Attacks. The ysolith's weapon attacks are magical.

Magic Resistance. The ysolith has advantage on saving throws against spells and other magical effects.

Spider Climb. The obyrith can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The ysolith makes five attacks: three with its stings and two with its tentacles.

Stings. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 7 (2d6 psychic) damage and the target must succeed on a DC 20 Constitution saving throw or be poisoned for 24 hours.

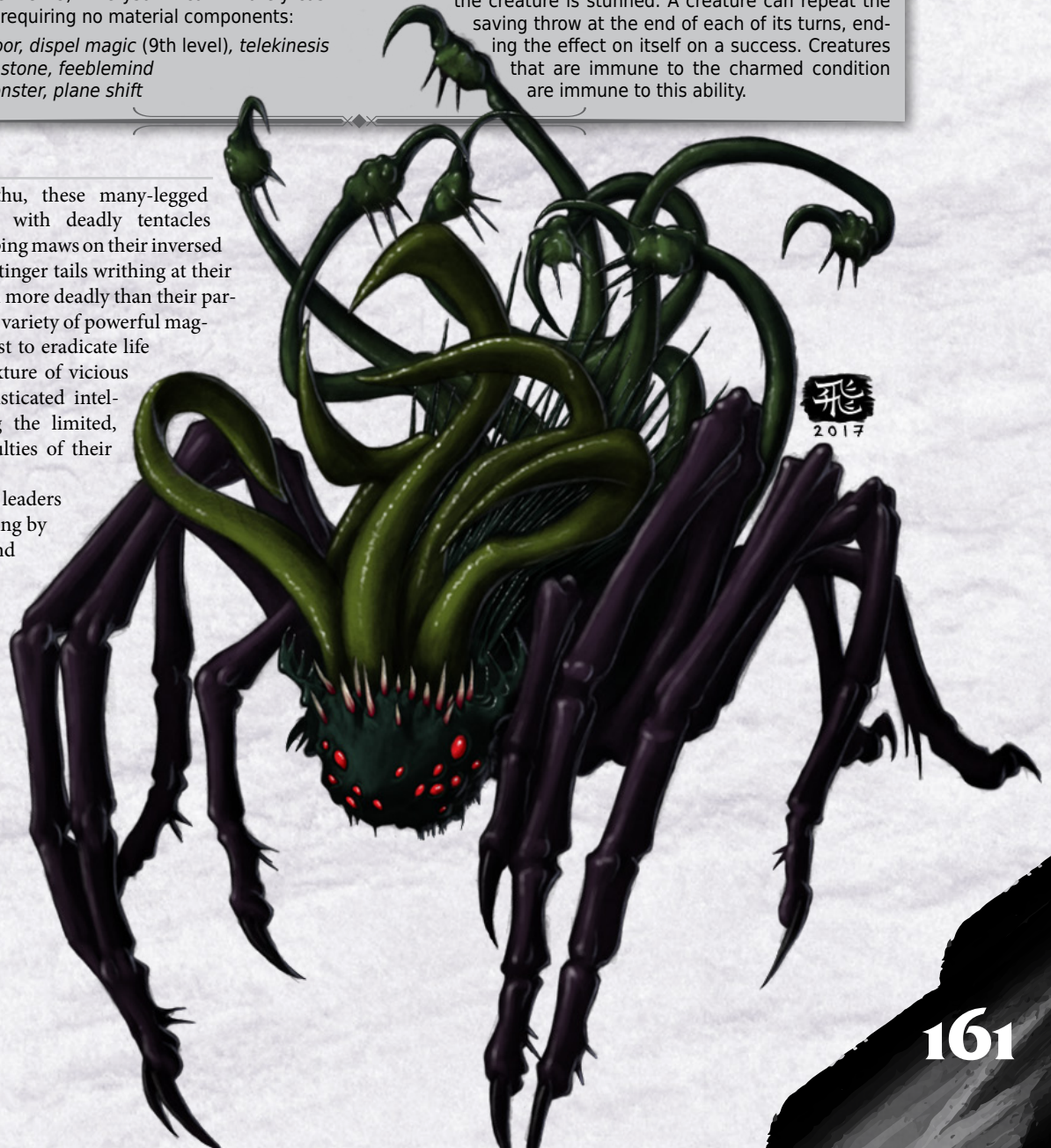
Tentacles. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 19 (4d6 + 5) bludgeoning damage.

Horrorful Form (Recharge 5-6). Each creature within 30 feet of the ysolith must succeed on a DC 18 Wisdom saving throw, becoming frightened and taking 36 (8d8) psychic damage on a failed save, or half as much damage on a successful one as horror takes it over. While frightened, the creature is stunned. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Creatures that are immune to the charmed condition are immune to this ability.

Ysolith

Born from the avathu, these many-legged abominations bristle with deadly tentacles emerging from the gaping maws on their inversed heads and masses of stinger tails writhing at their rear ends and are even more deadly than their parents. Ysoliths possess a variety of powerful magical abilities. They exist to eradicate life and do so with a mixture of vicious savagery and a sophisticated intellect, far outmatching the limited, more animalistic faculties of their feral parent creatures.

Ysoliths are natural leaders among their kind, ruling by sheer physical force and leading with a calculated precision that is atypical for obyrith. They act as nodes of command in the obyrith hordes, enacting the will of the mighty and horrific inoqua, the only obyrith short of obyrith lords that ysoliths answer to.



Ophidian

Malicious reptilian creatures said to have descended from a once human tribe, ophidians are short-limbed with long, serpentine bodies and tails. Their scaled skin is mottled brown and green and sometimes black, they can however change their skin color to blend in with natural environments.

Slaves of Serpentkind. Yuan-ti couldn't ask for a more perfect race of slaves. While other creatures may be tougher or more intelligent, ophidians are servile and worship snakes as the ultimately superior creatures that the yuan-ti see themselves as. What truly makes ophidians such ideal servants however, is the serpentine curse that is transmitted through their bite. A humanoid unfortunate enough to be bitten by an ophidian may be cursed by its bite, slowly transforming into an ophidian itself. Ophidians instinctively seek to spread their curse and will bite an opponent, whenever they get the chance, preferring to capture bitten victims alive, so they may complete their transformation and become a new servant for the ophidians' masters. This way ophidians add to their own ranks, implicitly enslaving more people into the yuan-ti's service, even as they fight and conquer for their masters.

Not all ophidians serve the yuan-ti, some associate with nagas or other creatures in whom they see the glorious and superior form of the serpent. Likewise, black and green dragons sometimes have hosts of ophidian servants. They willingly serve these creatures, even those who do treat them as mere slaves.

Cursed Children. The first ophidians began their lives as a human tribe who believed serpentkind held ultimate superiority over all life and sought the power of those creatures they worshipped. They searched the ruins of an ancient yuan-ti kingdom for artifacts of power, hoping to be able to follow in the serpent people's footsteps, but instead unleashing powerful magic that transformed them into the serpentine creatures their descendants are to this day, passing on their curse to their children and even to other creatures through their bite.

Ophidians can be found in any place where snakes live and cooperate with any such creature, but prefer to seek higher creatures associated with serpents to worship and serve.

Hidden Folk. Ophidians and the hideous curse they can inflict on others are not well known outside of the jungles they make their homes. A sudden outbreak of the serpentine curse can be confusing and frightening even to experienced clerics.

Serpentine Curse

A Medium or Small humanoid creature can be afflicted with the serpentine curse if bitten by an ophidian. An afflicted creature slowly turns into an ophidian. Starting 1d4+1 days after infection, the creature slowly becomes more snakelike, with its legs shrinking, its body becoming longer, and its skin more scaly. After another two weeks the creature is fully transformed into an ophidian with no memory of its previous life. Its statistics are completely replaced by ophidian statistics. It retains all proficiencies and any gear is not transformed.

The transformation can be halted with a *remove curse* spell, however this does not reverse the changes already made. To reverse the changes, once the curse is removed, it requires a *restoration* spell or similar magic.



Ophidian

Medium monstrosity, chaotic neutral

Armor Class 14 (shield)

Hit Points 17 (4d8)

Speed 25 ft., climb 15 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	11 (+0)	8 (-1)	11 (+0)	10 (+0)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common, Draconic, Yuan-Ti

Challenge 1/2 (100 XP)

Camouflage. The ophidian has advantage on Dexterity (Stealth) checks made to hide in any natural terrain.

Actions

Multiattack. The ophidian makes two melee attacks: one with its scimitar and one with its bite.

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

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a Medium or Small humanoid, it must succeed on a DC 10 Constitution saving throw or be cursed with serpentine curse.

P

Penanggalan

The grotesque, frightening undead known as penanggalan preys upon the frail and sickly, seeking victims every night while hiding in plain sight by day.

Gruesome Transformation. Penanggalans are vampiric creatures and their bite drains the blood of their victims. A creature that has been completely drained of blood by a penanggalan and is not properly buried will transform three nights later. The creature's head will tear itself off its body, pulling entrails out of the torso with it, and fly off into the night to find blood. When day breaks, the newly risen penanggalan will return to its body and rejoin it by soaking its entrails in vinegar and inserting them back into the body through the severed neck. When it is back in its body, the neck mends and the penanggalan is indistinguishable from a living creature of its race, even to magical detection such as the *detect good and evil* spell.

Nocturnal Predators. Penanggalans are far more common in eastern lands. They lurk in the dark, seeking isolated victims and preferring weak prey that can not defend itself. But even when faced with stronger opponents, a penanggalan can make use of magical domination to force them to drop their defences.

Undead Nature. A penanggalan doesn't require air or sleep. It subsists purely on the blood of the living, like a vampire.



Penanggalan

Medium undead, lawful evil

Armor Class 16 (natural armor)

Hit Points 84 (10d8 + 40)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	18 (+4)	14 (+2)	15 (+2)	19 (+4)

Skills Perception +5, Stealth +7

Damage Resistances cold, lightning; bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities frightened, poisoned, prone

Senses darkvision 60 ft., passive Perception 15

Languages Any languages it knew in life

Challenge 6 (2,300 XP)

Fear Aura. A creature starting its turn within 30 feet of the penanggalan must succeed on a DC 15 Wisdom saving throw or be frightened of the penanggalan for 1 minute. At the end of each of its turns the creature can repeat the saving throw, 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 worm's Frightful Presence for the next 24 hours.

Alternate Form. The penanggalan can attach itself to its body again, using an action, after soaking its entrails in vinegar.

While in this form, its speed becomes 30 feet and it loses its fly speed. It also loses its immunity to the prone condition and bite and entrail attack and cannot be detected by the *detect good and evil* spell. As a bonus action, the penanggalan can return to its natural form, leaving its body behind once more.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the penanggalan, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the penanggalan regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way, that is not buried within 3 days, rises as a penanggalan.

Entrails. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage. If the target is a creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, the penanggalan can automatically hit the target with its entrails as an action or bonus action, and the penanggalan can't make entrail attacks against another target. Because the penanggalan seizes the victims neck, the creature can't breathe, speak, or cast spells with verbal components.

Domination. The penanggalan targets a creature within 60 feet of itself. If the two can see each other, the target must succeed on a DC 15 Wisdom saving throw as if targeted by a *dominate monster* spell.



Phane

Phanes are creatures of the astral plane with the ability to manipulate time, making them extremely dangerous foes. Though they are not evil, phanes are nonetheless destructive and unpredictable. Their barely solid, ever swirling black form resembles the body of a great predatory cat with a vaguely humanoid torso where the head should be.

Sowing Chaos. First and foremost, phanes seek to sow chaos and destruction. Although they have no malevolent intent toward other creatures, they are heedless of the pain they cause in the process. Such creatures are merely obstacles in the phanes' path of chaos. A phane only attacks other creatures directly if it is in self defense or in search for prey.

Phanes readily ally with other creatures that share their goals and make powerful allies. While they have no interests in the causes of the likes of demons, red dragons and void dragons, their intents often overlap enough to make suitable allies. This gives them a general reputation of evil. Though it is not technically true, such technicalities make no difference for a Phane's unfortunate victims.

Form of Mist. The bodies of phanes are formed of coalescent mist and are all but incorporeal. The highly intelligent creatures make use of this fact to outmaneuver and evade their enemies.

Immortal Nature. A phane doesn't require air or sleep.

Phane

Large monstrosity, chaotic neutral

Armor Class 16

Hit Points 220 (21d10 + 105)

Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	22 (+6)	21 (+5)	20 (+5)	18 (+4)	16 (+3)

Saving Throws Con +9, Wis +8, Cha +7

Skills Perception +8

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from non magical weapons that aren't silvered

Damage Immunities necrotic poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses truesight 120 ft., passive Perception 18

Languages Celestial

Challenge 14 (11,500 XP)

Temporal Fugue. Using a bonus action, the phane can remove a single spell, condition or other effect affecting it.

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

Mistform Movement. The phane can occupy another creature's space and vice versa. It can move through any opening smaller than itself as if it were difficult terrain.

Actions

Multiattack. The phane makes two melee attacks with its Temporal Touch.

Temporal Touch. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 33 (6d8 + 6) necrotic damage.

Wizening Ray. *Ranged Weapon Attack:* +11 to hit, range 50 ft., one target. *Hit:* 33 (6d8 + 6) necrotic damage and the target must succeed on a DC 17 Constitution saving throw or gain 1 level of exhaustion and the target visibly ages. A creature killed by exhaustion caused by the phane's Wizening Ray shrivels to a dry husk. A single long rest removes all levels of exhaustion caused by the phane's Wizening Ray and restores the creature's natural age.

Maelstrom of Time. Creatures within 5 feet of the phane must make a DC 17 Constitution saving throw, gaining 1 level of exhaustion and taking 27 (6d8) necrotic damage on a failed save or half as much damage on a successful one. A creature that failed its save visibly ages. A creature killed by exhaustion caused by the phane's Maelstrom of Time shrivels to a dry husk. A single long rest removes all levels of exhaustion caused by the phane's Maelstrom of Time and restores the creature's natural age.

Phantom Fungus

Medium plant, unaligned

Armor Class 13 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	8 (-1)	15 (+2)	10 (+0)

Skills Perception +6, Stealth +2

Senses blindsight 30 ft., darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages —

Challenge 1 (200 XP)

Natural Invisibility. While the phantom fungus is alive, it is invisible. This ability cannot be dispelled.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.



Phantom Fungus

These sentient fungi are little more than a maw lined with sharp teeth and a cluster of sensory nodules on four stubby legs. They are however naturally invisible, which makes them dangerous underdark predators, despite their slow speed. Their sensory nodules allow them to pick up a wide variety of stimuli and locate prey easily.

Phargion

Phargions are unusual creatures, about which little is known. Their bodies are covered in chitin plates, a row of which runs along their head, neck and back in a circular arch that can be closed to a complete wheel with its tail. A phargion chases down its prey by curling up into this wheel form and rolling after its target at remarkable speed. How the creature maintains its sense of direction in this form is unclear.

Phargion

Medium monstrosity, unaligned

Armor Class 15 (natural armor), 17 when curled up

Hit Points 26 (4d8 + 8)

Speed 15 ft., 50 ft. when curled up

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	6 (-2)	14 (+2)	8 (-1)

Skills Acrobatics +4

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 1/2 (100 XP)

Rapid Movement. The phargion can curl up into a wheel (no action required). While curled up this way, its AC increases to 17 and its speed to 50 ft. It cannot attack while in this form. It can use a bonus action to uncurl again.

Actions

Arm Blade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.



H₀₃

Primal Lycanthropes

Lycanthropy is a terrible affliction that causes the victim to transform into a monstrous beast and lose all control of its actions. However, the most widely known form of lycanthropy is a mild problem and even has its advantages compared to the condition commonly known as primal lycanthropy.

Uncontrollable Monsters. Common lycanthropes have a degree of control over their animal form, being able to transform into and out of their beast or hybrid form at will, and some of them even being able to maintain lucidity in these forms. Additionally they gain the lycanthropic strength and resilience even in their natural form. Primal lycanthropes on the other hand are purely at the mercy of the moon, only transforming during full moon nights, losing all lucidity once the inner beast comes to the fore and retaining no recollection of the night once the nightmare is over. They are unable to voluntarily change their shape and do not have access to any of the beast's strength in their natural form, except that they notice their senses becoming significantly sharper. When transforming, a primal lycanthrope goes through a slow, agonizing metamorphosis and eventually changes into a hybrid form that is larger, stronger, faster and more animalistic than a regular lycanthrope's hybrid form. They cannot transform into a pure beast form.

The Raw Curse. Some theorize that primal lycanthropy is a precursor to the more common form of lycanthropy known throughout the world, which was somehow altered over time, either by a form of evolution or perhaps the magical influence of a powerful being, that had some interest in making the curse of lycanthropy into a usable power.

A primal lycanthrope has no choice between resisting or embracing its curse. Its beast form is like a separate entity, lying dormant within its body until it breaks out and takes over when the full moon shines. Outside of its bestial form, the curse victim only changes subtly, finding its primal urges harder to resist, but its alignment is not affected by the curse.

The primal lycanthropy curse can be cured by the same methods regular lycanthropy is cured.

Primal Werebear

Large monstrosity (shapechanger), unaligned

Armor Class 18 (natural armor)

Hit Points 230 (20d10 + 120)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	22 (+6)	2 (-4)	15 (+2)	9 (-1)

Skills Perception +6

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons that aren't silvered

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 12 (8,400 XP)

Shapechanger. The werebear's natural form is that of a humanoid. Any humanoid's statistics can serve as the werebear's natural form. The werebear can't voluntarily change shape, it automatically changes to its beast form after sundown on every full moon night and changes back to humanoid form at first sunlight. The transformation takes two rounds, and the werebear is incapacitated while transforming. Gear is not transformed, and worn items are likely to break. Magic items instead simply fall off.



In humanoid form, the werebear uses its humanoid form's statistics, except it has the werebear's Keen Smell and Shapechanger ability.

When changing shape, the werebear retains the difference between its current hit points and hit point maximum from the previous form if the current hit points are lower. If the werebear is killed in beast form, it dies in that form and does not revert to humanoid form.

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

Actions

Multiattack. The werebear makes three melee attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (2d12 + 6) piercing damage. If the target is a humanoid, it must succeed on a DC 18 Constitution saving throw or be cursed with primal werebear lycanthropy.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage.

Primal Werebear

Large monstrosity (shapechanger), unaligned

Armor Class 18 (natural armor)

Hit Points 147 (14d10 + 70)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	20 (+5)	2 (-4)	15 (+2)	9 (-1)

Skills Perception +6

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons that aren't silvered

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 9 (5,000 XP)

Charge. If the werebear moves at least 15 feet straight toward a target and then hits it with its tusks on the same turn, the target takes an extra 9 (2d8) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Shapechanger. The werebear's natural form is that of a humanoid. Any humanoid's statistics can serve as the werebear's natural form. The werebear can't voluntarily change shape, it automatically changes to its beast form after sundown on every full moon night and changes back to humanoid form at first sunlight. The transformation takes two rounds, and the werebear is incapacitated while transforming. Gear is not transformed, and worn items are likely to break. Magic items instead simply fall off.

In humanoid form, the werebear uses its humanoid form's statistics, except it has the werebear's Keen Smell and Shapechanger ability.

When changing shape, the werebear retains the difference between its current hit points and hit point maximum from the previous form if the current hit points are lower. If the werebear is killed in beast form, it dies in that form and does not revert to humanoid form.

Relentless (Recharges after a Short or Long Rest). If the werebear takes 20 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Multiattack. The werebear makes three melee attacks: one with its tusk and two with its slam.

Tusk. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage. If the target is a humanoid, it must succeed on a DC 18 Constitution saving throw or be cursed with primal werebear lycanthropy.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage.

Primal Wererat

Medium monstrosity (shapechanger), unaligned

Armor Class 18 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	3 (-4)	13 (+1)	6 (-2)

Skills Perception +4, Stealth +7

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons that aren't silvered

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 5 (1,800 XP)

Shapechanger. The wererat's natural form is that of a humanoid. Any humanoid's statistics can serve as the wererat's natural form. The wererat can't voluntarily change shape, it automatically changes to its beast form after sundown on every full moon night and changes back to humanoid form at first sunlight. The transformation takes two rounds, and the wererat is incapacitated while transforming. Gear is not transformed, and worn items are likely to break. Magic items instead simply fall off.

In humanoid form, the wererat uses its humanoid form's statistics, except it has the wererat's Keen Smell and Shapechanger ability.

When changing shape, the wererat retains the difference between its current hit points and hit point maximum from the previous form if the current hit points are lower. If the wererat is killed in beast form, it dies in that form and does not revert to humanoid form.

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

Actions

Multiattack. The wererat makes three melee attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (1d8 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with primal wererat lycanthropy.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Primal Weretiger

Large monstrosity (shapechanger), unaligned

Armor Class 18 (natural armor)

Hit Points 168 (16d10 + 80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	20 (+5)	2 (-4)	13 (+1)	9 (-1)

Skills Perception +5, Stealth +7

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons that aren't silvered

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 10 (5,900 XP)

Shapechanger. The weretiger's natural form is that of a humanoid. Any humanoid's statistics can serve as the weretiger's natural form. The weretiger can't voluntarily change shape, it automatically changes to its beast form after sundown on every full moon night and changes back to humanoid form at first sunlight. The transformation takes two rounds, and the weretiger is incapacitated while transforming. Gear is not transformed, and worn items are likely to break. Magic items instead simply fall off.

In humanoid form, the weretiger uses its humanoid form's statistics, except it has the weretiger's Keen Hearing and Smell and Shapechanger ability.

When changing shape, the weretiger retains the difference between its current hit points and hit point maximum from the previous form if the current hit points are lower. If the weretiger is killed in beast form, it dies in that form and does not revert to humanoid form.

Keen Hearing and Smell. The weretiger has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pounce. If the weretiger moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the weretiger can make one bite attack against it as a bonus action.

Actions

Multiattack. The weretiger makes three melee attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 16 Constitution saving throw or be cursed with primal weretiger lycanthropy.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Variant: Natural Lycanthropes

You may want to include primal lycanthropes in your setting, that have the same measure of control over their lycanthropy as natural lycanthropes in the *Monster Manual*. Simply have their beast form retain the Intelligence, Wisdom, and Charisma scores and skill proficiencies of their humanoid form and allow them to initiate the transformation as a bonus action.

Primal Werewolf

Large monstrosity (shapechanger), unaligned

Armor Class 18 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	19 (+4)	2 (-4)	15 (+2)	7 (-2)

Skills Perception +5, Stealth +5

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons that aren't silvered

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 7 (2,900 XP)

Shapechanger. The werewolf's natural form is that of a humanoid. Any humanoid's statistics can serve as the werewolf's natural form. The werewolf can't voluntarily change shape, it automatically changes to its beast form after sundown on every full moon night and changes back to humanoid form at first sunlight. The transformation takes two rounds, and the werewolf is incapacitated while transforming. Gear is not transformed, and worn items are likely to break. Magic items instead simply fall off.

In humanoid form, the werewolf uses its humanoid form's statistics, except it has the werewolf's Keen Hearing and Smell and Shapechanger ability.

When changing shape, the werewolf retains the difference between its current hit points and hit point maximum from the previous form if the current hit points are lower. If the werewolf is killed in beast form, it dies in that form and does not revert to humanoid form.

Keen Hearing and Smell. The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Multiattack. The werewolf makes three melee attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be cursed with primal werewolf lycanthropy.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Awarding XP

A primal lycanthrope has two challenge rating: that of its humanoid form and that of its beast form. When the party fights a primal lycanthrope that transforms mid-combat, you can either keep it simple and award the XP for the form the lycanthrope was in during most of the fight, or multiply the XP reward of each form by the number of turns the lycanthrope spent fighting in that form and add them together. Then divide the total by the total number of turns the combat lasted. The two turns the lycanthrope is transforming and incapacitated should be counted into neither form but still included in the total number of turns, since the lycanthrope is at a severe disadvantage during these turns.

Protector

The graceful, elaborately dressed, and ornately armored celestials known as protectors are not primarily fighters despite their heavy combat gear. Their purpose is to tend to the wounded first and to fight second.

Celestial Healers. Protectors serve the angelic hosts as healers. They are well armed and can take to battle if need be, but they will prioritize their support role and will fight in defense of themselves or others long before considering the offense. Being creatures of relatively low power, protectors are easily available for summoning. Worshippers of good deities sometimes call upon these celestials to aid in the care for the wounded in a war or a monster attack. While a protector's healing magic is limited, it is also versed in medicine and may help by mundane means.

Protector Custodian

Among protectors, some individuals rise to higher status. Known as custodians, these protectors are leaders among their kind. They are more powerful and have more expanded healing magic at their disposal. Protector custodians are more likely to heed the call to arms and are more capable fighters than lower protectors. The presence of such an individual almost always means that the celestials intend to go to battle. Under the leadership of a custodian, a unit of protectors is better coordinated and more effective, both in combat and their medical duties.



Protector Custodian

Medium celestial, neutral good

Armor Class 20 (plate, shield)

Hit Points 45 (6d8 + 18)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	12 (+1)	14 (+2)	17 (+3)

Skills Insight +4, Medicine +6, Perception +4, Religion +3

Damage Resistances radiant

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 14

Languages Celestial, Common

Challenge 2 (450 XP)

Innate Spellcasting. The protector's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *tongues*

4/day each: *cure wounds*, *healing word*

Actions

Multiattack. The protector makes two melee attacks with its longsword.

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

Protector

Medium celestial, neutral good

Armor Class 18 (half plate, shield)

Hit Points 26 (4d8 + 8)

Speed 30 ft., fly 40 ft.

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

Skills Insight +3, Medicine +5, Perception +3, Religion +2

Damage Resistances radiant

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 13

Languages Celestial

Challenge 1/2 (100 XP)

Innate Spellcasting. The protector's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *tongues*

3/day: *cure wounds*

Actions

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.



Quicksilver

Little more than a thin trail of billowing silver mist suddenly appearing along the ground marks a quicksilver's passing. The creature moves so fast that the entire length of its silver trail seems to appear and eventually disperse at once to a creature it passes by.

Silver Quicklings. Quicksilvers descend from a group of quicklings (see *Volo's Guide to Monsters*, p. 187) who were dismayed by their short lifespans. While the speed with which they move, think, and act made up for their short life expectancy in anything they did on their own, having to wait for the ponder-

ous reactions of other creatures they had to rely on was an insufferable waste of their precious time. These quicklings banded together in search for a way of extending their lifespans. Precious years went by, as the diminutive fey scoured the world for an answer to their problem, and many of them were already nearing the final years of their lives when a strange dragon with a smooth silver hide offered them a solution. The dragon

did not ask for anything in return from the quicklings, which many among them found suspicious. The oldest of the little fey agreed nonetheless, figuring that with little more than death of old age looming ahead, they had nothing left to lose.

The moon dragon, as it revealed itself to be, returned to its lair with the quicklings that had agreed to its offer, where alchemical apparatuses and containers of strange silver liquids awaited. The dragon's servants began treating the fey with injections of these and other liquids. Within a few hours, the treated creatures began to change, losing their hair while their skins turned at first gray, and then silver, their hands and feet warping into clawed appendages and their faces taking on monstrous, warped features with large, empty eyes. Their bodies began to feel insubstantial and temporarily dispersed as their limbs moved. As promised, the silver quicklings were no longer subject to death of old age, but this came at a cost. The treatment bound the creatures to the dragon's will and it commanded them to go out and capture the rest of their group who had refused the treatment originally.

Fluid Form. The bodies of quicksilvers are not entirely solid. As they move, they lose the stability of their form, and the faster a quicksilver moves the more its shape disperses, to a point where it turns into an insubstantial, billowing mist at top speed. They can use this property to pass through virtually any opening. Although they can transport solid items or creatures in this state, objects they carry do not share their properties and will not pass through smaller openings as they are carried, this is why quicksilvers carry special knives as weapons, which are made in part from the same substance that was used to create the quicksilvers and share their dispersing properties.

Moon Dragon Servants. The original quicksilvers were eventually released from their servitude to the dragon that had created them upon its death, wandering the world and driven to acts of wanton violence by the embitterment at their betrayal. Many quicksilvers to this day serve evil moon dragons however. They have an unusual susceptibility to moon dragons' hypnotic presence, that charms and puts them under the dragons' control. Moon dragons value the quicksilvers' unmatched speed and evasiveness, and some evil inclined moon dragons recreate the the experiment that created the first quicksilvers to create more servants for themselves.

Quicksilver

Tiny fey, chaotic evil

Armor Class 16

Hit Points 22 (5d4 + 10)

Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	22 (+6)	14 (+2)	15 (+2)	15 (+2)	14 (+2)

Skills Acrobatics +7, Athletics +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Vulnerabilities cold, thunder

Condition Immunities grappled, restrained

Senses darkvision 120 ft., passive Perception 12

Languages Common, Sylvan

Challenge 2 (450 XP)

Dispersed Motion. Attacks against the quicksilver have disadvantage unless the quicksilver is incapacitated. Whenever the quicksilver uses a Dash action, its AC increases to 18 until the start of its next turn. The quicksilver can move through any opening that air can pass through. If it ends its movement in a passage smaller than itself, it takes 14 (4d6) force damage and falls prone at the closest end of the passage where its physical body can fit.

Evasion. If the quicksilver is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Moon Dragon Thrall. If the quicksilver fails its saving throw against a moon dragon's Hypnotic Presence ability, it is permanently charmed by the dragon instead of suffering the normal effects. While charmed, the quicksilver views the dragon as its master and obeys its commands without question.

Actions

Multiattack. The quicksilver makes three attacks with its quicksilver knife.

Quicksilver Knife. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage.



Ramadeen

Despite their barbaric, rough, and bestial appearance, the ram-like ramadeen are, in fact, sophisticated celestial creatures. They are hulking creatures, as skilled at combat as they are powerful, who fill the ranks of many armies of Mount Celestia or any faction aligned with the causes of good.

Deceptively Sophisticated. Ramadeens defy the impression their appearance creates in many ways. They are knowledgeable in lore about the planes and the creatures and deities that reside therein. In addition, they are well-spoken and versed in the art of conversation. A ramadeen is easily as capable a negotiator as it is a warrior. Though they are fighters first and foremost, ramadeens will use diplomacy where they consider the sword too brutish a method.

The armor and weapons ramadeens carry into battle appear brutal, but their scimitars are finely honed and their armor well fitted. The iron their equipment is forged from originates from Mount Celestia, where the creatures reside, and are infused with the energies of order and good, that constitute their realm.

Relentless Fighters. Ramadeens pick their battles carefully and will consider diplomacy before taking to arms, but once a battle has been entered the celestials are swift and relentless. The charge of a unit of ramadeens is devastating and rightly feared.



Ramadeen

Large celestial, lawful good

Armor Class 16 (chainmail, shield)

Hit Points 42 (5d10 + 15)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	17 (+3)	12 (+1)	14 (+2)	17 (+3)

Saving throws Wis +4

Skills Arcana +3, Insight +4, Intimidation +5, Perception +4, Persuasion +5, Religion +3

Damage Resistances radiant

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 14

Languages Celestial, Common, Infernal

Challenge 2 (450 XP)

Divine Smite (2/Day). When it hits a creature with a melee weapon attack, the ramadeen can channel divine light to deal 9 (2d8) radiant damage to the target, in addition to the weapon's damage.

Magic Weapons. The ramadeen's weapon attacks are magical.

Powerful Charge. If the ramadeen moves at least 20 feet in a straight line and hits with a melee weapon attack, it deals an additional 7 (2d6) slashing damage to the target.

Actions

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Ramadeen Lieutenant

Large celestial, lawful good

Armor Class 18 (half plate, shield)

Hit Points 76 (8d10 + 28)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	19 (+4)	14 (+2)	16 (+3)	19 (+4)

Saving throws Wis +5

Skills Arcana +4, Insight +5, Intimidation +6, Perception +5, Persuasion +6, Religion +4

Damage Resistances radiant

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 15

Languages Celestial, Common, Infernal

Challenge 5 (1,800 XP)

Divine Smite (2/Day). When it hits a creature with a melee weapon attack, the ramadeen can channel divine light to deal 13 (3d8) radiant damage to the target, in addition to the weapon's damage.

Magic Weapons. The ramadeen's weapon attacks are magical.

Powerful Charge. If the ramadeen moves at least 20 feet in a straight line and hits with a melee weapon attack, it deals an additional 10 (3d6) slashing damage to the target.

Actions

Multiattack. The ramadeen makes two scimitar attacks.

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Rast

Medium elemental, neutral

Armor Class 14 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 5 ft., fly 50 ft. (hover)

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

Damage Immunities fire, poison

Damage Vulnerabilities cold

Condition Immunities poisoned, prone

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

Paralyzing Gaze. If a creature starts its turn within 30 feet of the rast and the two of them can see each other, the rast can force the creature to make a DC 11 Wisdom saving throw if the rast isn't incapacitated, becoming paralyzed on a failed save. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that succeeded on a saving throw against

the rast's Paralyzing Gaze is immune to the effect for the next 24 hours.

A creature that isn't surprised can avert its eyes to avoid the saving throws at the start of its turn. If it does so, it can't see the rast until the start of its next turn, when it can avert its eyes again.

Tangle of Claws. If it is grappling a creature, the rast may make two additional claw attacks against the grappled creature as a bonus action.

Actions

Multiattack. The rast makes three melee attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage and the target is grappled (escape DC 12). Until this grapple ends, the rast can't use its bite against another target.

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

Blood Drain. The rast makes a single bite attack against a creature it is grappling. If this attack hits, the target's hit point maximum is reduced by an amount equal to the damage dealt, and the rast regains that many hit points.

Rast

Rasts are little more than sacks of flesh suspended on thin air with ten clawed, spider-like legs and a large head, sporting a wide maw full of vicious and long fangs.

Blood-Consuming Cinder. Rasts reside in isolated pockets in the outer planes, particularly the Elemental Plane of Fire, where they swarm and skitter about in great numbers. Their bodies, though they are comprised of ash and cinder, are sustained by fresh blood. Rasts in fact have such a ravenous craving for blood that it puts most mortal beasts to shame. They feed almost continuously, only taking breaks from eating to hunt for more prey.

Rasts are rarely encountered on the Material Plane, however prey is abundant there and a pack that finds its way there,

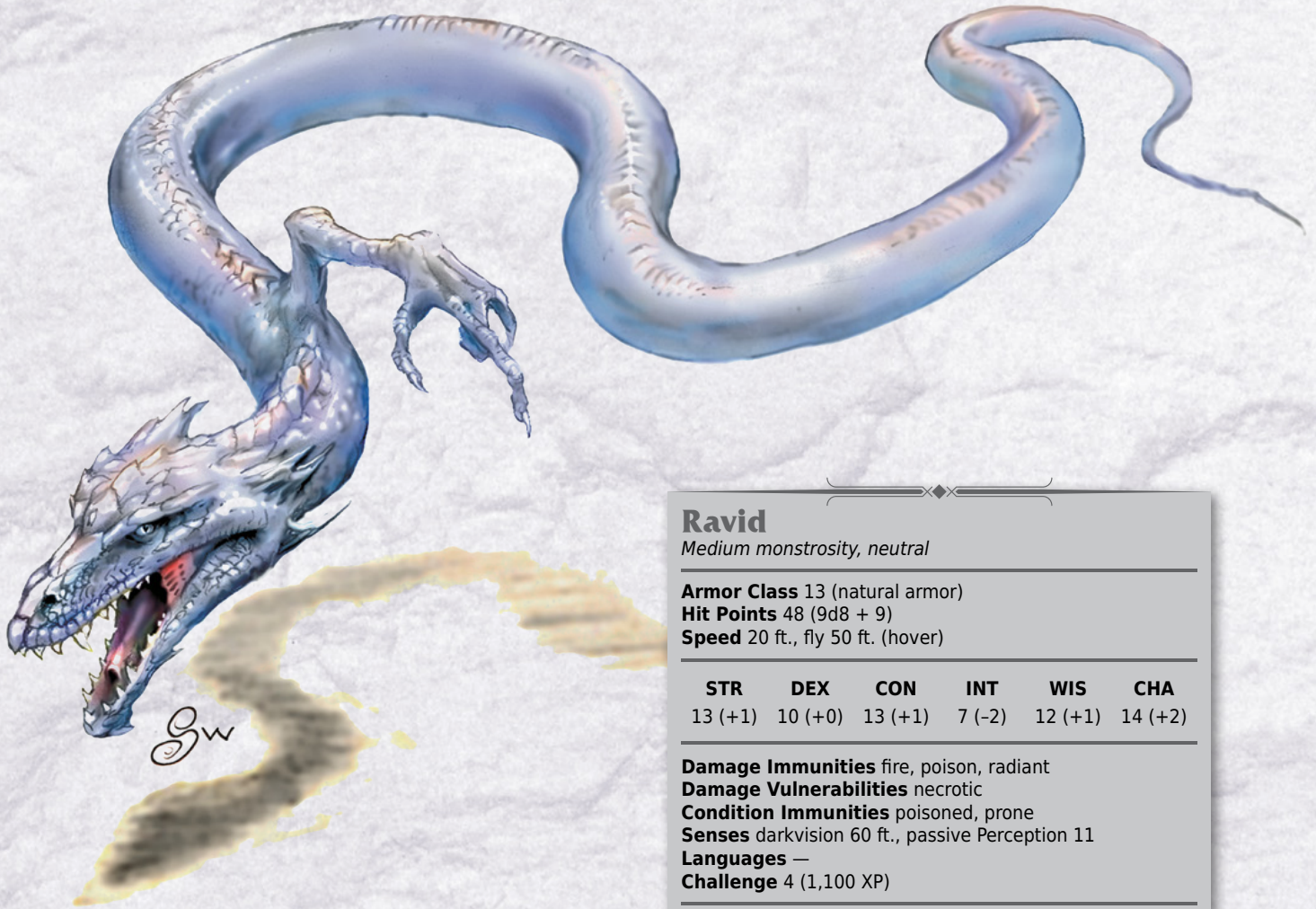
whether by some accident or the summoning of a careless spellcaster, will quickly grow and become a larger problem. Fire cults of Elemental Evil sometimes use rasts and their ravenous appetites as living weapons. A suitably large pack of rasts released on an enemy stronghold can quickly incapacitate the defenders and leave the position defenseless. The fire cultists must then act quickly however if they want to seize any enemies alive.

Coordinated Hunt. Despite hardly being any more intelligent than animals, rasts attack with a coordination that suggests some instinctive cunning. They roam around in small packs of up to six individuals and when finding prey will paralyze as many targets as possible with their gaze before focussing their attacks on the ones remaining mobile.



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SAM WOOD



Ravid

Bizarre serpentine creatures with draconic features, ravids hail from the Plane of Positive Energy and occasionally find their way to the material plane. Aside from a strange cavalcade of animated objects following them around, ravids are solitary creatures that do not associate with others, even of their own kind.

Peaceful Wanderers. A ravid that somehow ends up on the Material Plane wanders about without purpose or goals. It is surrounded by an aura of positive energy that gives a facsimile of life to inanimate objects around it. These objects, without thought or desire, begin to follow the ravid around as if drawn towards it by some form of magnetism. Though the ravid does not command them directly, the animated objects defend it automatically or perhaps instinctively.

A ravid has no interest in attacking other creatures and will not get involved in the business of others. It does not fight unless attacked, in which case it uses its singular clawed hand and its long tail to attack while the animated objects accompanying it will fight in the ravids defense.

Because of its peaceful nature a ravid generally does not cause any trouble beyond perhaps someone's dinner table walking out on them during supper.

Immortal Nature. A ravid doesn't require air, food, drink, or sleep.

Ravid

Medium monstrosity, neutral

Armor Class 13 (natural armor)

Hit Points 48 (9d8 + 9)

Speed 20 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	13 (+1)	7 (-2)	12 (+1)	14 (+2)

Damage Immunities fire, poison, radiant

Damage Vulnerabilities necrotic

Condition Immunities poisoned, prone

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 4 (1,100 XP)

Positive Energy Lash. An undead creature that touches the ravid takes 9 (2d8) radiant damage. This damage is already included in the ravid's melee attacks.

Aura of Animation. At the start of the ravid's turn, a single randomly determined object of Huge size or smaller within 20 feet of the ravid comes to life as if animated by an *animate objects* spell. The ravid does not control these objects, but the objects act autonomously, defending the ravid to the best of their ability. The ravid can maintain concentration on up to three animated objects. When a new one is animated, the effect ends on a randomly determined object that was previously animated.

When the ravid fails a concentration check, the effect ends on a single randomly determined animated object.

Actions

Multiattack. The ravid makes two melee attacks: one with its tail and one with its claws.

Tail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage. If the target is an undead creature, it takes 9 (2d8) radiant damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 2) slashing damage. If the target is an undead creature, it takes 9 (2d8) radiant damage.



Elder Redcap

Small fey, chaotic evil

Armor Class 14 (natural armor)

Hit Points 119 (14d6 + 70)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Skills Athletics +9, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Sylvan

Challenge 6 (2,300 XP)

Agile Movement. The redcap can use the Disengage action as a bonus action.

Deadly Critical. If the redcap scores a critical hit with its scythe, it deals an additional 9 (2d8) slashing damage.

Iron Boots. While moving on hard surfaces (such as wood, stone or metal floors), the redcap has disadvantage on Dexterity (Stealth) checks.

Outsize Strength. While grappling, the redcap is considered to be Medium. Also, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.

Actions

Multiattack. The redcap makes three attacks with its wicked scythe.

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

Redcap, Elder

Living a life of violence and murder, most redcaps either meet an early and violent end at the blade of a vengeful adventurer or wither away if they cannot soak their caps in blood frequently enough. The few redcaps who manage to live and murder for several decades grow even more wizened in appearance, their bushy facial hair thins, their features grow more wrinkled and their sharp teeth continue to grow even longer and sharper. Although their hunched, wiry frames seem to thin, their physical power only increases.

Old Craftsman, New Tools. Elder redcaps are physical paragons among their kind. From their spawning, they are more formidable than the rest of their kind, as they have to be to survive their violent lifestyles for such a long time. And as they age and slay more and more victims, they only grow even more powerful. Gaining more experience and strength, these redcaps seek out even larger blades with which to cause even more gruesome carnage. They replace their already large sickles with enormous, sometimes serrated scythes. Many of them eschew their oversized iron boots, trading the deadliness of their tread for more mobility. They still prefer the protection of armored boots, but usually wear much lighter footwear. Losing the excess weight they were carrying for most of their lives, these elder redcaps are surprisingly quick and agile in their movements and can effortlessly outmaneuver most opponents in combat.

Redcap Leaders. As redcaps often seek to follow kindred spirits with great potential for murder and bloodshed, an elder redcap is a natural choice for them to be drawn to. Elder redcaps often find themselves in the company of several younger individuals of their kind, being looked up to as an idol and leading these bands of murderous fey.

Rot Harbinger

Decaying humanoids with rotted wings, these hateful undead are sometimes also known as angels of decay, though aside from their rough form, there is nothing angelic about them, or rather there is nothing angelic left. Rot harbingers, unlike many undead, will not fight to the death but retreat to plot their revenge if they find the fight turning against them.

Decayed Angels of Orcus. A long time ago, a host of angels was sent to slay the demon lord of the undead, Orcus, as he was travelling outside of the Abyss. The angelic hosts however were bested by the demon lord and slaughtered mercilessly. When Orcus returned to his domain, he created the first rot harbingers. Some say their shape was in mockery of his unsuccessful assailants while other, more morbid theories hold that they were in fact created from the corpses of the very angels that had attempted to kill the demon lord.

Most rot harbingers serve Orcus and his worshippers in spreading rot and agony, while a few have escaped his control and cause pain purely for their own gratification.

Carriers of Rot. A rot harbinger's touch carries a necrotic energy that rots away the flesh the harbinger comes in contact with and causes a horrid disease that will quickly wither the infected victim as its flesh dies off and decays. Even extremely resilient subjects can survive little more than a few minutes under the effect of the disease.

Undead Nature. A rot harbinger doesn't require air, food, drink, or sleep.



Rot Harbinger

Medium undead, chaotic evil

Armor Class 18 (natural armor)
Hit Points 190 (20d8 + 100)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	20 (+5)	14 (+2)	17 (+3)	14 (+2)

Damage Immunities poison, necrotic
Condition Immunities poisoned, disease
Senses darkvision 60 ft., passive Perception 13
Languages Abyssal
Challenge 8 (3,900 XP)

Rotting Disease. A creature that touches the rot harbinger or is hit by its claws or Glob of Decay, must succeed on a DC 16 Constitution saving throw or contract rotting disease. At the start of each of its turns, the diseased creature must succeed on a DC 16 Constitution saving throw or take 7 (2d6) necrotic damage. If it succeeds on two consecutive saving throws against the disease, the disease is cured.

Actions

Multiattack. The rot harbinger makes two claw attacks.

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

Glob of Decay. *Ranged Weapon Attack:* +7 to hit, range 30/90 ft., one target. *Hit:* 28 (8d6) necrotic damage.



Sanguineous Drinker

Skeletal creatures with exposed entrails packed into their ribcages and hip bones, sanguineous drinkers may be mistaken for mohrgs by the untrained eye. Though their blood soaked exterior differentiates them along with the lack of the mohrg's bizarre tongue.

Blood Drinkers. Sanguineous drinkers seek to drain the blood of their prey. They attack with their long finger bones, deformed into sharp claws and hollowed like syringes, which draw the blood from the victim as they are plunged into its flesh. The blood runs through capillary tunnels in the drinker's bones, connected by sinewy tissue at the joints and is absorbed by its bloating entrails, where it serves to heal its wounds and fractures.

In turn, a sanguineous drinker sometimes uses its claws to rupture its own bloated organs, causing the blood it collected

to spew forth and cover an area around it. Mixed with mucous, rotten fluids from the creature's body, the blood spewing forward is especially slippery, allowing the drinker to restrict its opponents' movement and gain an advantage.

Origins in Blood. Sanguineous drinkers can come about in one of two ways. Either a necromancer creates it in a ritual from a corpse boiled in blood, or it arises from a particularly evil individual who died in an environment corrupted by necrotic energy and soiled with blood, such as places used for ritual sacrifices to evil deities. Sanguineous drinkers that spawned on their own tend to lurk in the place they were born, waiting patiently for victims to stray close. The drinker will make this place its lair, which over time becomes even more caked in the blood of the creature's victims, and strewn with their eviscerated and drained corpses.

Undead Nature. A sanguineous drinker doesn't require air, food, drink, or sleep although it greedily consumes the blood of its victims whenever it can.

Sanguineous Drinker

Medium undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	7 (-2)	10 (+0)	14 (+2)

Skills Perception +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages any languages it knew in life

Challenge 4 (1,100 XP)

Actions

Multiattack. The sanguineous drinker makes two melee attacks with its claws.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the sanguineous drinker regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Blood Spray. The sanguineous drinker deals 5 damage to itself and sprays blood in a 10 foot radius around itself. The area becomes slippery and creatures in the area other than sanguineous drinkers must succeed on a DC 14 Dexterity saving throw or fall prone, when the blood spray is used. A creature that enters the sprayed area or ends its turn there must also succeed on a DC 14 Dexterity saving throw or fall prone. The area remains slippery for 1 minute before the blood dries up.



Scaled Stalker

The creatures known simply as scaled stalkers in the Common tongue are spiny, almost reptilian humanoid of hulking proportions. They are consummate and skilled warriors, proud and eager to make use of their talents. Although they are business-like and methodical about combat, they still take pride and perhaps some perverse joy in the business of killing.

Pillagers and Mercenaries. Raiding and pillaging are the way of life of scaled stalkers and they often fight alongside armies of evil creatures in order to expand their reach and ability to plunder and sow terror. They also make good mercenaries, as they know how to follow orders, have no issues with atrocity, and the only demand they make of their employer is the right to raze and loot, which is why they are rarely, if ever, found in the service of a more compassionate leader.

Bands of scaled stalker mercenaries are usually lead by an individual, who not only surpasses its kin in combat prowess, but also has the negotiation skills to work out contracts and deals.

Warriors of the Warm Plains. Although they vaguely appear to be, scaled stalkers are not truly reptilian and their bodies produce their own heat. Nonetheless their thick hides are good at deflecting not only blades but also the heat of the sun in the hot, arid environments the stalkers are native to.

Scaled Stalker Bandleader

Large monstrosity, lawful evil

Armor Class 16 (natural armor, shield)

Hit Points 76 (8d10 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	13 (+1)	12 (+1)	10 (+0)

Saving Throws Wis +3

Skills Athletics +8, Insight +4, Intimidation +6, Perception +4, Persuasion +3

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 14

Languages Common, Giant

Challenge 5 (1,800 XP)

Action Surge (Recharges after a Short or Long Rest).

On its turn, the scaled stalker can take one additional action.

Opening Strike (Recharges after a Short or Long Rest).

When the scaled stalker hits a creature with a melee attack, one ally of its choice may immediately make a single melee attack against that target as a reaction.

Tyrannical Leader. If a scaled stalker within 60 feet of the bandleader that can see the bandleader fails a saving throw against an effect that would frighten it, the bandleader can make a 15 Charisma (Intimidation) check against that stalker as a reaction. On a success, the target is frightened of the bandleader instead of the source of the original effect.

Actions

Multiattack. The scaled stalker makes two melee attacks with its longsword.

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

Scaled Stalker Grunt

Large monstrosity, lawful evil

Armor Class 16 (natural armor, shield)

Hit Points 63 (6d10 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	11 (+0)	8 (-1)	8 (-1)

Saving Throws Wis +1

Skills Athletics +6

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 9

Languages Giant

Challenge 3 (700 XP)

Action Surge (Recharges after a Short or Long Rest).

On its turn, the scaled stalker can take one additional action.

Actions

Multiattack. The scaled stalker makes two melee attacks with its longsword.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.



Shadar-Kai

The grey-skinned and dark eyed shadar-kai are possibly the most common fey of shadow, which is why they often are used synonymously with the term shadow fey. They are humanoid and slender in appearance, and their hair, which they usually wear long, tends to be light grey or white.

Power of Shadow. A long time ago when the humanoid races first arose, the shadar-kai saw their rule endangered and made a pact with the Plane of Shadows. Using their knowledge of shadow magic, the shadow fey tried to plunge the world into an eternal twilight, in which they could rule supreme. The experiment went awry, instead binding the shadar-kai's souls permanently to the Plane of Shadow, both a curse and a blessing to these fey. Their affinity with darkness allows them to meld into shadows and become all but invisible. On the flipside, the Shadow Plane constantly pulls at a shadar-kai's soul and if the fey loses control, a portion of its soul is absorbed by the shadows. A shadar-kai who loses too much of its soul in this way, is consumed permanently by the Shadow Plane and almost impossible to bring back, even by powerful divine magic.

Bitter Hatred. This curse has left the shadar-kai embittered and grim. The Shadar-Kai hate the mortal races that took from them what they consider their domain and even in their struggle against their curse seek to retake what is theirs with shadow magic and the power of the Plane of Shadow. They often utilize or ally with unseelie fey and other creatures related to the Plane of Shadow to achieve this goal.



Attack from the Dark. Shadar-kai prefer mobility and subtlety in battle, making use of light armor and agile weapons, such as scimitars, rapiers and their signature chain blades, sharp blades attached to the ends of a long metal chain. A weapon that is quick and provides extra reach, but is difficult to handle properly. They strike from the shadows, both literally and figuratively. Shadar-kai spellcasters prefer shadow and illusion magic over more crude and direct methods, such as blasting foes with energy projectiles.

Gal-Ralan. Even the temporary solutions the shadar-kai have devised cause them to struggle with constant pain. Many wear cold-forged iron arm bands that protect them from the Shadow Curse but cause unending pain. While wearing a gal-ralan, a shadar-kai has its Constitution score reduced by 1 but has advantage on saving throws against the Shadow Curse.

Shadar-Kai

Medium fey, neutral evil

Armor Class 14 (studded leather)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	11 (+0)	11 (+0)	10 (+0)	9 (-1)

Skills Perception +2, Stealth +6

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Common, Elven, Sylvan

Challenge 1/2 (100 XP)

Gal-Ralan. The shadar-kai wears a gal-ralan, the Constitution penalty is already included in its statistics.

Hide in Plain Sight. As long as it is not illuminated by sunlight or a *daylight* spell, the shadar-kai can hide without having anything granting it concealment.

Shadow Curse. Whenever the shadar-kai becomes incapacitated, it must succeed on a DC 11 Wisdom saving throw or lose a portion of its soul to the shadow plane. Its hit point maximum becomes permanently reduced by 4 (1d8). A shadar-kai whose hit point maximum is reduced to 0 by this effect dies and cannot be resurrected, except with a *true resurrection* spell. A *wish* spell can restore the shadar-kai to its full hit point maximum.

Shadow Lurker. The shadar-kai has advantage on Dexterity (Stealth) checks made to hide in dark or shadowy conditions.

Sneak Attack (1/turn). The shadar-kai 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 feet of an ally of the shadar-kai that isn't incapacitated and the shadar-kai doesn't have disadvantage on the attack roll.

Actions

Chain Blade. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shadow Beasts

Often referred to as fiends due to their extraplanar nature and tendency toward evil, shadow beasts are misclassified as such since they actually hail from the Plane of Shadows.

Servants of War. Shadow beasts center their existence around service in war. They naturally gravitate toward powerful warlords of their home plane, be it cloakers, nightshades, dread wraiths, or humanoids residing on the Plane of Shadows. They might make their way to the Material Plane of their own volition, they offer their service as mercenaries to any warlord willing to accept and able to pay them. Shadar-kai are among the most common employers of shadow beasts. Being powerful creatures, they provide the direct force that the shadow fey lack.

Mutual Avoidance. Although there is no open hostility between the different types of shadow beast, and they do not wage war against each other on their home plane, they tend to avoid each other. They typically refuse to serve in the same company as a shadow beast of another kind. Only rarely will they agree to work together. Khumats are out of all of them the most likely to cooperate with other types of shadow beasts.

Ghirrash

Ghirrashes are great, feline beasts with four forelimbs and vicious claws. Being associated with shadow, they are very reminiscent of the displacer beasts of the Feywild. Having not only similarities in their appearance but also the same illusory displacement ability. Ghirrashes can stand on two legs or get down to slink forward on all six limbs. Their bite paralyzes victims, while their multitude of claws rips their flesh from their bones.



DH 03

Khumat

The crocodilian khumats are native to the swamps of the Shadow Plane, where they swim idly through the murky waters, hunting for prey, if left to their own devices. As soldiers they are however comfortable marching across land and following orders, although amphibious strikes are perhaps the best use of their abilities.

Thaskor

Thaskors appear to be elephantine brutes, belying their deceptiveness and fiendish wits. While usually moving on all fours, they can rear up on their hind legs to get better reach with their muscular forelimbs. Thaskors enjoy smashing into combat, hitting their opponents with the full weight of their massive bodies.

Ghirrash

Large monstrosity, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	13 (+1)	12 (+1)	15 (+2)

Skills Acrobatics +6, Athletics +8, Stealth +6

Damage Resistances acid, cold, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal, Common, Infernal

Challenge 6 (2,300 XP)

Displacement. The ghirrash projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the ghirrash is incapacitated or has a speed of 0.

Magic Resistance. The shadow beast has advantage on saving throws against spells and other magical effects.

Pounce. If the ghirrash moves at least 20 feet straight toward a creature and then hits it with a weapon attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the ghirrash can make two claw attacks against it as a bonus action.

Actions

Multiattack. The ghirrash makes three melee attacks, one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or be paralyzed for one minute. At the end of each of its turns the creature can repeat the saving throw, ending the effect on itself on a success.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Khumat

Large monstrosity, neutral evil

Armor Class 18 (natural armor)

Hit Points 104 (11d10 + 44)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	19 (+4)	8 (-1)	13 (+1)	8 (-1)

Skills Athletics +8, Stealth +6, Survival +4

Damage Resistances acid, cold, lightning; bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal, Common, Infernal

Challenge 7 (2,900 XP)

Hold Breath. The khumat can hold its breath for 15 minutes.

Magic Resistance. The shadow beast has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The khumat makes two melee attacks, one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the khumat can't bite another target.

Tail. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage.



Thaskor

Large monstrosity, lawful evil

Armor Class 20 (natural armor)

Hit Points 136 (13d10 + 65)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	21 (+5)	12 (+1)	13 (+1)	16 (+4)

Skills Athletics +11, Perception +4, Survival +4

Damage Resistances acid, cold, lightning; bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Common, Infernal

Challenge 8 (2,900 XP)

Powerful Charge. If the thaskor moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 19 Strength saving throw or be knocked prone. If the target is prone, the thaskor can make one attack with its slam against it as a bonus action.

Magic Resistance. The shadow beast has advantage on saving throws against spells and other magical effects.

Trumpeting Blast (Recharge 5-6). As a bonus action, the thaskor blows a thundering blast in a 15 foot cone. Creatures within the area, who can hear the thaskor, must succeed on a DC 16 Constitution saving throw or be stunned for 1 round.

Actions

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (2d8 + 8) piercing damage

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (2d10 + 8) bludgeoning damage.



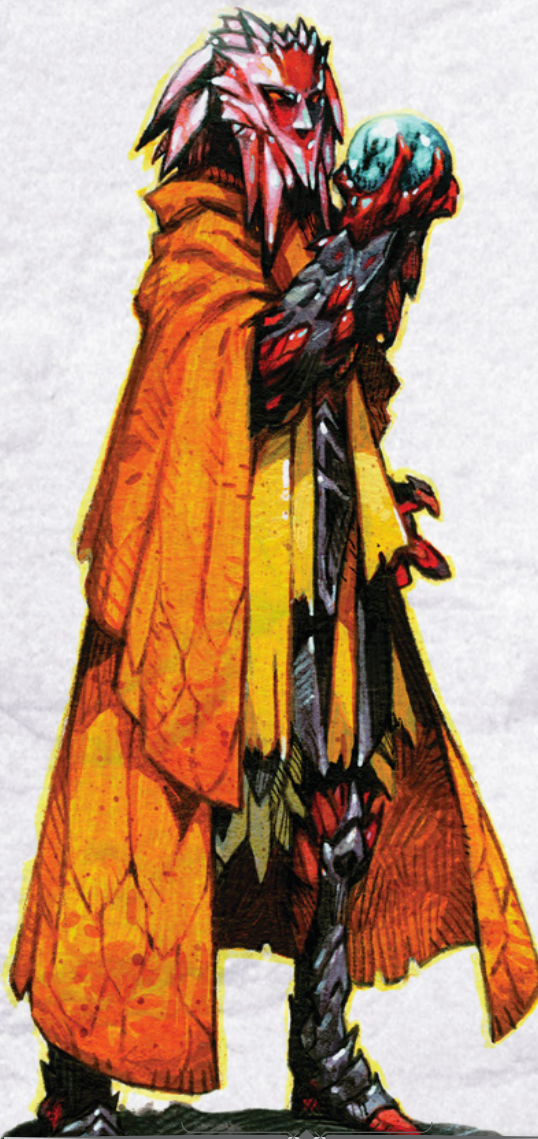
Shardmind

Long before mortal reckoning, when gods and primordials were at war, the Living Gate stood as a guardian, warding off the horrors of the Far Realm. In time this living barrier was shattered by mind flayers, beholders and other aberrations, which surged into the mortal world to conquer and kill. The Gate however was all but defeated. From its fragments arose the shardminds, psionic creatures composed of living crystal.

Enemies of the Far Realm. With a shared memory reaching back as far as time itself, the shardminds seek to restore the living gate and contain the influence of the Far Realm. They are sworn enemy of its denizens and are coldly pragmatic about their fight against the far realm. They consider other humanoid expendable resources for the greater goal of containing the Far Realm. When working together with other races, shardminds prefer easily manipulated subjects, such as ogres or orcs.

Shard Slayers. A common philosophy among shardminds is known as the Shard Slayer. These shardminds believe the Living Gate can be restored but only by slaying all shardminds. The shard slayers scour the lands to either kill or recruit others of their kind to their cause.

Living Constructs. A shardmind does not need to breathe or eat. Instead of sleeping it enters an inactive state for 4 hours every day in which it does not move or take any actions. It is fully aware of its surroundings and can end this state at any time.



Shardmind Psion

Medium humanoid (shardmind), neutral

Armor Class 14 (studded leather)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	17 (+3)	12 (+1)	12 (+1)

Skills Arcana +5, History +5

Damage Resistances psychic

Senses passive Perception 11

Languages Common, Deep Speech, telepathy 25 ft.

Challenge 1 (200 XP)

Living Construct. The shardmind is immune to disease.

Innate Spellcasting (Psionics). A shardmind's innate spellcasting ability is intelligence (Spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect thoughts*, *suggestion*

1/day each: *dominate monster*, *scrying*

Shard Swarm (Recharges after a Short or Long Rest).

The shardmind's form cascades into a swarm of swirling crystal shards momentarily. While in this form the shardmind gains a fly speed equal to its walking speed. At the end of its turn, the shardmind regains its regular, solid form.

Actions

Mind Thrust. The shardmind strikes a creature within 120 feet of it with psychic energy. The target must succeed on a DC 12 Intelligence saving throw or take 11 (2d10) psychic damage.

Shardmind Warrior

Medium humanoid (shardmind), neutral

Armor Class 16 (breastplate, shield)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+1)	14 (+2)	12 (+1)	10 (+0)	10 (+0)

Skills Arcana +3

Damage Resistances psychic

Senses passive Perception 10

Languages Common, Deep Speech, telepathy 25 ft.

Challenge 1/2 (100 XP)

Living Construct. The shardmind is immune to disease.

Shard Swarm (Recharges after a Short or Long Rest).

The shardmind's form cascades into a swarm of swirling crystal shards momentarily. While in this form the shardmind gains a fly speed equal to its walking speed. At the end of its turn, the shardmind regains its regular, solid form.

Actions

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

Shardsoul Slayer

Medium construct, chaotic evil

Armor Class 16 (natural armor)

Hit Points 64 (8d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	7 (-2)	5 (-3)	8 (-1)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 7

Languages Common, Deep Speech, telepathy 25 ft.

Challenge 3 (700 XP)

Disorienting Aura. A creature that begins its turn within 5 feet of the shardsoul slayer must succeed on a DC 14 Wisdom saving throw or become charmed by the shardsoul slayer for 1 round. While charmed, the creature is incapacitated, its speed becomes 0 and it can't benefit from any bonus to its speed.

Death's Release. When the shardsoul slayer dies, it can choose another shardsoul slayer within 120 feet. The target gains the dying shard soul slayer's choice of either advantage on all saving throws or advantage on attack rolls for two rounds.

Actions

Multiattack. The shardsoul slayer makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.



Shardsoul Slayer

Shardsoul slayers (not to be confused with shardminds following the Shard Slayer philosophy) are humanoid constructs with a lithe angular physique and exaggerated proportions in their extremities. Their method of construction turns them into utterly mad and violent creatures.

Splintered Souls. Shardsoul slayers are never created one at a time. The process of creating these construct requires an elemental spirit to be splintered and bound to multiple prepared shardsoul slayer bodies. This process is agonizing and drives the spirit into a violent madness. The constructs radiate this madness in an aura around them, that severely disorients other creatures, rendering them defenseless in the worst of cases.

When a shardsoul slayer is destroyed, its splinter or the elemental's soul seeks out another of its kind to rejoin its parts. As it enters the other slayer's body, the other construct is then invigorated by the sensation of becoming just slightly more whole than it was before, gaining a shortlived surge of energy. Although they yearn to be destroyed and rejoin the shards of their souls, they still desire to live long enough to inflict terrible pain and chaos. And so they seek to meet violent ends in particularly brutal and hard fought battles.

Rogue shardsoul slayers that come across others of their kind, are drawn instinctively to become a unit and fight alongside one another, perhaps by their shared desire to become whole again.

Unstable Servitors. Shardsoul slayers were first created, and continue to be made by the derros, who utilize them as potent but unpredictable weapons. Their madness is sometimes said to be meant to reflect their masters' own state of mind, while other theories hold that the derros themselves are too insane to appreciate how dangerous and lethal their creations can be, even to their creators. Whatever the case, it is true that shardsoul slayers are extremely dangerous and appear just as likely to turn on their creators as they are to serve.

Being used as shock troops and vanguard scouts, shardsoul slayers occasionally escape their masters and seek out places where they can wreak the most havoc. As such they are drawn to populous areas, wether in the Underdark or on the surface.

Other shardsoul slayers turn directly on their derro masters and will slaughter their creators. Once their madness induced rampage is satiated, they may remain within the bloodied and abandoned ruins, confused as to what to do with themselves, or begin wandering and seeking places to vent their violent insanity against more victims.

The shardsoul slayers still under the control of their creators usually adhere to their masters' orders obediently, doing exactly as they are told.

Construct Nature. A shardsoul slayer doesn't require air, food, drink, or sleep.



Shocker Lizard

Little swarming reptiles, arcing with electric potency, skitter about warm marshlands. These blue and black creatures are known simply and succinctly as shocker lizards. Aside from their distinct coloration, they are marked by a set of three long horns extending from their heads

Arcing Predators. Shocker lizards hunt for smaller prey, such as fish and small reptiles and mammals. They make use of the damp condition of their preferred habitats, which conducts their electricity and allows them to stun prey more efficiently. Shocker lizards are ambush predators who are comfortable waiting passively for prey to happen by their hiding spot which is when they strike with an electric discharge, stunning their prey and then attacking with their bite, or swallowing the stunned prey alive, if it is small enough. When they are gathered in greater numbers, shocker lizards are not afraid to go after larger prey. When arcing their lightning between them, the shocker lizards' discharges become more potent with each lizard contributing and turn from stunning to downright lethal shocks. The lizards will avoid attacking in melee until their target is stunned or otherwise incapacitated and only then use their electrically charged bites to finish it off.

Electric Warning Display. Like most natural animals, shocker lizards dislike fighting and will not attack larger creatures unless they are very hungry and outnumbering their prey. When faced with a potential opponent, it will usually use a clicking warning sound to deter the intruder. The clicking is produced by subtle electrical discharges which can be sensed by creatures within ten feet of the lizard, as a tingling feeling in their skin and hair. If their warning fails, the lizards will begin to discharge lightning to administer stunning shocks, keeping a distance from their opponent, if possible.

Shocker Lizard

Small monstrosity, unaligned

Armor Class 13

Hit Points 13 (3d6 + 3)

Speed 40 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	13 (+1)	3 (-4)	12 (+1)	6 (-2)

Saving Throws Dex +5

Damage Resistances lightning

Senses electricity sense 100 ft., passive Perception 11

Languages —

Challenge 1 (200 XP)

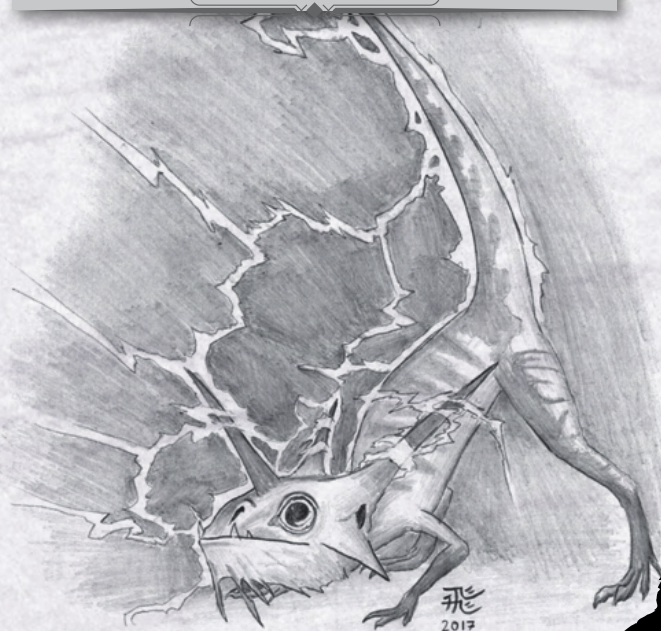
Electricity Sense. The shocker lizard automatically detects electrical charges within 100 feet, such as lightning spells and abilities being used or creatures and machines using electricity.

Stunning Shock. As a bonus action the shocker lizard can deliver an electric shock to a creature within 5 feet. The target must succeed on a DC 13 Dexterity saving throw or become stunned for 1 round. If the target has 13 (3d8) hit points or fewer it falls unconscious for 1 hour. A creature awakens if it takes damage or if someone uses an action to shake or slap it awake.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage plus 3 (1d6) lightning damage.

Lethal Shock. If two or more shocker lizards within 20 feet of each other are working together by using this action, at the end of the round they create a lethal discharge. Creatures within 20 feet of one contributing shocker lizard must make a DC 13 Dexterity saving throw, becoming stunned for 1 round and taking 9 (2d8) lightning damage for each contributing shocker lizard (to a maximum of 54 (12d8) lightning damage) on a failed save, or half as much damage on a successful one.



Skulk

Skulks are hairless humanoids, not unlike androgynous humans in appearance. Though their natural skin tone is grey, they can change it to adopt any color, as subdued or as vibrant, as light or as dark as they wish. But even when assuming a human skin tone, their deep blue, pupilless eyes remain as an identifying feature.

Untouchable and Unseen. The creatures today known as skulks were once members of an underprivileged caste of an ancient human empire. As this empire began to crumble, these people withdrew from the world using a magical ritual, which would give literal meaning to their untouchable status. The skulks gained the ability to conceal their presence, fading from sight almost entirely and even leaving hardly any tracks in their path and resisting divination magic, granting them peerless stealth and evasiveness.

Nocturnal Murderers. Many skulks take pride in their acts of violence and those among them who display the greatest skill at assassination and silent murder become leaders of their communities. They organize into small bands, generally referred to as coterie, which stalk human towns and cities, emerging at night to steal supplies and other necessities. These raids usually leave behind murdered victims, from night watchmen being in their way, to innocent people sleeping nearby, simply because the skulks revel in the senseless violence they cause. Skulks particularly enjoy going after nobles and rich merchants, seemingly in an act of retribution toward the privileged class that treaded over their kind in ancient times.

A murder scene left behind by skulks often cause onlookers to jump to the conclusion of a ghost cult or similarly outlandish scenarios, as the skulks are particularly adept at entering and leaving without leaving any trace. A skulk which allows itself to be tracked and followed to the coterie's lair will face swift and fatal punishment from their leader.

Not all skulks indulge in bloodletting and murder, those among them who chose to abstain from such vile indulgences usually eke out their existence by scavenging and stealing from human societies. Thanks to prejudice, they are no less reviled by humans than their own murderous kin, and rarely have a chance of properly joining civilized society. Other skulks disdain these individuals as well and so these tragic creatures have to live in hiding from both humans and their own kind.

Indiscriminate Assassins. The more skilled among skulks make highly effective hired assassins, and callous or cruel individuals often seek the service of skulks in order to "remove" political opponents or other people presenting an obstacle to their plans. The hand of a skulk assassin is recognizable by the fact that aside from the assassin's mark and perhaps their bodyguards, several victims can be found, who were of no importance and would not have posed an obstacle to the killer. Nonetheless aside from a trail of bodies, it is nearly impossible to find traces of the assassin's presence.

Skulk NPCs

Skulks using the Assassin or Spy NPC statblocks from the *Monster Manual* and the Master Thief from *Volo's Guide to Monsters* make for fitting and deadly enemies at their appropriate levels. See the Monsters as Characters section on page 210 for skulk racial features.



Skulk

Medium humanoid (skulk), chaotic evil

Armor Class 14 (studded leather)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Acrobatics +4, Athletics +2, Stealth +6

Tools thieves' tools

Senses darkvision 60 ft., passive Perception 9

Languages Common

Challenge 1/4 (50 XP)

Innate Nondetection. The skulk is extremely difficult to detect. It is affected as if under the permanent effect of a *nondetection* spell.

Peerless Camouflage. The skulk has advantage on all Dexterity (Stealth) checks.

Trackless Path. Other creatures have disadvantage on Wisdom (Survival) checks made to track the skulk.

Actions

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

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Skull Lord

At first glance, a skull lord is a humanoid skeleton, usually clad in finely crafted armor and robes, ravaged by age. It is adorned by not a single, but three crowned skulls.

Ashes of the Tower. Stories of the origin of the skull lords contradict each other, but generally refer to the destruction of a great necromancer's tower, from the ashes of which the skull lords arose. It is unclear whether the necromancer intentionally brought them forth or they were spawned from the residual necromantic energy suffusing the ruins. Legends state that since their creation, the skull lords have been seeking the lost regalia of their master—a staff, a rod and a mask of necromantic power—with hopes of recalling him from oblivion and reforming his phylactery so that he might return as a lich.

Skulls of Power. Each of a skull lord's heads has a different power. Each of these powers grants it command over bone in a different way.

The beckoning skull can command the bones of a living creature to rebel against their own body. Shards and splinters of

bone separate from the victim's skeleton and burrow through its flesh to join the skull lord, who may choose to use the fragments to mend its own or the bones of another skeletal creature under its sway. Alternatively the skull lord might hold the shards within its spitting skull.

The spitting skull infuses bone shards it holds with necromantic coldness and spits them at a target, piercing the target's flesh and delivering a flash of cold.

The creator skull, the central and most powerful of the skull lord's heads has the power to call bones to life. It can create undead skeletons of any kind, typically from the many remains strewn across their lairs. Skull lords are known especially for the bizarre amalgamations of bone known respectively as bone-spurs and serpentir.

Solitary Masters. While sharing a goal, skull lords do not cooperate, with each other, or other creatures. Each pursues their goal individually, aided only by their skeleton thralls.

Undead Nature. A skull lord doesn't require air, food, drink, or sleep.

Skull Lord

Medium undead, lawful evil

Armor Class 17 (half plate)

Hit Points 156 (24d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	15 (+2)	14 (+2)	15 (+2)	17 (+3)

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

Skills Arcana +5, Perception +5, Religion +5

Damage Vulnerabilities bludgeoning

Damage Immunities cold, poison

Condition Immunities exhaustion, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages all languages it knew in life

Challenge 9 (5,000 XP)

Create Bone Staff. As a bonus action, the skull can create a bonus staff. It can have only one bone staff in its possession at a time. If it loses possession of its bone staff, the staff breaks and the skull lord is free to create a new one.

Innate Spellcasting. A skull lord's innate spellcasting ability is Charisma (Spell save DC 15). It can innately cast the following spells, requiring no material components:

1/day each: *cure wounds* (level 5, undead only), *invisibility*, *meld into stone*, *wall of fire*

Magic Resistance. The skull lord has advantage on saving throws against spells and other magical effects.

Skull Loss. When the skull lord is reduced to two thirds of its maximum hit points, one of its heads shatters. It can no longer use one randomly determined legendary action. If it is reduced to one third of its hit point maximum, it loses the use of another legendary action.

If the skull lord regains enough hit points for its hit points to go back above one or two thirds of its maximum hit points, it regains the use of one of its lost legendary actions, determined randomly.

Three-Headed. The skull lord has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Actions

Bone Staff. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 12 (3d8) cold damage.

Legendary Actions

The skull lord can make 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 skull lord cannot use the same legendary action more than once before the start of its next turn. The skull lord regains spent legendary actions at the start of its turn.

Bone Beckon. The skull lord's beckoning skull commands the bones of one creature it can see within 30 feet to come forth. If the target has a skeletal system, must succeed on a DC 15 Charisma saving throw or take 10 (3d6) piercing damage. The skull lord may choose itself, or a skeleton or undead creature created by it within 30 feet. The chosen creature immediately regains 7 (2d6) hit points. Alternatively the skull lords can hold the bone shards in its spitting skull.

Bone Shard. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 6 (1d8 + 4) piercing damage plus 12 (3d8) cold damage. If the skull lord is holding the bone shards of the target in its spitting skull (see Bone Beckon ability), the attack has advantage to hit and the target's bones are no longer held in the skull.

Create Servitor (Costs 2 Actions). The skull lord's creator skull creates any type of skeleton (see Appendix B: Zombies and Skeletons, and Monster Manual pages 272, 273) from nearby bones. The created creature obeys the skull lord's telepathic orders (no action required) or defends the skull lord to the best of its ability, if it has no orders. The skull lord can control up to three creatures with a combined XP value of 2,300 or less at a time. It cannot create any additional creatures above these limitations.



Skull Lord Lairs

Skull Lords prefer cavernous tombs, such as large underground mausoleums or pyramids. The tomb is always filled with large amounts of bones, packed into loculi and strewn across the ground. The skull lord surrounds itself with its skeletal minions and often has sophisticated and deadly mechanical traps embedded into the labyrinthian corridors of its lair.

A skull lord encountered in its lair has a challenge rating of 10 (5,900 XP).

Lair Actions

On initiative count 20 (losing initiative ties), the skull lord can take a lair action to cause one of the following magical effects; the skull lord can't use the same effect two rounds in a row:

- The skull lord imbues the bones strewn across its lair with false life and skeletal arms and jaws grasp for the skull lord's enemies. Creatures of the skull lord's choice within 30 feet of the skull lord must succeed on a DC 14 Strength saving throw or become restrained for 1 minute. On its turn a creature can use its action to make a DC 14 Strength check, freeing itself on a success.
- The skull lord wills some of the bones in its lair to assemble into Medium beastfolk skeletons (see Appendix B). The skeletons act at the end of each of the skull lord's lair actions. Each of these skeletons has only 1 hit point. The skull lord cannot maintain more than four skeletons created by this ability at a time. Any skeletons created beyond this number, immediately fall apart into inert bones again.
- The skull lord beckons bones from the surrounding lair to repair its own form. The skull lord regains 18 (4d8) hit points.

Regional Effects

A region containing a skull lord's lair is changed by the skull lord's influence, which creates one or more of the following effects.

- The local fauna is slowly being replaced by skeletal versions of itself, until insects and other creatures without an endoskeleton are the only living beings within 5 miles of the lair.
- The earth, as well as lakes and other stagnant natural waters within one mile of the lair dry up and plant life dies in the region.
- Creatures within 1 mile of the lair sometimes feel a faint ache in their bones.

If the Skull Lord dies, the first effect stops progressing immediately, the second effect fades over the course of 3d10 days and the third effect immediately ends.

Skullbat

A withered humanoid head, face and hair caked in congealed blood and gore, that flies on a pair of batlike wings, a skullbat is an unsettling sight which is easily confused with the dreadful vargouilles. Skullbats however are not related to these creatures. They are undead rather than creatures of fiendish origin and are created from dying vampires.

Doubly Cursed. Slaying a vampire is not an easy task, despite its many weaknesses, conventional weapons barely wound the creature and even then the wounds caused will heal quickly. In order to make sure, a vampire dies and stays dead, the would-be vampire slayer will likely expose it to sunlight, running water or holy water or attempt to sever its head.

When a vampire attempts to escape death by transforming into its bat form just before being decapitated, the transformation can be interrupted in a grotesque manner if the head is severed after the transformation was initiated but before it is completed. The bat wings sprout from the vampire's head, as it is lopped off its body. The vampire's consciousness remains preserved in the severed and bloodied head, and it is forced to retreat in this state, fluttering away on its wings.

With its body destroyed and the transformation only partially completed, the state of the vampire head quickly deteriorates, as its flesh withers and its mind goes insane, stuck in this pitiful new form.

Messy Feeders. A skullbat retains its vampire form's thirst for blood, however without its body, this process becomes much more difficult. The skullbat must latch onto its victim, biting deep into its flesh and draining blood from a wound that opens further and further as the skullbat's teeth dig deeper, trying to maintain its hold. As it feeds the skullbat gets routinely covered in the blood spilling from its victim's growing wound, which results in skullbats' routinely blood-drenched appearance.

Cruel Punishment. Some highborn or otherwise influential vampires use transmutation magic to tease out another vampire's bat form transformation or magically dominate them and force them to change. They use this to transform vampires who betrayed them or broke their laws into skullbats as punishment. Such a fate is worse than death to a vampire and the prospect of this punishment helps vampires of high status keep even large vampire courts in line.

While most will release the pathetic creature to fend for itself, some vampires keep the skullbats they create in punishing their underlings as lowly pets. This serves both to further punish the creature and to remind other servants of what fate awaits those who would defy the vampire. A particularly vindictive vampire lord may sometimes have entire aviaries filled with skullbats, which they might release upon intruders or in a fit of vengefulness when a nearby mortal town incurred the vampire's wrath.

Undead Nature. A skullbat doesn't require air or sleep. It feeds purely on the blood of the living to survive.



Skullbat

Tiny undead, lawful evil

Armor Class 14

Hit Points 27 (6d4 + 12)

Speed 0 ft. fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	18 (+4)	15 (+2)	6 (-2)	14 (+2)	13 (+1)

Damage Resistances necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities poisoned, prone

Senses blindsight 80 ft., darkvision 120 ft., passive Perception 12

Languages understands all languages it knew in life but can't speak

Challenge 1 (200 XP)

Latch On. When the skullbat hits a creature with its bite attack, its teeth burrow into the target, locking the skullbat tight to its victim's flesh. While the skullbat remains attached, the skullbat is restrained, but the target can move and act normally. The skullbat remains attached and is moved with the creature if the creature moves or is moved. A creature can use an action to attempt a Strength (Athletics) checks to grapple and remove the skullbat from itself or another creature within 5 feet, while the skullbat may detach at will without using an action. If the skullbat is detached in any way, it is no longer restrained.

While the skullbat is attached to the target, it cannot use any actions or move. At the end of each of its turns, the skullbat automatically deals 14 (4d6) necrotic damage to the target and regains that many hit points.

Sunlight Hypersensitivity. The skullbat takes 5 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage and 7 (2d6 necrotic damage. The skullbat regains an amount of hit points equal to the necrotic damage dealt.

Skum

Medium aberration, chaotic evil

Armor Class 11

Hit Points 22 (4d8 + 4)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+4)	13 (+1)	13 (+1)	10 (+0)	10 (+0)	6 (-2)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Deep Speech

Challenge 1 (200 XP)

Amphibious. The skum can breathe air and water.

Actions

Multiattack. The skum makes two melee attacks, one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.



Skum

The powerful, but ultimately pitiful creatures known as skum were created by aboleths from human stock to serve as slaves. They resemble a twisted hybrid of human and fish with fins mutated into deformed arms and legs with webbed and clawed digits, as well as a spiny frill running along the back. Some skum are trained to wield weapons, others use their teeth and claws.

Spark Lasher

Spark lashers resemble bizarre, bloated plants. They lurk motionlessly in swamps using their appearance to blend in with the surrounding vegetation, waiting for prey to stray close. Once a target is within reach, the lasher's tendrils strike out, whipping its prey with a powerful electric discharge.

Spark Lasher

Medium aberration, chaotic evil

Armor Class 12 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	13 (+1)	12 (+1)	8 (-1)	8 (-1)

Skills Perception +3

Damage Immunities lightning

Senses darkvision 60 ft., passive Perception 13

Languages Deep Speech

Challenge 1 (200 XP)

False Appearance. As long as the spark lasher doesn't move, it looks like a harmless plant to creatures unfamiliar with spark lashers.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Tentacles. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage plus 13 (3d8) lightning damage.



Spectral Steed

Some incorporeal undead can be found riding on ghostly steeds, resembling black, grey, or white skeletal horses, some of which may even have skeletal wings. These intangible beasts are known as spectral steeds. The ghosts of knights and other cavalry soldiers often ride these creatures or, if they don't have a spectral steed to ride, seek them out to tame them.

Incorporeal Mounts. Spectral steeds arise when an incorporeal entity capable of spawning more of its kind from other creatures slays a horse. Despite their undead nature, these creatures are timid and flee from the living much like they would have in

life. Other incorporeal undead who retain enough lucidity to understand their own unliving nature may be able to tame and train a spectral steed however. The creatures serve as fast transportation and can make a deadly charge attack, rushing right through an opponent's body.

Other spectral steeds may be spawned along with their rider if an individual with a mount to which they have a close personal or supernatural bond, or simply an exceptionally willful knight who refuses to allow their steed to be relieved from its service to its master dies along with their steed.

Undead Nature. A spectral steed doesn't require air, food, drink, or sleep.

Spectral Steed

Large undead, neutral evil

Armor Class 11

Hit Points 30 (4d10 + 8)

Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	14 (+2)	3 (-4)	14 (+2)	10 (+0)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Ethereal Sight. The spectral steed can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The spectral steed can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Soul Charge (1/Day). If the spectral steed moves at least 20 feet in a straight line through at least one other creature, one creature of the spectral steed's choice that it moved through must make a DC 15 Constitution saving throw. The target takes 28 (8d6) cold damage and has its hit point maximum reduced by an amount equal to the damage taken until it finishes a long rest on a failed saving throw, or takes half as much damage on a successful one. If the creature's hit point maximum is reduced to 0 by this effect, it dies.

Sunlight Powerlessness. While in natural sunlight, the spectral steed is completely powerless and cannot use its soul charge ability or take actions other than Dodge and Dash.

Actions

Hoof Touch. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. **Hit:** 7 (2d6) cold damage and the target must succeed on a DC 12 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken, until it finishes a long rest. If the creature's hit point maximum is reduced to 0 by this effect, it dies.





Spell Weaver

Little is known about spell weavers. These six-armed humanoids have alien faces that strangely resemble those of owls with large, dark eyes. They can twist their heads in any direction thanks to their long and flexible necks.

Purloiners of the Arcane. The only well-known fact about spell weavers is that they seek magic items. Almost every time another sapient creature encounters a spell weaver, the weaver is in search of magic items belonging to other creatures. While usually solitary, spell weavers do occasionally organize with each other into raiding parties, when the item or items they wish to acquire are beyond the reach of a single weaver. These raids are extremely well organized, based on extensive reconnaissance and investigation done beforehand, through scrying magic and traditional spy work aided by their innate ability to cast *invisibility*.

Isolated Minds. Spell weavers do not—and quite possibly cannot—communicate with other creatures. They possess no form of vocalization and only communicate with others of their kind using an otherwise extremely potent and long ranging innate telepathy. Even attempts to communicate with a spell weaver or to probe its mind using telepathic magic will consistently fail.

The spell weavers do not express any sign of desire or willingness to share any information or make conversation with other creatures either. Even when pressed to reveal anything using simple methods, such as gestures or written language, the spell weavers will typically refuse to cooperate. It is unknown whether they even understand other languages or their writing.

Chromatic Disk

Every spell weaver owns a chromatic disk, an indestructible magic device charged with magic energy.

The disk stores 10 points of energy. While casting a spell, a spell weaver can tap into the disk's energy, using a number of energy points equal to the level of the spell it is casting. If it does, the spell does not expend a spell slot for the spell weaver. The spell weaver can tap into the disk's energy for multiple spells at a time, if it wishes.

If a creature other than a spell weaver tries to tap into a chromatic disk's energy, the attempt automatically fails. Instead the disk unleashes an explosion of force energy and all creatures within 30 feet of the disk take 22 (4d10) force damage.

Spell Weaver

Medium monstrosity, neutral

Armor Class 15 (natural armor)

Hit Points 45 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	10 (+0)	18 (+4)	17 (+3)	18 (+4)

Skills Arcana +7, History +7

Damage Immunities Psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 13

Languages telepathy 1,000 miles (spell weavers only)

Challenge 6 (2,300 XP)

Magic Resistance. The spell weaver has advantage on saving throws against spells and other magical effects.

See Invisibility. A spell weaver can see invisible creatures as if under the permanent effect of a *see invisibility* spell.

Innate Spellcasting. A spell weaver's innate spellcasting ability is Charisma (Spell save DC 15). It can innately cast the following spells, requiring no material components:

at will: *detect magic*, *invisibility*
1/day: *plane shift*

Spellcasting. A spell weaver is a 10th level spellcaster. Its spellcasting ability is Charisma (Spell save DC 15, +7 to hit with spell attacks), it knows the following sorcerer spells:

Cantrips (at will): *chill touch*, *fire bolt*, *mage hand*, *true strike*
1st level (4 slots): *burning hands*, *magic missile*, *shield*
2nd level (3 slots): *levitate*, *phantasmal force*
3rd level (3 slots): *lightning bolt*, *slow*
4th level (3 slots): *blight*, *dimension door*
5th level (2 slots): *hold monster*, *telekinesis*

Telepathic Seclusion. The spell weaver is all but immune to telepathy. Attempts to communicate with it or to read its mind using telepathy (such as with a *detect thoughts* spell or similar magic) automatically fail. Any creature making such an attempt must succeed on a DC 15 Intelligence saving throw or take 22 (4d10) psychic damage from the mental feedback and be stunned for 1 round. Spell weavers can communicate with each other using their telepathy ability, but telepathy spells they cast still fail automatically and the casting spell weaver must save against the feedback.

Actions

Multiattack. The spell weaver makes three unarmed strike attacks.

Unarmed Strike. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

Spell Weaving. The spell weaver has 6 arms. It can use them to cast multiple spells at once. For each spell it must use a number of arms equal to that spell's level (it must use at least one arm per spell, even if it is a cantrip). The spell weaver can use this ability to cast multiple spells of level 1 or higher, it is not limited to one spell and one cantrip. If the spell weaver casts multiple spells that require concentration, it can still only choose one spell to concentrate on, all other concentration spells automatically fail.

Spriggan

Spriggans are violent fey related to gnomes, resembling their kin vaguely except for their more monstrous facial features, hunched posture, and exaggerated limbs. They wear their greasy reddish brown hair in proud, bushy messes with scraggly beards and sideburns. Spriggans are unclean creatures with the smell of rancid flesh hanging about them at all times. They are extremely numerous throughout woodlands in temperate and cold regions. They wander their forests in packs, occasionally raiding towns and villages nearby.

Wandering Pillagers. Spriggans might very well make their own permanent residences weren't it for the local population quickly driving them out wherever they choose to linger for more than a few days. They make their temporary lairs in dismal burrows or remote ruins deep in the woods, from which their packs seek out nearby villages and towns to rob and pillage.

On their raids, spriggans will take anything from basic necessities, such as food and drink, to shiny trinkets and especially weapons and armor, for which they have a particular fondness. A spriggan pack rarely owns anything they did not unlawfully take from someone else.

If they are especially desperate, some individual spriggans will attempt to gain entrance into towns by disguising themselves as gnomes. Once inside a town's walls, they sneak around and steal from the local populace in quiet.

Mixed Tactics. When entering combat, a spriggan pack usually swarms between the opponents' ranks before using their innate ability to magically enlarge their form. They grow in size to ogre-like dimensions along with their equipment, turning their usually small weapons into dreadful, oversized blades in the process. Opponents unfamiliar with spriggans are caught off-guard by the sudden change and prodigious strength an enlarged spriggan can bring to bear.

Meanwhile other spriggans slink through the shadows and support their enlarged kin using their innate magic to cast *shatter*. They are also capable of casting *produce flame*, though they rarely use this spell in combat, instead using it to start fires or create light when they need it.

Enlarged Form and Weapons

When swapping out a spriggan's weapon, you should also adjust the weapon attack for its enlarged form. The enlarged version of the weapon is growing by two size categories, so it will use 3 times the normal weapon damage dice. The spriggan will also use its improved Strength score for the enlarged form weapon if it can.

If the spriggan's weapon has the heavy quality, the spriggan should still have disadvantage on attack rolls made with it even when it is Large, since the weapon is now so big that even for a Large creature it is oversized.

You will also notice that for the spriggan presented here the damage type changes from piercing to slashing. This is because for such a large sword it makes more sense to be swung at its opponents rather than thrust. Longswords and greatswords for example—which in their basic blade design are larger versions of the shortsword—are slashing weapons. When giving a spriggan a different weapon, you should use your own judgment to determine whether it should gain a different damage type.



Spriggan

Small fey, chaotic evil

Armor Class 15 (studded leather)

Hit Points 22 (5d6 + 5)

Speed 20 ft. (30 ft. in enlarged form)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	12 (+1)	11 (+0)	9 (-1)	11 (+0)

Skills Acrobatics +5, Stealth +5, Sleight of Hand +5

Senses darkvision 60 ft., passive Perception 9

Tools thieves' tools

Languages Common, Gnome

Challenge 2 (450 XP)

Innate Spellcasting. A spriggan's innate spellcasting ability is Charisma (Spell save DC 10). It can innately cast the following spells, requiring no material components:

At will: *produce flame*, *shatter*

Actions

Enlarge Form (Recharges after a Short or Long Rest).

The spriggan magically grows to an enlarged form. In this form the spriggan becomes Large, has a Strength score of 20 (+5) and gains 15 temporary hit points.

Shortsword (natural form only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Enlarged Sword (enlarged form only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Steel Predator

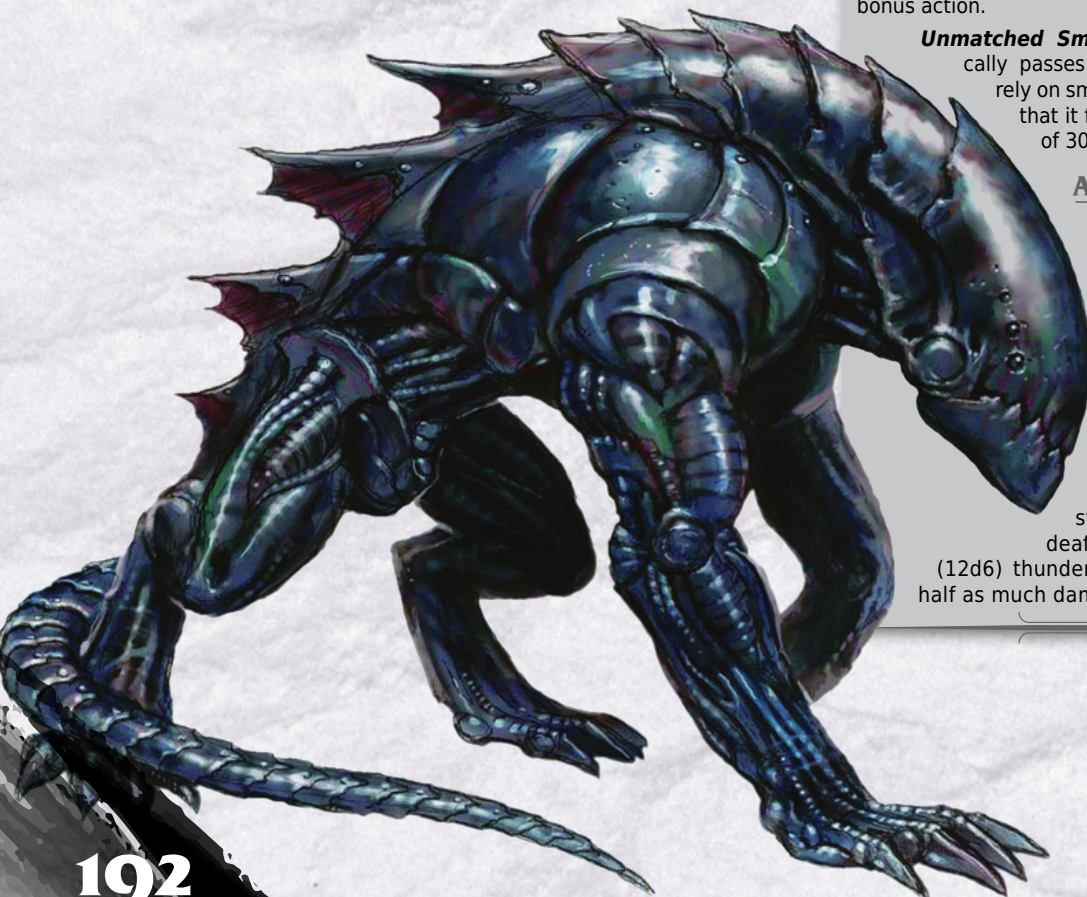
Roaming the cubes of Acheron are metallic beasts known simply as steel predators. Their physique resembling that of great cats, including their prodigious strength and agility, steel predators take their name in part from their metallic flesh and from their diet, consisting purely of metal.

Though they are deaf, steel predators have an instinctual understanding of the Primordial language and can communicate their thoughts to other creatures in their harsh, growling dialect of Terran, if they see the need.

Eldritch Senses. Steel predators are entirely incapable of hearing but make up for this lack with keen eyesight and a sense of smell so acute that they can precisely locate prey in their vicinity just by scent. In addition they can innately detect metallic magic items in a great radius around them. They consider such objects a special delicacy and will rarely pass an opportunity to go after such a morsel.

Pack Tactics. Steel predators usually roam and hunt in packs of six to twelve individuals but can sometimes also be found on their own or in pairs. They search for prey and will attack in a manner not unlike packs of lions, stalking their target and driving it into the waiting ambush of their pack members. They are however much more intelligent than such beasts and capable of adapting their tactics to changing conditions and even outwitting opponents who believe themselves superior.

War Beasts. Some warlords summon or enslave these creatures for their ability to literally chew through metal. They are employed to destroy siege equipment, gates, heavily armored troops and even creatures like golems made from metal. In addition the steel predators are capable of emitting a powerful, thundering roar that can devastate entire formations of soldiers.



Steel Predator

Large elemental, neutral

Armor Class 20 (natural armor)

Hit Points 103 (11d10 + 44)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	21 (+5)	19 (+4)	10 (+0)	16 (+3)	12 (+1)

Skills Acrobatics +9, Perception +7, Stealth +9

Damage Resistances cold, fire

Damage Immunities lightning, poison, thunder

Condition Immunities petrified, poisoned

Senses blindsight 30 ft. (see Unmatched Smell ability), darkvision 60 ft., passive Perception 17

Languages Terran

Challenge 9 (5,000 XP)

Deaf. The steel predator is permanently deafened.

Ferrovore. The steel predator's bite deals double damage against objects and creatures consisting primarily of metal. It has advantage on attack rolls with its bite against creatures wearing armor or with natural armor consisting primarily of metal.

Magic Sense. The steel predator senses the number and direction of every metallic magical object within 120 feet.

Pounce. If the steel predator moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, the steel predator can make one bite attack against it as a bonus action.

Unmatched Smell. The steel predator automatically passes Wisdom (Perception) checks that rely on smell. Its sense of smell is so accurate that it functions as blindsight with a range of 30 feet.

Actions

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

Roar (Recharge 5-6). The steel predator emits a titanic roar in a 40-foot cone. Creatures in the area must make a DC 17 Constitution saving throw, becoming deafened for 1 minute and taking 42 (12d6) thundering damage on a failed save, or half as much damage on a successful one.



Stone Spike

Stone spikes are lesser elemental spirits of earth summoned through dwarvish rituals and bound into a form of rock and crystal, similarly how other elemental spirits may be shaped into water weards or invisible stalkers. They lack their typical form's ability to glide through the earth without disturbing it however, instead burrowing through earth and rock using the diamond-hard spikes at the ends of their four mace-like arms. Stone spikes can be recognized by their column shaped physiques, topped by wide maw on a nearly nonexistent and otherwise faceless head. Their four arms are tipped with crystalline spikes and their entire body is strewn with spiny protrusions of rock and crystal.

Dwarven Assistants. Many dwarven spellcasters summon and bind stone spikes as warriors and workers. The binding ritual gives the elementals a magical understanding of the Dwarvish language to make them easy to command for their dwarf masters. They can hide and keep watch near important locations while staying underground, ready to burst forth when needed, or serve as siege engines, tearing down enemy stone structures. Stone spikes also aid in the construction of tunnels. Even though they may be slow, compared to other burrowing creatures, they can work tirelessly, making for highly efficient tunnelers in the long run.

Elemental Nature. A stone spike doesn't require air, food, drink, or sleep.

Stone Spike

Medium elemental, unaligned

Armor Class 16 (natural armor)

Hit Points 34 (4d8 + 16)

Speed 20 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	19 (+4)	5 (-3)	11 (+0)	11 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 10

Languages Dwarven, Terran

Challenge 2 (450 XP)

Siege Monster. The stone spike deals double damage to objects and structures.

Actions

Multiattack. The stone spike makes two spike attacks.

Spike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning or piercing damage (stone spike's choice).

Stonechild

A stonechild is perhaps most aptly described as an earth elemental in the shape of a mortal humanoid. Aside from its “flesh” consisting entirely of rough stone, it has all the outward features of a human, with a defined face, ears, and even fingernails. It only lacks hair or an equivalent. Stonechildren are usually powerfully built, near or beyond the peak of what the physique of a human being can accomplish.

Elemental Hybrids. Stonechildren are the result of a union of mortal and earth elemental. They tend to spend their lives on the elemental plane of earth. Styling their lives anathema to those of their mortal ancestors. While living more like elementals, stonechildren nonetheless prefer to wear clothing and utilitarian equipment, such as weapons and armor. They prefer heavier weapons, such as greatswords.

Warriors of Earth. A stonechild usually leaves its home plane only if summoned by spells or rituals. They are often called upon to fill out the ranks of armies for those who share similar ideals, like most commonly dwarves. They do not deliver an exceptionally specialized battlefield role, but they are nonetheless very reliable and tough ground troops.

On the rare occasion that a stonechild turns evil, it might allow itself to be summoned to assist or perhaps even lead cults of Elemental Evil, though normally, stonechildren despise and actively oppose these cults.

Elemental Nature. A stonechild doesn't require air, food, drink, or sleep.



Stonechild

Medium elemental, neutral good

Armor Class 16 (natural armor)

Hit Points 19 (2d8 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	20 (+5)	12 (+1)	11 (+0)	8 (-1)

Skills History +3, Perception +2

Damage Immunities acid, poison

Condition Immunities petrified, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Terran

Challenge 1 (200 XP)

Magic Stone. The stone child can pick up any mundane stone or piece of rock, no larger than its fist, and imbue it with magic energy, when throwing it, making a Magic Stone attack with the stone. The attack is magical.

Actions

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Magic Stone. *Ranged Weapon Attack:* +6 to hit, range 30/90 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

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Stonechild NPCs

Stonechildren are rough both in physique and personality. The Berserker and Veteran NPC statblocks from the *Monster Manual* as well as the Champion from *Volo's Guide to Monsters* are typical examples of more powerful Stonechildren. See the Monsters as Characters section on page 210 for stonechild racial features.

Su Monster

Territorial monsters resembling baboons or mandrills in both appearance and temperament, su monsters are arboreal predators that have an unusual appetite—or perhaps disdain—for psionic creatures. They are marked by their long tails and blood red hands and feet. Su monsters are very irritable and aggressive and generally kill a lot more than they eat, be it in defense of their territory or on the hunt for prey. They bury the remains they do not eat just below the ground, leaving whatever goods and treasures the victim might have had on it lying around, marking the shallow grave.

Clan Society. Su monsters form families of two parents with two young at a time. The parents hunt for food while their young stay in the nest. As the offspring mature and become stronger, they help in hunting until they are fully adult and leave to found their own families. Su monster families often group together to form clans which cooperate on their hunts, but each parent cares for its own young, ignoring those of any other su monster of the clan. This means if an infant su monster is orphaned before it is capable of hunting for itself, it is unlikely to survive, since no other members of its clan will take it in.

Arboreal Guard Beasts. According to legend, su monsters were created by a powerful spellcaster to guard his forest from intruders, especially those with psionic potential. They are thought to be an arcane hybrid of humanoid and baboon somehow bestowed with an innate sense for psionic creatures. Their high potential for aggression and their vicious claws and teeth make them useful if unpredictable attack beasts indeed, and many spellcasters—and even some psions—use them for the purpose today, for which they were ostensibly created.

Su Monster

Medium monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 37 (5d8 + 15)

Speed 30 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	17 (+3)	6 (-2)	17 (+3)	14 (+2)

Skills Athletics +5, Perception +5

Damage Resistances psychic

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 2 (450 XP)

Psionic Sense. The su monster immediately recognizes any creature with psionic abilities within 30 feet as such.

Four Claw Flurry. While grappling a creature, the su monster can make two claw attacks against the grappled creature as a bonus action.

Actions

Multiattack. The su monster makes three melee attacks: one with its bite and two with its claws.

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

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

Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage and the target is grappled (escape DC 13). Until this grapple ends, the su monster can't use its tail against another target.



R5X5 10



Swarm Husk

Medium swarm of Tiny aberrations, chaotic evil

Armor Class 11 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	2 (-4)	11 (+0)	6 (-2)

Saving Throws Con +5, Wis +2

Condition Immunities charmed, frightened, paralyzed, stunned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 2 (450 XP)

False Life. If damage reduces the swarm husk 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 swarm husk drops to 1 hit point instead. If the swarm husk fails the saving throw, it dies immediately, it can not be incapacitated and attempt to make death saving throws.

Worm Infestation. A creature that touches the swarm husk must succeed on a DC 13 Dexterity saving throw, or take 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm husk has half of its hit points or fewer.

Actions

Multiattack. The swarm husk makes two fist attacks.

Fist. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and the target must succeed on a DC 13 Dexterity saving throw or take an additional 10 (4d4) piercing damage or 5 (2d4) piercing damage if the swarm husk has half of its hit points or fewer.

Spew Worms (recharge 5-6). The swarm husk regurgitates a mass of parasite worms in a 15 foot cone. Creatures in the area must make a DC 13 Dexterity saving throw, taking 18 (4d8) piercing damage, or 9 (2d8) piercing damage if the swarm husk has half of its hit points or fewer, on a failed save or half as much damage on a successful one.

Swarm Husk

Gaunt, desiccated corpses, their paper-thin skin writhing with squirming movement underneath, shamble about much like zombies. These bodies however are devoid of any life, natural or otherwise. They are instead animated by the swarm of worms writhing under their dried flesh, attaching to bones and sinew, puppeteering their humanoid shell in an imitation of muscle.

Corpse Puppets. A swarm husk is created when a swarm of parasite worms burrows into a humanoid corpse, attaching itself to bones and the remains of sinew. Coordinated by a shared consciousness, the worms move the corpse about like a marionette. While these macabre puppets have a stilted and gawkish way of moving, they are surprisingly strong. Once a swarm husk has been created, the worms infesting it make it their permanent nesting ground. The worms bring the corpse to stuff itself with flesh for them to consume and reproduce inside it, occasionally ejecting worms through their puppet's various facial orifices. The swarm husk often uses this as a form of attack but also to simply keep itself from overflowing with worms. Some of the ejected parasite worms eventually congregate into new swarms.

Creatures of Kyuss. Parasite worms are creatures of the Lord of Worms and will follow and serve larva mages and other worshippers spreading the glory of Kyuss. They do not speak any languages but instinctively understand simple orders given by their masters.

Swarm of Parasite Worms

Medium swarm of Tiny aberrations, chaotic evil

Armor Class 10

Hit Points 30 (4d8 + 12)

Speed 5 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	10 (+0)	16 (+3)	2 (-4)	11 (+0)	6 (-2)

Saving Throws Con +5, Wis +2

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 1 (200 XP)

Corpse Infestation. Using all of its movement and its action, the swarm can infest a Medium fresh, preserved, or mummified humanoid corpse in its space, becoming a swarm husk with twice as many current hit points as the swarm's current hit point total.

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 parasite worm. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +6 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.

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Thoqqua

Medium elemental, neutral

Armor Class 15 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	13 (+1)	6 (-2)	12 (+1)	10 (+0)

Damage Vulnerabilities cold

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

Heated Body. A creature that touches the thoqqua takes 7 (2d6) fire damage.

Springing Charge. If the thoqqua uses its action to dash and moves in a straight line directly toward a creature, it may make a single slam attack with advantage against this creature as a bonus action.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 7 (2d6) fire damage and the target must succeed on a DC 12 Dexterity saving throw or catch on fire. While on fire, a creature takes 3 (1d6) fire damage at the start of each of its turns. A creature can use an action to put out the fire either on itself or on another creature within arm's reach.

Thoqqua

The wormlike thoqqas are native to the Plane of Fire but can also be commonly found on the Plane of Earth. Their long, segmented bodies glow with an orange white heat that concentrates at their tapering head segment. Even brief contact with the thoqqa's glowing head can set matter on fire.

Rock Melters. Thoqqas use their extreme body heat to melt through earth and stone and burrow underground in this fashion, leaving behind tunnels with walls molten into solid, smooth textures. These one-foot diameter tunnels are very characteristic of the creature and mark its presence or at least its passing to anyone familiar with these creatures. Creatures small enough may be able to use this tunnel, either if they are immune to the blistering heat, the thoqqua left behind, or once the tunnels molten walls have cooled down.

Foul Tempered. Thoqqas are extremely irritable; they respond to provocation and any perceived threat with violence. They leap at their enemies, either breaching out of the ground, not unlike a dolphin out of the water, or curling up and launching forward like a spring. A thoqqua launching forward like this aims to slam its head into its opponent's body in the process.

On occasion, a thoqqua may be summoned to the Material Plane to serve with its tunneling abilities in battle, for mining, or for other purposes. Some of these may remain masterless on the Material Plane, hiding underground, attacking anything straying close, and becoming a hazard or at least a nuisance. These thoqqas prefer hot places like magma pools but can potentially be found anywhere.

Elemental Nature. A thoqqua doesn't require air, food, drink, or sleep.

Thorn

Beings of the Feywild who find themselves in trouble may rely on the services of the thorns, small, very slender, green-skinned fey warriors, humanoid in appearance. Their brown hair and nails look almost like plant material growing from their bodies. Their armor is made from thick leaves with a rubbery texture and their weapons are made from wood, retaining a lot of its natural superficial features. The thorns' swords, which quite possibly are the reason for these fey's name, seem to consist of thick rosewood branches wound tightly around each other in the shape of a sword.

Fighting Fey. Thorns are valorous, almost fanatical warriors of the Feywild. They often serve prestigious fey as guards and guardians. For example a dryad on a mission important enough



Thorn

Small fey, neutral good

Armor Class 14 (leaf armor), 16 with shield

Hit Points 33 (6d6 + 12)

Speed 30 ft.

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

Skills Insight +2, Perception +2, Stealth +5

Senses darkvision 60 ft., passive Perception 12

Languages Common, Sylvan

Challenge 1 (200 XP)

Sneak Attack (1/Turn). The thorn deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the thorn that isn't incapacitated and the thorn doesn't have disadvantage on the attack roll.

Actions

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and the target must succeed on a DC 13 Constitution saving throw or fall unconscious for 10 minutes. A creature awakens if it takes damage or if someone uses an action to shake or slap it awake.

to leave her tree behind may enlist the service of a thorn to guard the tree. More whimsical fey, such as pixies or grigs who find themselves in trouble for their pranks and mischief can often count on the help of a thorn to protect them.

Thorns will not pick fights but fervently protect other fey from anyone who would do them harm. While they are not afraid to face an opponent in open combat, they prefer a smarter, more subtle approach, gaining the advantage through stealth and superior maneuvering, launching vicious attacks, while their opponents are unaware, or distracted.

Superstitious and uneducated folk often warn people of going into woods inhabited by thorns, but druids and rangers knowing the wood speak favorably of the fey, as they do not attack without cause and will only fight those who threaten them or the fey they are sworn to protect. Orcs and goblinoids on the other hand are frequently at odds with thorns that might live in forests in which they hunt. These thorns know that such creatures do not necessarily make a distinction between beasts and fey populating their hunting grounds when it comes to finding prey and will not shy away from cutting down trees that are sacred to the fey.

Rose Weapons. Thorns make their characteristic swords from branches of the carefully cultivated great rose bushes of the fey courts while the armor they wear is made from the leaves of the same plant, treated to become thick and gain a tough, rubbery texture. The shape and sturdiness of these items suggests the use of druidic magic or some method unknown in the mortal world in their production.



Tojanida

Omnivorous creatures of the Elemental Plane of Water, tojanidas are bizarre looking creatures combining features of sea turtles with strange pincer arms and a simple, small head consisting mainly of a vertically aligned mouth with an eye on each jaw.

Physically Flexible. Tojanidas' turtle-like shells have eight openings, four aligned around each end. They have four flippers and two pincer arms which they appear to be able to retract and rearrange freely within their shell, along with their head, to extend them out of their shells' openings in any configuration they wish, allowing them to change the direction they are facing at a moment's notice without having to actually turn their body and move any body part to wherever they find them most convenient in any given situation. While its seven extremities occupy all but one of its shell openings, the eighth opening serves as a port from which the tojanida can eject an ink, much like a squid, with which to blind opponents and cover its escape or perhaps gain an advantage in combat.

Enthusiastic Eaters. Tojanidas, like most creatures of the Plane of Water, speak Aquan. What is different about the shelled creatures, is the topic dominating the content of what they talk about. Tojanidas have little else on their mind than eating and will talk to great lengths about food. It is difficult to reach to a tojanida in conversation and keep its attention without indulging its fixation.

While normally even tempered, tojanidas easily become irritated if their food supply is contested by a newcomer. When another creature tries to beat them to a meal, they will swiftly and aggressively dispose of the interloper. Being omnivores, tojanidas have a very diverse diet, and they are not held back by any moral limitations that would prevent them from hunting sapient prey. While they generally go after easier food sources or can be bartered with, that is by offering some alternative meal, tojanidas will hunt anything they think they can overwhelm if they are hungry or desperate enough.

Elemental Nature. A tojanida does not require drink, air or sleep.

Juvenile Tojanida

Small elemental, neutral

Armor Class 17 (natural armor)

Hit Points 33 (6d6 + 12)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	15 (+2)	10 (+0)	12 (+1)	9 (-1)

Skills Arcana +2, Perception +3, Stealth +3

Damage Resistances acid, lightning

Damage Immunities cold, poison

Condition Immunities poisoned, prone

Senses darkvision 60 ft., passive Perception 13

Languages Aquan

Challenge 2 (450 XP)

Ink Jet (Recharge 6). The tojanida emits a stream of ink (no action required). If emitted under water, this ink forms a cloud in a 30-foot-radius sphere centered on the tojanida. The area is heavily obscured for 1 minute, although a significant current can disperse the ink.

Emitted outside of water, the ink is shot at a creature of the tojanida's choice within 30 feet of the tojanida. The target must succeed on a DC 11 Dexterity saving throw or be blinded. A creature can use an action to clear the ink off its eyes, ending the condition on itself.

Direction Change. The tojanida can use the Disengage action as a bonus action.

Withdraw. Instead of moving, the tojanida can withdraw into its armored shell. The tojanida has an AC of 21 until the start of its next turn.

Actions

Multiattack. The tojanida makes two melee attacks: one with its bite, and one with its pincer.

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

Pincer. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage. If the target is a Small or smaller creature, it is grappled (escape DC 10). The tojanida has two pincers, each of which can grapple one Small or smaller creature. Until this grapple ends, the tojanida can't use the pincer against another target.

Juvenile Tojanida

At birth, a tojanida is only a few inches long. It grows to a shell-length of about three feet in a matter of a few years. It will not reach maturity for roughly 25 years, being considered a juvenile until they reach this age.

Adult Tojanida

Once it reaches maturity, a tojanida's growth rate decreases, but never really stops. With a shell roughly 5 to 7 feet in length, as it slowly grows, a tojanida of 25 years or older is fully matured and

classed as an adult. The majority of the tojanida population fits into this age category. The creature continues to age and grow beyond this point however.

Elder Tojanida

Once it becomes older than about 80 years, a tojanida is classed by scholars as an elder. At this age it typically has a shell of 8 feet in length. It can grow to just over 9 feet however. Tojanidas are known to reach ages of up to 150 years, before succumbing to the effects of old age.

Adult Tojanida

Medium elemental, neutral

Armor Class 18 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	10 (+0)	12 (+1)	9 (-1)

Skills Arcana +2, Perception +3, Stealth +3

Damage Resistances acid, lightning

Damage Immunities cold, poison

Condition Immunities poisoned, prone

Senses darkvision 60 ft., passive Perception 13

Languages Aquan

Challenge 3 (700 XP)

Ink Jet (Recharge 6). The tojanida emits a stream of ink (no action required). If emitted under water, this ink forms a cloud in a 30-foot-radius sphere centered on the tojanida. The area is heavily obscured for 1 minute, although a significant current can disperse the ink.

Emitted outside of water, the ink is shot at a creature of the tojanida's choice within 30 feet of the tojanida. The target must succeed on a DC 12 Dexterity saving throw or be blinded. A creature can use an action to clear the ink off its eyes, ending the condition on itself.

Direction Change. The tojanida can use the Disengage action as a bonus action.

Withdraw. Instead of moving, the tojanida can withdraw into its armored shell. The tojanida has an AC of 22 until the start of its next turn.

Actions

Multiattack. The tojanida makes three melee attacks: one with its bite, and two with its pincers.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Pincer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage. If the target is a Small or smaller creature, it is grappled (escape DC 11). The tojanida has two pincers, each of which can grapple one Medium or smaller creature. Until this grapple ends, the tojanida can't use the pincer against another target.

Elder Tojanida

Large elemental, neutral

Armor Class 19 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	19 (+4)	10 (+0)	12 (+1)	9 (-1)

Skills Arcana +3, Perception +4, Stealth +4

Damage Resistances acid, lightning

Damage Immunities cold, poison

Condition Immunities poisoned, prone

Senses darkvision 60 ft., passive Perception 14

Languages Aquan

Challenge 6 (2,300 XP)

Ink Jet (Recharge 6). The tojanida emits a stream of ink (no action required). If emitted under water, this ink forms a cloud in a 30-foot-radius sphere centered on the tojanida. The area is heavily obscured for 1 minute, although a significant current can disperse the ink.

Emitted outside of water, the ink is shot at a creature of the tojanida's choice within 30 feet of the tojanida. The target must succeed on a DC 15 Dexterity saving throw or be blinded. A creature can use an action to clear the ink off its eyes, ending the condition on itself.

Direction Change. The tojanida can use the Disengage action as a bonus action.

Withdraw. Instead of moving, the tojanida can withdraw into its armored shell. The tojanida has an AC of 23 until the start of its next turn.

Actions

Multiattack. The tojanida makes three melee attacks: one with its bite, and two with its pincers.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.

Pincer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (3d4 + 5) bludgeoning damage. If the target is a Small or smaller creature, it is grappled (escape DC 14). The tojanida has two pincers, each of which can grapple one Large or smaller creature. Until this grapple ends, the tojanida can't use the pincer against another target.

Tulgar

Found throughout the planes, from remote archipelagos in the Prime to massive drifting earth motes in the Elemental Chaos, tulgars excel at violence and are highly sought after mercenaries wherever they might be found. Their bestial appearance mirrors their ferocious disposition, with patches of thick fur along their muscular limbs and a pair of antlers crowning their broad-jawed heads.

Spirits Become Flesh.

Before gods and primordials waged their war, tulgars were spirits embodying a place of primal power. As the war raged on, this place was destroyed in a great cataclysm, leaving the primal spirits bereft of a home and abandoned by the primordials, who were focussed on their war against the gods. Resenting the gods who turned their sites into battlefields and the mortals who raised cities in their place, the spirits made a pact to take revenge and destroy everything the gods and their followers have created.

The spirits abandoned their primal heritage and became flesh, given form by their bitterness which granted them strength and size far beyond that of a normal mortal. The gods however stayed safe in their domains, eluding the first tulgars. Unable to exact their vengeance, the tulgar people deteriorated into savage, barbaric clans, divided across the planes. Eventually, the desire for revenge was set aside, though never forgotten, and most of the tulgar tribes took to making an existence as mercenaries their new place in the world.

Cycle of Reincarnation. Inhabiting mortal bodies came at a grave cost to the spirits. Being rejected by both the gods and primordials, a deceased tulgar's spirit is forced to return to flesh and so tulgars maintain a swift cycle of reincarnation. However, they often reincarnate far from their tribes, giving death a dire consequence nonetheless. A reborn tulgar retains its memories from every previous incarnation.

Guardians of Lost Primals. With the war that destroyed their original home in the distant past, it is rare that a primal spirit loses its identity the way the tulgars did, but when such an event occurs, all tulgars can sense it. Feeling kinship, they go to any length to seek out the wayward spirit and offer it refuge among their number.

Trophy Collectors. Tulgars collect proof of their accomplishments in the form of trophies. The precise nature of these depends on the role of the tulgar in its society. The common, more martially inclined among them collect weapons and armor from their fallen foes, while spirit talkers and half spirits prefer spiritual tokens, such as fetishes, holy symbols, and religious iconography as trophies that tell of their triumph over servants of the hated gods and primordials alike. It is not uncommon for a tulgar to be carrying magic items as trophies and not be aware of it.



Tulgar Warrior

Medium humanoid (tulgar), neutral

Armor Class 18 (natural armor)
Hit Points 228 (24d8 + 120)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	15 (+2)	20 (+5)	15 (+2)	18 (+4)	14 (+2)

Senses passive Perception 14
Languages Common, Primordial
Challenge 10 (5,900 XP)

Forest Walk. The tulgar is not slowed by difficult terrain in natural forests.

Powerful Grip. The tulgar ignores the two-handed quality of melee and thrown weapons. When wielding a weapon with the versatile quality, it always uses the higher damage die, even while wielding it in one hand.

Unbroken Spirit. When the tulgar is reduced to 0 hit points or dies, the nearest ally of the tulgar gains 10 temporary hit points and advantage on attack rolls and saving throws.

Actions

Multiattack. The tulgar makes four attacks: three with its greataxe and one with its spear.

Greataxe. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (1d12 + 7) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage.

Tulgar Spirit Talker

Medium humanoid (tulgar), neutral

Armor Class 18 (natural armor)
Hit Points 247 (26d8 + 130)
Speed 35 ft.

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

Senses passive Perception 15
Languages Common, Primordial
Challenge 14 (11,500 XP)

Forest Walk. The tulgar is not slowed by difficult terrain in natural forests.

Spellcasting. A tulgar spirit talker is a 14th level spellcaster. Its spellcasting ability is Wisdom (Spell save DC 15, +7 to hit with spell attacks), it has the following druid spells prepared:

Cantrips (at will): *druidcraft, guidance, resistance*
1st level (4 slots): *charm person, cure wounds, detect magic, entangle, jump*
2nd level (3 slots): *hold person, lesser restoration, pass without trace*
3rd level (3 slots): *dispel magic, protection from energy, feign death*
4th level (1 slot): *confusion, dominate beast, locate creature*
5th level (1 slot): *planar binding, reincarnate*
6th level (1 slot): *heal, wind walk*
7th level (1 slot): *plane shift*

Unbroken Spirit. When the tulgar is reduced to 0 hit points or dies, the nearest ally of the tulgar gains 10 temporary hit points and advantage on attack rolls and saving throws.

Spirit Touch. Spells and attacks the tulgar makes ignore all damage resistances of creatures with the Incorporeal Movement ability.

Actions

Multiattack. The tulgar makes two attacks with its spear.

Spear. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage.

Spirit Talker

Tulgars are said to harbor within them the spirits of many great warriors of the past who guide their actions. Those among the tulgar called spirit talkers can see those spirits in the eyes of another of their kind. Spirit talkers are more in tune with their nature as primal spirits, but the distant cataclysm that gave birth to their kind, echoing in this power slowly drives many of them mad. Among tulgars, this condition is known as “spirit sickness” and needs to be cleansed in a ritual killing of the afflicted. When the tulgar reincarnates, its spirit is freed of the malady and its new form returns with its sanity intact.

Spirit talkers call upon their primal roots to influence minds, as well as empower and support their own warriors. Their souls are so close to the astral plane that they can literally touch incorporeal creatures.

Tulgar Half-Spirit

Medium humanoid (tulgar), neutral

Armor Class 19 (natural armor; 13 in spirit form)
Hit Points 266 (28d8 + 140)
Speed 35 ft. (0 ft., fly 35 ft. in spirit form)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	17 (+3)	20 (+5)	15 (+2)	18 (+4)	20 (+5)

Damage Resistances (Spirit Form Only) acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities (Spirit Form Only) poison
Condition Immunities (Spirit Form Only) charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses passive Perception 14
Languages Common, Primordial
Challenge 12 (8,400 XP)

Ethereal Sight (Spirit Form Only). The tulgar can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement (Spirit Form Only). The tulgar can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Forest Walk (Natural Form Only). The tulgar is not slowed by difficult terrain in natural forests.

Phasing. The tulgar has two forms, its natural form and an incorporeal spirit form. As a bonus action, the tulgar can shift between its natural form and its spirit form.

Unbroken Spirit. When the tulgar is reduced to 0 hit points or dies, the nearest ally of the tulgar gains 10 temporary hit points and advantage on attack rolls and saving throws.

Actions

Multiattack. In its natural form, the tulgar makes three attacks with its greataxe. In spirit form, the tulgar makes three spirit touch attacks.

Greataxe (Natural Form Only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (1d12 + 7) slashing damage.

Spirit Touch (Spirit Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) necrotic damage and the target must succeed on a DC 17 Constitution saving throw or be stunned for 1 round.

Half-Spirit

Half-Spirits are tulgar capable of assuming a form more akin to their original state, before they assumed mortal forms. During battles they can phase into their incorporeal form and pass over, or straight through, enemies to close in on their target. This ability makes them excellent for dispatching high value targets which are otherwise difficult to reach.

In their intangible form, it is difficult to seriously hurt the tulgars, much like with any incorporeal creatures, but lacking the benefit of their tough hide, they are easier to hit with any form of attack that can hurt them.



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Ulgurstasta

Enormous, bloated creatures resembling nightmarish caterpillars, ulgurstastas were the creation of Kyuss, meant to be mindless servants.

Undead Breeders. Ulgurstasta produce a unique stomach acid suffused with necromantic power. Once digested, a creature turns into the ulgurstasta's skeletal servant, which the monster regurgitates as needed and later swallows again for easy transport. An ulgurstasta often begins an encounter with eight regular skeletons or a minotaur skeleton and two regular skeletons in its gullet (see *Monster Manual* pages 272 and 273).

Unliving Libraries. An ulgurstasta absorbs the memories of each creature it devours, becoming more intelligent with every meal. Older ulgurstasta's are founts of knowledge, though given their lack of capacity to speak and their desire to avoid other creatures, their knowledge is of little use to anyone but them.

Ulgurstasta

Gargantuan undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 201 (13d20 + 65)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	13 (+1)	20 (+5)	18 (+4)	16 (+3)	19 (+4)

Saving Throws Con +9, Int +8, Wis +7

Skills Arcana +8, History, +8, Nature +8, Perception +7, Religion +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, cold, poison

Condition Immunities charmed, frightened, poisoned, prone

Senses darkvision 60 ft., passive Perception 17

Languages an ulgurstasta understands any four languages but can't speak

Challenge 11 (7,200 XP)

Hair Tendrils. Ranged attacks against the ulgurstasta from non-siege weapons appropriate for Medium or smaller creatures, have disadvantage to hit. A creature that begins its turn within 40 feet of the ulgurstasta must succeed on a DC 17 Dexterity saving throw or take 7 (2d6) slashing damage.

Magic Resistance. The ulgurstasta has advantage on saving throws against spells and other magical effects.

Necromantic Acid. Creatures that take acid damage from the ulgurstasta's Bite, Swallow or Vomit abilities have their maximum hitpoints reduced by an amount equal to the acid damage taken until they finish a long rest.

A creature that is reduced to 0 maximum hit points this way dies immediately. A Large or smaller creature killed by the necromantic acid (either the damage, or by having its maximum hit points reduced to 0) reanimates as a skele-

ton the next round (see Appendix 2: Zombies and Skeletons for appropriate skeleton statistics). These skeletons are immune to the ulgurstasta's acid and obey its telepathic commands without fail (no action by the ulgurstasta required). If the skeleton is inside the ulgurstasta's stomach, it goes dormant until ejected. Roll initiative for all skeletons as soon as they are outside the ulgurstasta.

Actions

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., *Hit:* 19 (2d10 + 8) piercing damage plus 7 (2d6) acid damage and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the ulgurstasta can't use its bite against another target.

Swallow. The ulgurstasta swallows a willing creature within 10 feet of it or makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target 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 ulgurstasta, and it takes 7 (2d6) acid damage at the start of each of the ulgurstasta's turns.

If the ulgurstasta takes 20 damage or more on a single turn from a creature inside it, the ulgurstasta must succeed on a DC 17 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 ulgurstasta. If the ulgurstasta dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Vomit (Recharge 5-6). The ulgurstasta regurgitates the contents of its stomach in a 60-foot cone. Creatures in the area make succeed a DC 16 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much damage on a successful one.

Any creatures swallowed by the ulgurstasta are ejected and fall prone in a space within 10 feet of the ulgurstasta. Ejected creatures don't take damage from the vomit.



Vampiric Mist

Medium monstrosity, neutral evil

Armor Class 15

Hit Points 84 (13d8 + 26)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	20 (+5)	15 (+2)	2 (-4)	12 (+1)	6 (-2)

Damage Resistances acid, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses blindsight 60 ft. (sense blood), darkvision 60 ft., passive Perception 11

Languages —

Challenge 6 (2,300 XP)

Amorphous. The vampiric mist can move through any space large enough for air to pass through, without squeezing.

Fog Camouflage. The vampiric mist has advantage on Dexterity (Stealth) checks made to hide in fog. If the fog is dense enough to generally grant advantage on Dexterity (Stealth) checks made to hide in it, the vampiric mist is invisible inside it.

Seize. When the vampiric mist hits a creature with its blood draining touch, its incorporeal tendrils seize the opponent. The target is not grappled, but it cannot move away from the vampiric mist while seized and the vampiric mist can hit the seized creature with its blood draining touch automatically. The seized creature may use its action to attempt a DC 15 Dexterity (Acrobatics) or Strength (Athletics) check to end the effect on itself. If the target is moved out of the vampiric mist's reach or the vampiric mist is incapacitated, the effect ends.

Sense Blood. The vampiric mist can only sense living warm-blooded creatures with its blindsight.

Split. A vampiric mist that has 168 maximum hit points or more immediately splits into two individual vampiric mists, each with a current hit point total equal to half the original mist's current hit points and 84 maximum hit points. Both of these mists continue to use the original mist's initiative.

Actions

Blood Draining Touch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (4d8) necrotic damage, and the target's hit point maximum is reduced by an amount equal to the damage dealt, and the vampiric mist's hit point maximum and current hitpoints are increased by the same amount.

Vampiric Mist

Hiding within the lingering fog banks of their swamps, vampiric mists creep along in search for victims. Only the vague impression of a twisted monstrous face and the metallic scent of blood may give them away in the misty air.

Feeding on Blood. As their name suggests, vampiric mists seek the blood of warmblooded creatures to sustain their form. They are not undead in nature although they are often mistaken for such. A vampiric mist that cannot feed regularly cannot keep its insubstantial form intact and eventually disperses into thin air. A mist that finds plentiful prey on the other hand grows until it is large enough to divide into two individual vampiric mists. They smell of fresh blood and often attract hapless bloodsucking creatures, like mosquitoes and stirges, which are trapped by the mist's tendrils and in turn drained of whatever blood they may have consumed recently.

Vampiric mists were originally thought to be immature forms of the blood feeding ghosts known as crimson death, but are now known to be living creatures, created by a vampire spellcaster, possibly as a method of delivering blood to the vampire.

Sustained by Blood. A vampiric mist doesn't require sleep and feeds exclusively on warm blood.



Verbeeg

Verbeegs most closely resemble roughly ten feet tall muscular half-elves. Despite their great strength, these fey related giants much prefer trickery and deception over smashing skulls. They are greedy creatures, keen on taking riches from others, preferably by outsmarting them, using schemes and twisted promises.

A Word Kept. Verbeegs are cunning giants, who like to sell themselves short, giving others the impression that they are dimmer than they really are. Once a potential victim thinks it has outsmarted a verbeeg, the giant springs its trap. such as the story of Jack Longears, who demanded a toll for crossing his bridge, but only on the way back. He made passing travellers promise to pay his toll when they returned and, whether they did not intend to travel back the other way or just take a different bridge when they would go back, travellers made their promise and Jack would let them pass. When the travellers were half-way across the bridge, the giant would pick the bridge up by the rails and tilt it toward him, his victims slid back toward him and landed at his feet, and he would collect his toll.

While they are keen on scheming and on swindling others, verbeegs yet have a code of honor among them: First, a verbeeg will never give a sucker an even break. Second, a verbeeg always holds true to his word. Only a verbeeg's word is usually vague and malleable enough to twist it to the verbeeg's advantage at the expense of those it was given to. A verbeeg may offer his paid service, to protect a travelling merchant from orc raiders,

only to stand idly by and watch in amusement as the merchant's caravan is smashed by ogres. Or perhaps the verbeeg offered to lead the caravan along a route safe from roaming trolls and instead leads it into an ambush of hill giants it staged itself.

In the Company of Brutes. Verbeegs prefer to keep big, dim-witted creatures around to serve as their foot soldiers and bodyguards, such as ogres or hill giants. If they can't find such creatures, smaller allies that are easily bullied into service such as orcs or goblins will do as well. Being greedy creatures, verbeegs are not above hiring their own services out as mercenarie to almost anyone as long as they are well supplied with good food and strong drink and have just that little bit of wiggle room in the phrasing of their contracts that makes them feel comfortable.

Dsiplacer Hide. Verbeegs hunt displacer beasts to tailor their hides into cloaks which are not only fashionable but retain the beasts' illusory power, displacing the wearer. While these cloaks have magical properties, they are not traditionally crafted magic items and do not adjust to the wearer's size, greatly limiting their use to those of different size.

Verbeeg

Large giant, lawful evil

Armor Class 16 (hide armor, shield)

Hit Points 104 (11d10 + 44)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	19 (+4)	15 (+2)	11 (+0)	14 (+2)

Skills Athletics +9, Deception +5, Sleight of Hand +5, Stealth +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Sylvan

Challenge 5 (1,800 XP)

Cunning Stealth. The verbeeg can use the Hide action as a bonus action.

Displacer Cloak. The verbeeg's cloak projects a magical illusion that makes the verbeeg appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the verbeeg is incapacitated or has a speed of 0.

Actions

Multiattack. The verbeeg makes two melee attacks with its javelin and uses its shield to make a Shove attack.

Javelin. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage. If the verbeeg has advantage on the attack roll, the attack deals an extra 10 (3d6) piercing damage.



Vivisector

Vivisectors, colloquially also known as swordwings, are insectile aberrations, roughly humanoid in body structure, they fly on multiple sets of membranous wings and their arms are tipped with sharp blades.

Organ Harvesters. Vivisectors are named for their gruesome method of attack. They seek to incapacitate their victims and then use the wickedly sharp blades extending from the ends of their arms to cut the victim's torso open and extract organs. Vivisectors have a cavity inside their carapace which they can open to place harvested organs inside. An organ placed inside this hollow is slowly drained of its essence, withering and rotting quickly, forcing the vivisector to constantly seek new supplies. Vivisectors prefer to harvest organs from living victims because it ensures that the harvested goods are more nourishing and longer lasting, while organs that have stopped working before the vivisector can embed them within its carapace will rot away before the creature can draw much usable essence from it.

This gruesome dissection and organ harvest is not only used to sustain an individual vivisector, but its also essential to its asexual reproduction cycle. In order to produce offspring, a vivisector needs to gather an increased supply of organs. It

must harvest organs from no less than ten Medium humanoids before they are drained of their essence within its carapace. In this process, the parent becomes bloated. Once enough organs are harvested, they morph and gestate inside the carapace. After an incubation period of about two weeks, the parent opens its carapace and releases a smaller version of itself. The young vivisector matures to full size within another week.

Night Surgeons. Vivisectors only congregate where victims are plentiful, they might be found in small communities nesting in the sewers under large humanoid towns, while vivisectors hiding on the fringes of smaller towns and villages will not tolerate the competition from others of their kind. They hunt for organs by night, often abducting their victims before harvesting them to avoid detection during the dissection process.

Unnatural Biology. A vivisector doesn't require air, food or drink. It does not heal naturally and cannot regain hit points from resting. It draws sustenance and healing from incorporating the vital organs of humanoids into its body.

Vivisector

Medium aberration, lawful evil

Armor Class 17 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	12 (+1)	11 (+0)	15 (+2)

Skills Medicine +6, Perception +3, Stealth +7

Damage Resistances thunder

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 5 (1,800 XP)

Deaf. The vivisector is permanently deafened.

Invisibility (3/Day). As a bonus action, the vivisector can become invisible for 1 round.

Augmented Critical. The vivisector's blade arm attacks score a critical hit on a roll of 19 or 20.

Actions

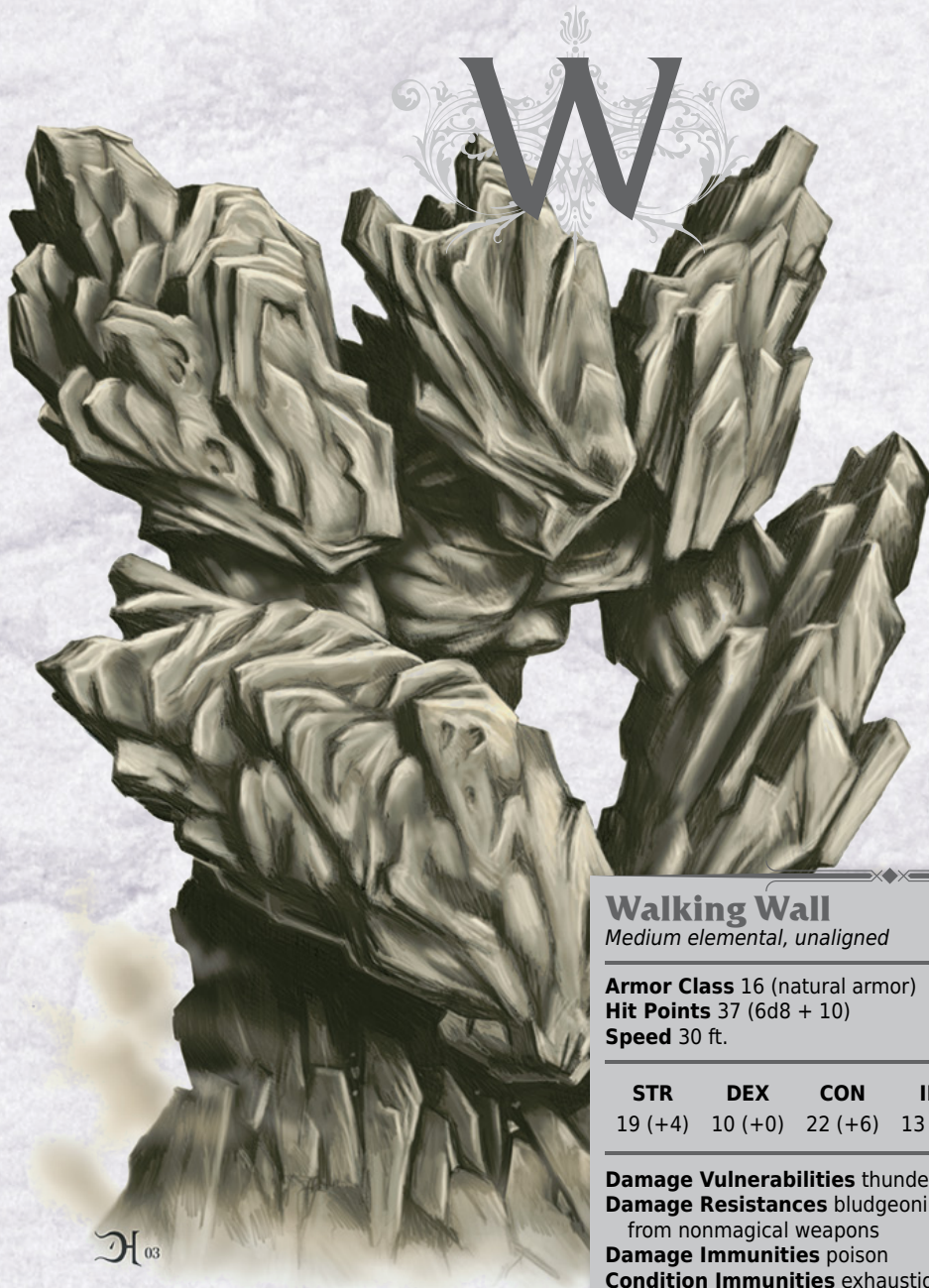
Multiattack. The vivisector makes three attacks: two with its blade arm and one with its sting.

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

Sting. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 4) piercing damage and the target must succeed on a DC 14 Constitution saving throw or take 4 (1d8) poison damage and become poisoned for 1 minute. At the start of each of its turns, a poisoned creature must succeed on a DC 14 Strength saving throw or become paralyzed for 1 round.

Vivisection. The vivisector makes a single blade arm attack against a paralyzed, restrained, stunned or unconscious humanoid that automatically hits and counts as a critical hit. The vivisector regains an amount of hit points equal to the damage dealt. If the attack kills the target, it can't be raised using *revivify*, *raise dead* or similar magic requiring an intact body.





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Walking Wall

Lesser earth elementals are sometimes summoned to serve an army, typically those of elemental cults, in battle. These elementals are bound into bodies consisting of wide rocky slabs that can grant effective cover to anything behind them and are used as—and in fact called—walking walls. Once a walking wall hunkers down and closes the slates of rocks that make its carapace, it becomes very difficult to harm and easily conceals an entire creature from archers shooting from the other side. If an army has enough of these elementals at its disposal, they can cover the entire front line, providing a single, solid fortress wall, that advances with the army it protects. Once the formation closes in on the enemy, the walking walls bring their stony fists to bear, which, as is typical for earth elementals, are formidable weapons capable even of breaking stone fortifications.

Elemental Nature. A walking wall doesn't require air, food, drink, or sleep.

Walking Wall

Medium elemental, unaligned

Armor Class 16 (natural armor)
Hit Points 37 (6d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	22 (+6)	13 (+1)	13 (+1)	10 (+0)

Damage Vulnerabilities thunder
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 11
Languages Terran
Challenge 2 (450 XP)

Siege Monster. The walking wall deals double damage to objects and structures.

Mobile Shield. Using an action, the walking wall can hunker down, presenting only a solid wall of stone to opponents. While in this state, the walking wall has an AC of 23 and Medium or smaller allies within 5 feet of it can use it as cover, gaining total cover from creatures on the opposite side if they do not make an attack against a target on the other side, or three-quarters cover, if they do.

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Wicker Man

A huge hollow construct of branches and vines, crudely fashioned into the shape of a humanoid, a wicker man is an animate effigy used to burn criminals and other undesirable individuals, as an offering to a dark god.

Sacrificial Idols. Wicker men are usually created by druids or clerics in communities worshipping gods of death, murder or the underworld. The construct is set aflame with a criminal imprisoned in its hollow chest, and both the wicker man and the prisoner are sacrificed in the process. In case the cult cannot find a criminal to sacrifice, they will sometimes entice a foreigner to the site of the sacrifice instead. On the rare occasions when the victim manages to escape the sacrifice, the spiritual leader of the cult may find the power to animate the wicker man through the sacrifice of innocents and send the construct to retrieve the escapee.

Communities that build wicker men often create scarecrows as well (see *Monster Manual* p. 268) which can aid in capturing or recapturing the wicker man's sacrificial victims.

Burning Man. A wicker man is not a highly sophisticated construct, it will follow orders from its creator directly and, in the absence of direct commands, can fulfill a simple program of instructions such as "capture four victims and return to me." While it looks and indeed is very flammable, an animated wicker man cannot be destroyed by fire. It will burst into flame and continue to burn, only making it more dangerous to its enemies, and causing anyone it has caught in its cage-like chest to be burned alive within.

Construct Nature. A wicker man doesn't require air, food, drink, or sleep.

Wicker Man

Huge construct, chaotic evil

Armor Class 14 (natural armor)

Hit Points 114 (12d12 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	17 (+3)	6 (-2)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 10 (5,900 XP)

Flaming Body. When the wicker man becomes exposed to fire (coming in contact with fire or being hit by an attack or spell that deals fire damage for example), it becomes sheathed in flames. Because it is immune to fire damage, the wicker man takes no damage from these flames.

Creatures that start their turn within 15 feet of a burning wicker man must succeed on a DC 15 Dexterity saving throw, taking 3 (1d6) fire damage on a failed save.

A creature touching the wicker man must succeed on a DC 15 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save or half as much damage on a successful one.

A creature grappling or grappled by the wicker man must succeed on a DC 15 Dexterity saving throw at the start of each of its turns, taking 15 (4d6) fire damage on a failed save or half as much damage on a successful one.

A creature encaged inside the wicker man takes 21 (6d6) fire damage at the start of each of its turns, with no saves allowed.

Magic Resistance. The wicker man has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The wicker man makes two slam attacks.

Slam. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 7) bludgeoning damage (plus 7 (2d6) fire damage if the wicker man is on fire) and the target is grappled (escape DC 19). The wicker man has two arms, that make slam attacks, each of which can grapple one Large or smaller creature. Until this grapple ends the arm can't make a slam against another creature.

Encage. The wicker man stuffs a creature it is grappling into its interior. It makes a Strength (Athletics) check opposed by the target's Strength (Athletics) or Dexterity (Acrobatics) check (target's choice). If the wicker man is successful, it stuffs the target into the cage in its chest and the grapple ends. While encaged, a creature can't leave unless it succeeds on a DC 20 Strength (Athletics) check to pry open the rib cage, using an action. Alternatively the rib cage can be destroyed by dealing damage to it. If the wicker man takes 20 or more damage directed at its ribcage, the ribcage breaks and creatures encaged inside can leave. The wicker man must receive 20 points of healing before the ribcage is repaired and can hold encaged creatures inside again.



Wild Effigy

Some nomadic tribes build terrifying effigies from the bones and skins of beasts, meant to ward off evil spirits. These effigies are placed in the wilderness around their temporary homes, where their horrid appearance is thought to keep evil spirits and perhaps mortal intruders at a distance.

Possessed Guardians. Sometimes the effigies are unknowingly placed in areas so saturated by evil that they have the opposite effect, instead attracting evil spirits which latch on to the macabre constructions, imbuing them with false life. When night falls, the possessed effigy then waddles back to the encampment of its creators to kill and wreak havoc. Sometimes these animated effigies follow their creators and haunt them for years. In some cases, evil aligned tribes purposefully create wild effigies to serve as guardians, controlled by shamanic rituals that appease the malevolent spirits possessing them.

Depending on the parts used to construct the effigy, its appearance and abilities can vary, all of them have some unnatural ability to cause dread. The most common types are shriekers, made from predators that tribe members slew in self defense, usually hyenas or great cats, and harriers, made from buffalo or wild-beiest parts, their skulls often severely oversized for their diminutive bodies, it seems impossible for these constructs to be able to stand up, but they are possessed of an unnatural strength that defies their proportions.

Constructed Nature. A wild effigy doesn't require air, food, drink, or sleep.



Shrieker Effigy

Small construct, neutral evil

Armor Class 13
Hit Points 39 (6d6 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	7 (-2)	11 (+0)	12 (+1)

Skills Stealth +5
Damage Immunities poison, thundering
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 2 (450 XP)

Shriek (Recharge 5-6). The witherling releases an unnatural shriek. Creatures within 30 feet that can hear it must succeed on a DC 13 Wisdom saving throw or take 9 (2d8) thundering damage and be frightened for 1 minute. A creature can repeat the saving throw at the start of each of its turns, ending the effect on itself on a success.

Actions

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

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

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

Harrier Effigy

Small construct, neutral evil

Armor Class 13
Hit Points 52 (8d6 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	7 (-2)	11 (+0)	12 (+1)

Skills Stealth +4
Damage Immunities poison, thundering
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 2 (450 XP)

Charge. If the effigy moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it and any creatures within 5 feet must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the start of each of its turns, ending the effect on itself on a success.

Actions

Gore. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Wilden

The killoren—or wilden, as they are known in the Common tongue—are a young race of feylike humanoid with distinct, almost feline features. They walk on digitigrade legs ending in clawed paws and are covered in sleek fur matching the coloration of the wilderness of their homes. Most recognizable perhaps are the split manes of long hair standing off of their heads, mimicing the curve of their long ears.

Nature's Answer. The cause for the sudden emergence of the wilden is unknown. Some theories hold that they were consciously created by a god of nature, others believe they were born of the untamed whims of nature itself. Whatever the reason, the purpose of their existence seems to be to balance out the growing influence and power of the humanoid races. Wilden are as comfortable navigating the streets of a crammed city as they are meditating in a serene forest clearing. They are as yet rare compared to humans, elves, or even dragonborn and have only come into isolated conflicts with evil forces attempting to despoil nature. It is obvious that they are destined for more however. Wilden are staunch protectors of the natural world and will vehemently oppose anyone who would destroy or defile it. Many of them are druids, rangers, or green knights, or working closely together with such individuals of other races, fey or humanoid.

Among the wilden's most despised enemies are the Far Realm and its unnatural denizens. Wilden destroy such aberrations without hesitation and without mercy.

Wilderness Manifest. Wilden are the power of the wilderness made flesh and can manifest its aspects, aiding them in different tasks defending their domains. Some wilden favor certain aspects of nature over others, but are not opposed to using those other aspects should the need arise.

No Place of their Own. Wilden can live comfortably in almost any climate and though they have no kingdoms of their own, small isolated wilden communities can be found all throughout the world. Their settlements blend beautifully into the environment and an untrained observer could not tell where nature ends and the settlement begins. The wilden's concept of ownership of territory differs from that of humanoid races. A wolf pack may have its hunting grounds which it will not share with other packs, but it belongs as much to them as to the deer grazing there. Wilden see the land as belonging to nature itself first and foremost and make no difference between an estate, village or town and unowned land. Similarly they do not structure leadership on authority. The closest equivalent to leaders in a wilden community are elder druids and wizards who serve more as councilors and protectors than leaders making decisions for the community as a whole. Any wilden can rise to such a position based on merit.

Many wilden are drawn away from their communities to instead mingle with the populations of humanoid towns, often becoming adventurers.

Wilden NPCs

As emissaries of nature, typical wilden use the Druid and Scout NPC statblocks from the *Monster Manual* as well as the Archdruid, Archer and Warlock of the Archfey from *Volo's Guide to Monsters*. See the Monsters as Characters section on page 210 for wilden racial features.

Wilden

Medium humanoid (wilden), neutral

Armor Class 13 (leather armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	12 (+1)	15 (+2)	10 (+0)

Skills Nature +3, Stealth +4

Senses darkvision 60 ft., passive Perception 12

Languages Common, Sylvan

Challenge 1/4 (50 XP)

Nature's Aspect. Whenever the wilden finishes a Long Rest it chooses one of the following aspects of nature to manifest.

Aspect of the Hunter. The wilden gains a +1 bonus on Wisdom (Perception) and Dexterity (Stealth) checks.

Aspect of the Ancient. The wilden gains advantage on Intelligence (Nature) checks and on saving throws against being charmed.

Aspect of the Destroyer. When the wilden hits an aberration, fiend, humanoid, ooze or undead with a weapon attack, it may choose to make a smite attack. If it does so, it deals an additional amount of damage equal to its proficiency bonus (+2) to the target. Once the wilden has used this smite, it must finish a Short or Long Rest before it can use the smite again.

Actions

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

Longbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.





Wood Woad

The eternal guardians of the woodlands are not always of the same size. In some cases larger wood woads are created, known as tree woads.

Tree Woad

If the individual sacrificed in the ritual to create a wood woad is particularly physically powerful, or in some cases even just very large, it may become a tree woad instead. Tree woads fulfill their eternal task just as dutifully as their smaller cousins, but they are set apart by the ability to shift their essence from their bodies into other trees, turning the old body into a mundane tree and instead transforming the chosen tree into their new body. Tree woads are conscientious about this ability. They wish to preserve the tree population and will not use it if it means they leave behind a tree in a place where it is in any more danger of being harmed than the tree they shift into. If need be they will shift back into the tree left behind before it can come to harm. A large number of tree woads can use this ability to slowly move entire forests, though they will only do so if no better way of protecting them can be found.

Tree Woad

Large plant, lawful neutral

Armor Class 19 (natural armor, shield)

Hit Points 133 (14d10 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)	7 (-2)	14 (+2)	8 (-1)

Skills Athletics +9, Perception +5, Survival +5

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 15

Languages Sylvan

Challenge 8 (3,900 XP)

Magic Club. In the tree woad's hand, its club is magical and deals 15 (6d4) extra damage (included in its attacks).

Regeneration. The tree woad regains 10 hit points at the start of its turn if it is in contact with the ground. If the tree woad takes fire damage, this trait doesn't function at the start of the tree woad's next turn. The tree woad dies only if it starts its turn with 0 hit points and doesn't regenerate.

Tree Camouflage. The tree woad has advantage on Dexterity (Stealth) checks made to hide in terrain with ample obscuration by leaf trees, such as a temperate forest.

Tree Shift. Instead of moving, the tree woad can shift its essence into a Large tree within 60 feet. If it does so, its body turns into a mundane Large tree, club and shield melding into its form and the target tree becomes the tree woad's new body, parts of the tree reforming its club and shield. Any damage the tree woad has taken and conditions it is currently affected by are transferred to its new body.

Objects, plants, and fungus that are attached to the target tree are unharmed by the transformation and remain attached to the tree woad, being uprooted from the ground along with it, but continuing to be nourished by the tree woad. If the tree woad shifts into a different tree, all uprooted plants attached to it root themselves once again as the tree transforms back to its natural state.

The target tree of this ability must be Large, it cannot be bigger or smaller.

Actions

Multiattack. The tree woad makes two attacks with its club.

Club. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 26 (8d4 + 6) bludgeoning damage.

Wrackspawn

The cruelty of demons knows no bounds. When they capture good souls, they drag them back to the abyss with them to subject them to unending torture. Some of these unfortunate beings are warped and driven mad while their bodies are twisted, mutilated, burnt, and bent. The result of this process are wrackspawn. Utterly demented and twisted souls with physical forms to mirror the condition of their rent minds. A wrackspawn's limbs and torso are often bent unnaturally and their molten and burnt flesh littered with horrific wounds. Their disfigured faces lack eyes, suggesting they use some other unnatural sense instead.

Carriers of Torment. For most good souls it takes years, sometimes even decades, to fully succumb to the horrific tortures their demonic captors administer to them and fully transform into a wrackspawn. Yet even when their transformation is complete, these lost souls continue to inflict pain upon themselves, pulling broken bones from their own mangled bodies to craft spearlike bone-blades suffused with the pain they have endured. These wicked instruments confer their years of torment upon those they struck, causing debilitating pain to run through the victim's entire body. Warped with anguish and rage, wrackspawn single-mindedly seek to inflict the horrors they have suffered onto other creatures with the help of these weapons. If a wrackspawn is stripped of its bone spear, it does everything it can to retrieve the weapon. It is incapable of creating a replacement and cannot cause the suffering it seeks to inflict without the weapon. The wrackspawn will sooner be destroyed

in a hopeless attempt to retrieve its spear than give up and leave the weapon behind.

Abysal Thralls. To demons, wrackspawn are utterly expendable, they use them as fodder, bullying droves of their tortured victims into battle to distract and occupy the enemy, so that higher demons can more easily seize more important objectives. Demon-worshipping mortals sometimes receive wrackspawn as questionable gifts from their dark masters. With the creatures seeking only to destroy and inflict pain, the mortals are forced to send the monsters out into what hopefully are suicide missions to get rid of the uncontrollable burden they often pose. The monstrous creatures are often simply sent to die for the sake of being rid of them, while if the timing is fortunate, they may be sent to fulfill a role in a greater plan with their deaths.

In some cases the unfortunate beneficiary of such a gift will simply set the wrackspawn loose, hoping it will not stray back to them. Wrackspawn left to roam unchecked will soon leave a trail of tortured and maimed corpses of animals and people alike in their wake.

Fiendish Creatures. Due to their twisted forms, wrackspawn are easily mistaken for some especially gruesome manifestation of a zombie or some other undead, but they are not created from the physical remains of the dead. They are souls that have been exposed to the abyss and twisted by its denizens. Thus they are most aptly classified as fiends.

Abysal Nature. A wrackspawn doesn't require food, drink or sleep.

Wrackspawn

Medium fiend, chaotic evil

Armor Class 13 (natural armor)
Hit Points 42 (5d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	6 (-2)	11 (+0)	12 (+1)

Damage Resistances fire
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 10
Languages understands Abysal but can't speak
Challenge 2 (450 XP)

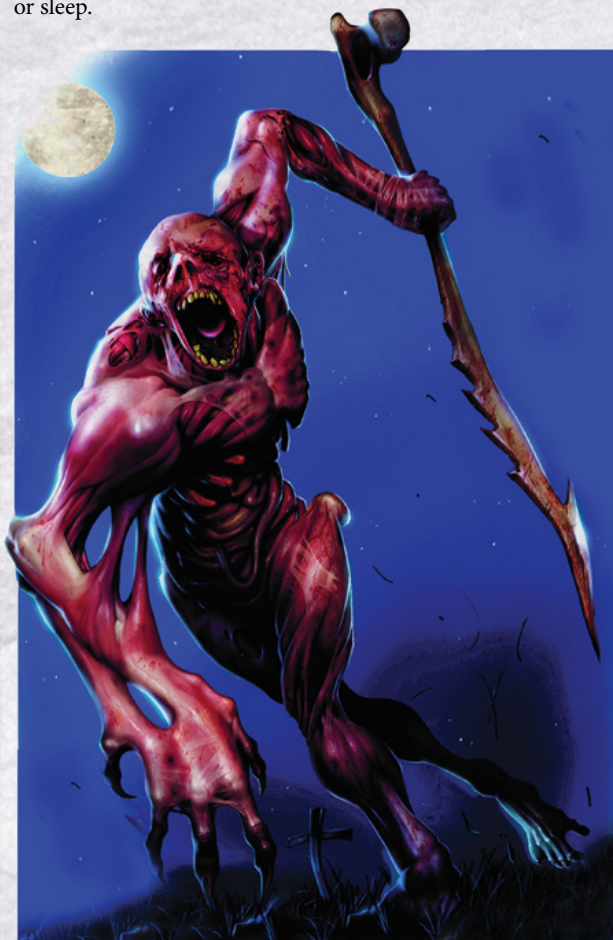
Magic Weapons. The wrackspawn's weapon attacks are magical.

Actions

Multiattack. The wrackspawn makes two attacks: one with its bone spear and one with its claws.

Bone Spear. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage and the target must succeed on a DC 14 Constitution saving throw, or take 9 (2d8) necrotic damage and be poisoned for 1 round.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.





Xill

The four-armed Xills are often mistaken for devils, a mistake easily made, for their monstrous appearance, malevolent attitude, outsider nature, and their use of the language of Infernus. Xills do not in fact hail from the Nine Hells however, but are native to the Ethereal Plane.

Totalitarian Society. Xills adhere to a brutal and unforgiving social order, administering capital punishment for any transgression. Among their kind, a clear, militaristic order of authority is upheld rigorously, with the orders of a higher ranking xill being indisputable to those beneath them. Xills seek to perpetuate their race at the expense of all others. Their armies are marching in an unending campaign of conquest, both throughout the Ethereal Plane and any parts beyond that they have found access to.

Parasitic Reproduction. Xills are genderless and reproduce by injecting their eggs into other living creatures via an ovipositor they can extend from their mouths. The host incubates the eggs and is consumed from the inside once the young xills hatch and emerge from the host. For this purpose, xill conquests take as many prisoners as possible and keep them safe until they have served their gruesome purpose. Attacking xills start infesting potential hosts for their offspring even as their attacks are underway, grabbing victims in the middle of a fight to inject their deadly eggs. Most xills fight using their bare claws and no more than two light weapons, so they have the hands free to seize their opponents.

Xill

Medium aberration, lawful evil

Armor Class 15 (studded leather)

Hit Points 32 (5d8 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	15 (+2)	12 (+1)	12 (+1)	11 (+0)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Infernal

Challenge 2 (450 XP)

Magic Resistance. The xill has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The xill makes two ranged attacks with its longbow, or four melee attacks: two with its shortswords and two with its claws.

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

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage and the target is grappled. Until this grapple ends, the xill has advantage on attack rolls with bite attacks against the target and can't use its claws against another target.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* The target must succeed on a DC 12 Constitution saving throw or be poisoned and paralyzed for 1 hour. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success.

Implant. The xill implants eggs into a paralyzed or unconscious creature within 5 feet. The eggs can be detected by a *detect poison and disease* spell and removed by a *lesser restoration* spell or similar magic or in an operation that requires a successful DC 18 Medicine check. The check can be retried, but each attempt deals 2 (1d4) damage to the target. If the eggs are not removed within 90 days, the target dies and 1d4 young xills emerge from the body.



Xvart Degenerate

All xvarts are pitiful, degenerate creatures to an extent, but some among them more so than others. As Raxivort travels the planes and spawns xvarts in his wake, constantly on the run from his pursuers, he can tend to be in such a haste as to become sloppy. Occasionally a xvart he spawns turns out to be an even less sophisticated creature than the average.

Deformed Xvarts. These degenerates are often even uglier than their kin, with disproportionate facial features, protruding jaws and large teeth. While many among them are feeble in both body and mind, some of these xvarts show unusual strength and toughness, and their twisted if dim minds are in a constant state of repressed anger, which they release in battle.

Bestial Speech. Most degenerate xvarts are not intelligent enough to speak cohesively in any language understood by humanoids. They do have a rudimentary understanding of Abyssal, the language native to all of their kind, but can comprehend little more than simple instructions, like a dog trained to listen to commands. Surprisingly however, their native gift to speak to bats and rats is just as well developed as that of their healthy cousins. In fact, they are strangely capable of communicating with creatures that have some form of ability to speak with animals.

Xvart Degenerate

Small humanoid (xvart), chaotic evil

Armor Class 11

Hit Points 18 (4d6 + 4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	6 (-2)	7 (-2)	7 (-2)

Skills Athletics +4

Damage Resistances bludgeoning, piercing and slashing

Senses darkvision 30 ft., passive Perception 8

Languages understands simple instructions in Abyssal but can't speak

Challenge 1/2 (100 XP)

Feral Anger. The xvart has advantage on saving throws against being frightened. Its melee attacks deal an additional +2 damage (already included in its attacks).

Low Cunning. The xvart can take the Disengage action as a bonus action on each of its turns.

Overbearing Pack. The xvart has advantage on Strength (Athletics) checks to shove a creature if at least one of the xvart's allies is within 5 feet of the target and the ally isn't incapacitated.

Raxivort's Tongue. The xvart can communicate with ordinary bats and rats as well as giant bats and giant rats. Another xvart using Raxivort's Tongue, or a creature using the *Speak with Animals* spell or similar magic can communicate with the xvart just as well as it can with a rat or a bat.

Reckless. At the start of its turn, the xvart can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiaction. The xvart makes two melee attacks: one with its shortsword and one with its bite.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.



Yrthak

A bizarre, aerial predator, similar to an eyeless pterosaur with a single horn on its head, the omnivorous yrthak dominates the wastelands and desolate mountains it inhabits much in the way an insatiable dragon would, preferring the fresh meat of its prey over other food sources. A yrthak is yellowish green, with long membranous wings, short, clawed legs and a coiling arrow-tail.

Sound Predators. Yrthaks are eyeless and therefore completely blind. Instead they sense their surroundings using sophisticated echolocation and excellent hearing made possible by the highly sensitive sensory bulb at the tip of their tongue. They not only use sound to locate prey but also to kill it. A yrthak can emit a focused blast of thundering energy from the horn on its head that can devastate a creature in a single hit or cause rock to rupture and explode, showering everything nearby in deadly shrapnel.

Due to their reliance on sound and their highly sensitive hearing, yrthaks are however also vulnerable to sonic attacks and become effectively blind, when deafened. A deafened yrthak usually panics and rapidly falls from the sky, sometimes crashing fatally. This makes them a preferred prey for destrachans hunting on the surface.

All but Untamable. Yrthaks are generally considered wild monsters, far too dangerous and unpredictable to tame. Their sensibilities are fickle and little understood among most races. Only the gulgar, a race that once fled from the elemental plane of earth to seek refuge in the Material Plane's mountains found a connection to these beasts. Gulgar are among the few creatures with a sophisticated enough sense for sound and ability to manipulate their voices to successfully calm a yrthak. They've come to use these majestic creatures as flying steeds, steering them with subtle sound cues few creatures other than the yrthak and the gulgar can even hear.

Yrthak

Huge monstrosity, neutral

Armor Class 16 (natural armor)

Hit Points 104 (11d12 + 33)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	17 (+3)	7 (-2)	13 (+1)	11 (+0)

Damage Vulnerabilities thunder

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 11

Languages —

Challenge 5 (1,800 XP)

Keen Hearing. The yrthak has advantage on Wisdom (Perception) checks that rely on hearing.

Echolocation. The yrthak can't use its blindsight while deafened.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Sonic Lance. *Ranged Weapon Attack:* +5 to hit, range 40/120 ft., one target. *Hit:* 27 (8d8) tundering damage.

Explosion. The yrthak fires its sonic lance at a point on the ground, a large rock, stone wall, or similar terrain within 60 feet, causing the terrain to explode. Creatures within a 10-foot-radius sphere around the target point must make a DC 13 Dexterity saving throw, taking 14 (4d6) piercing damage on a failed save or half as much damage on a successful one.

Yugoloths

The inhabitants of the lower planes of Acheron, Carceri, Gehenna, and Hades known as yugoloths come in many varieties, adapted to their individual environments, each can serve a purpose as part of an army. Being opportunistic mercenaries, they are hired by devils and demons alike in the ever-waging war between Hell and the Abyss. Sometimes even mortals dare to strike a bargain with one or more of these creatures.

Dergholoth

These eight-limbed, beetle-like creatures are seen as lowly beings among their kin, their only value being as living battle engines that can assault an enemy position from below and quickly wreak havoc once they burst from the ground. Dergholoths are simple-minded, but nonetheless their existence among yugoloths is miserable. Feeding their instinctive need for slaughter and bloodshed in battle is their only relief from this misery.

Hydroloth

Agile, vaguely fish- or toad-like humanoid yugoloths, hydroloths hail from the rivers of hades. They prefer to approach their

targets underwater, breaching and leaping out in a single decisive and devastating attack. When it needs to cover a distance without the cover of water, the hydroloth will spit its acidic poison at the target to throw it off-balance.

Piscoloth

Piscoloths are bipedal creatures from the rivers of hades, combining features of crabs, fish, and octopi in one bizarre form. Despite their relatively small size and low intelligence, piscoloths have a certain talent for leadership in yugoloth hosts, often serving as sergeants and overseers. Being cruel bullies, they are surprisingly capable at keeping order in their ranks. A piscoloth can paralyze its targets with the touch of its facial tentacles and then murder them with its pincers.

Voor

Also known as lashers, voors are stupid brutes, but their sharp senses and their ability ensnare prey make them formidable defenders or bodyguards, and they can form a powerful defensive frontline in battle. The larger variant, known as dreadful lashers, are not markedly different from their more common kin except for being considerably more powerful.

Voors wait for their foes to come to them and then use the multitude of tentacles extending from their bodies to impale and ensnare their targets, drawing them in and tearing them apart with their claws.



Dergholoth

Large fiend, neutral evil

Armor Class 17 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	6 (-2)	10 (+0)	14 (+2)

Damage Resistances cold, fire, lightning

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages Abyssal, Infernal, telepathy 120 ft.

Challenge 6 (2,300 XP)

Magic Resistance. The yugoloth has advantage on saving throws against spells and magical effects.

Reactive. The dergholoth gets two additional reactions each turn, which can only be used to make opportunity attacks.

Actions

Multiaction. The yugoloth makes three claw attacks.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage and the target is grappled. The dergholoth has five claws each of which can grapple one Medium or smaller creature. Until this grapple ends, the dergholoth can automatically hit the target with the claw and can't use the claw against another target.



Hydroloth

Large fiend, neutral evil

Armor Class 15 (natural armor)

Hit Points 57 (6d10 + 24)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	18 (+4)	10 (+0)	12 (+1)	13 (+1)

Skills Athletics +6

Damage Resistances cold, fire, lightning

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal, Infernal, telepathy 120 ft.

Challenge 3 (700 XP)

Amphibious. The yugoloth can breathe air and water.

Magic Resistance. The yugoloth has advantage on saving throws against spells and magical effects.

Actions

Multiattack. The yugoloth makes two melee attacks: one with its bite and one with its claws.

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

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Spit. *Ranged Weapon Attack:* +3 to hit, range 30/60 ft., one target. *Hit:* 9 (2d8) acid damage and the target must succeed on a DC 15 Constitution saving throw or take 9 (2d8) poison damage and become poisoned for 1 hour. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success.

Piscoloth

Medium fiend, neutral evil

Armor Class 18 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	15 (+2)	8 (-1)	10 (+0)	14 (+2)

Damage Resistances cold, fire, lightning

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal, Infernal, telepathy 120 ft.

Challenge 4 (1,100 XP)

Amphibious. The yugoloth can breathe air and water.

Magic Resistance. The yugoloth has advantage on saving throws against spells and magical effects.

Actions

Multiattack. The yugoloth makes three melee attacks: one with its tentacles and two with its pincers.

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* The target must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. At the end of each of its turns, a creature can repeat the saving throw, 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 yugoloth's tentacles for the next 24 hours.

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





Voor

Large fiend, neutral evil

Armor Class 16 (natural armor)
Hit Points 59 (7d10 + 21)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	17 (+3)	5 (-3)	8 (-1)	7 (+2)

Skills Perception +5
Damage Resistances cold, fire, lightning
Damage Immunities acid, poison
Condition Immunities poisoned
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 15
Languages Abyssal, Infernal, telepathy 120 ft.
Challenge 6 (2,300 XP)

Scentsless. A voor has no natural scent and cannot be detected by smell, unless the scent of something else is stuck to it and gives it away.

Magic Weapons. The yugoloth's weapon attacks are magical.

Magic Resistance. The yugoloth has advantage on saving throws against spells and magical effects.

Actions

Multiattack. The yugoloth makes two piercing tentacle attacks and then two claw attacks.

Piercing Tentacle. *Melee or Ranged Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage. The target is grappled (escape DC 16) and must succeed on a DC 16 Strength saving throw or be pulled up to 10 feet directly toward the voor. Until this grapple ends the target is restrained. The voor can grapple up to four Medium or smaller creatures with its tentacles.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Dreadful Lasher Voor

Huge fiend, neutral evil

Armor Class 19 (natural armor)
Hit Points 138 (12d12 + 60)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	21 (+5)	5 (-3)	8 (-1)	7 (+2)

Skills Perception +7
Damage Resistances cold, fire, lightning
Damage Immunities acid, poison
Condition Immunities poisoned
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 17
Languages Abyssal, Infernal, telepathy 120 ft.
Challenge 11 (7,200 XP)

Scentsless. A voor has no natural scent and cannot be detected by smell, unless the scent of something else is stuck to it and gives it away.

Magic Weapons. The yugoloth's weapon attacks are magical.

Magic Resistance. The yugoloth has advantage on saving throws against spells and magical effects.

Actions

Multiattack. The yugoloth makes two piercing tentacle attacks and then two claw attacks.

Piercing Tentacle. *Melee or Ranged Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage. The target is grappled (escape DC 16) and must succeed on a DC 20 Strength saving throw or be pulled up to 10 feet directly toward the voor. Until this grapple ends the target is restrained. The voor can grapple up to four Medium or smaller creatures with its tentacles.

Claws. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) slashing damage.

Yagnoloth

Large fiend, neutral evil

Armor Class 17 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	19 (+4)	15 (+2)	15 (+2)	14 (+2)

Saving Throws Con +8, Wis +6, Cha +6

Skills Athletics +10

Damage Resistances cold, fire, lightning; bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Infernal, telepathy 120 ft.

Challenge 11 (7,200 XP)

Magic Resistance. The yagnoloth has advantage on saving throws against spells and magical effects.

Muscular arm. The yagnoloth can wield a two-handed weapon in its left hand without needing to use two hands or use a one-handed Huge weapon in his left hand without suffering disadvantage to attack rolls for using an oversized weapon.

Undersized Arm. The yagnoloth's right arm is underdeveloped for its size. Attacks made with that arm are treated as having Strength 16 and the yagnoloth wields weapons in that arm, as though it were Medium sized.

Lighting Grasp (3/Day). When the yagnoloth hits a creature with a claw attack, it can deal an extra 13 (3d8) lightning damage.

Actions

Multiattack. The yagnoloth makes three melee attacks: two with its harpoon and one with its claws.

Harpoon. *Melee Weapon Attack:* +10 to hit, reach 10 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 yagnoloth can't use its harpoon against another target. While the target is grappled by the harpoon, the yagnoloth automatically hits the target with its harpoon, dealing slashing damage instead of piercing damage and the grapple ends.

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

Acid Breath (Recharge 5-6). The yagnoloth exhales a cloud of acid in a 15 foot cone. Creatures in the area must make a DC 16 Constitution saving throw, becoming stunned for 1 minute and taking 7 (2d6) acid damage on a failed save, or half as much damage on a successful one. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success.

Life Drain. The yagnoloth touches a paralyzed, stunned or unconscious creature within 5 feet. The target takes 49 (14d6) necrotic damage and must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken until it finishes a long rest. If a creature's hit point maximum is reduced to 0 by this effect, the creature dies.

Yagnoloth

Seeing a yagnoloth for the first time, one might assume the creature is crippled as its right arm is short and weak looking while the left is an enormous limb that seems too large for the creature. This however is not a weakness. The yagnoloth's right arm is still quite strong and equipped with sharp claws while the left is extremely powerful, easily capable of wielding weapons made for creatures much larger than the yagnoloth.

Yagnoloths use their physical superiority to serve as enforcers and guardians. Unlike most yugoloths, yagnoloths have a respect for masters that allow them to serve in a position where they can wield power and will serve them even after a contract or the planar binding ritual that bound the yagnoloth expired.

Most yagnoloths wield a dreadful, harpoon-like implement, which they jam into the flesh of a target, hooking deep into it, either holding it in place to batter it with other attacks, or tearing the weapon free with a brutal yank, ruining large chunks of flesh in the process.



Monsters as Characters

NPCs can be revised or built to be members of one of the races below by applying the ability modifiers listed along with them and granting the indicated features. The DM may also decide to allow players to use these features and ability modifiers as their character's race, however these races are not balanced to be player characters, and some may be exceedingly powerful, while others can be rather weak compared to the playable races from the *Player's Handbook*.

Race	Ability Modifiers	Features
Bladeling	+2 Dex, +1 Con	Darkvision 60 ft.; Razor Storm (1/Day); speaks Common
Catfolk	+2 Dex, +1 Cha	Darkvision 60 ft.; Savannah Stalker; proficient with Dex (Acrobatics) and Wis (Perception); speaks Common and Feline
Crucian	+1 Str, +2 Con	Darkvision 60 ft.; natural armor (AC is 18 + Dex when unarmored); Withdraw; speaks Common and Draconic
Ibixian	+2 Str, +2 Con, -1 Int	Pack Fervor; headbutt action (melee weapon, 1d6 bludgeoning damage), Multiattack action (may make one headbutt attack in addition to its other melee weapon attacks); speaks Ibixian
Lizardfolk, Poison Dusk	+2 Dex, +1 Con	Chameleon Skin; natural armor (AC is 12 + Dex when unarmored); speaks Draconic
Lizardfolk, Sunscale	+2 Dex, +2 Wis	Darkvision 60 ft.; Smoke Tolerance; resistance to fire damage; speaks Draconic
Meazel	+2 Dex, +1 Str	Darkvision 60 ft.; Disease Carrier; Natural Swimmer; speaks Common
Norker	+2 Str, +2 Con	Darkvision 60 ft.; tremorsense 60 ft.; immunity to poison damage and poisoned condition; Rock Stance; speaks Goblin and Terran
Shadar-Kai	+4 Dex, -1 Cha; -1 Con if wearing a Gal-Ralan	Creature type fey; darkvision 120 ft.; Hide in Plain Sight; Shadow Curse; Shadow Lurker; immunity to poison damage and poisoned condition; speaks Common and Sylvan
Shardmind	+1 Str or Dex, +2 Int	Shard Swarm (Recharges after a Short or Long Rest); telepathy 25 ft.; Living Construct; resistance to psychic damage; proficient with Intelligence (Arcana); speaks Common and Deep Speech
Skulk	+2 Dex, -2 Cha	Darkvision 60 ft.; Innate Nondetection; Peerless Camouflage; Trackless Path; proficient with Dex (Stealth); gains double proficiency bonus to Dex (Stealth) checks, instead of the normal proficiency bonus; speaks Common
Stonechild	+4 Str, +4 Con, -2 Cha	Creature type elemental; darkvision 60 ft.; Magic Stone; immunity to acid and poison damage, petrified and poisoned condition; natural armor (AC is 16 + Dex when unarmored); speaks Terran
Wilden	+2 Dex, +1 Wis	Darkvision 60 ft.; Nature's Aspect; speaks Common and Sylvan


Monster Weapons

Some monsters presented in this book wield weapons not covered in the *Player's Handbook*. The following table presents profiles of Medium sized versions of these weapons in case a player picks one up, or an NPC is supposed to use the weapons. Any special properties marked with an asterisk (*) can be derived from the monster's entry or a sidebar on the entry page.

Name	Damage	Weight	Properties	Reference
<i>Martial Weapons</i>				
Bolas	—	2 lb.	Thrown (range 20/80), foot-snare*	Lizardfolk, p. 132
Chain Blade	1d8 slashing	4 lb.	Finesse, reach, two-handed	Shadar-kai, p. 178
Garrote	1d4 bludgeoning	0.5 lb.	Two-handed, grapple, choke*	Meazel, p. 138
<i>Exotic Weapons (creatures other than the monsters using these weapons are not proficient with them)</i>				
Double Pick	1d8 piercing	6 lb.	Two-handed, double weapon	Maug, p. 137
Harpoon	1d10 piercing	4 lb.	Two-handed, grapple	Yugoloth, p. 219
Mighty Bow	1d8 piercing	8 lb.	Ammunition (range 100/400), heavy, two-handed, mighty*	Gulgar, p. 115
Snap Tong	1d10 piercing	6 lb.	Heavy, reach, two-handed, grapple	Rutterkin p. 64
Wicked Scythe	2d8 slashing	6 lb.	Heavy, two-handed	Redcap, p. 174

Double Weapon. A creature that uses its action to make an attack with a double weapon may make a single attack with the other end of the weapon as a bonus action.

Grapple. When a creature hits with a grapple weapon, the target is grappled (escape DC 8 + wielder's Str (Acrobatics) bonus), and the wielder can't use the weapon against another target.

A black and white illustration featuring a skull, a bird, and various abstract, swirling patterns. The skull is positioned in the center-left, with a bird-like figure below it. The background is filled with intricate, swirling lines and patterns, creating a sense of movement and depth. The overall style is reminiscent of a woodcut or linocut print.

Appendices

Appendix A: Miscellaneous Creatures

This appendix contains statistics for various animals, vermin, and other critters. The stat blocks are organized alphabetically by creature name. Creatures marked with an asterisk (*) can be summoned as familiars using the *find familiar* spell.

Awakened Vine

Medium plant, unaligned

Armor Class 9 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	13 (+1)	10 (+0)	10 (+0)	7 (-2)

Damage Vulnerabilities. fire

Damage Resistances. piercing

Senses passive Perception 10

Languages one language known by its creator.

Challenge 1/8 (25 XP)

False Appearance. While the vine remains motionless, it is indistinguishable from a normal climbing plant.

Actions

Tendrils. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

An **awakened vine** is an ordinary climbing plant given sentience and mobility by the awaken spell or similar magic.

Blood Raven*

Tiny beast, unaligned

Armor Class 12

Hit Points 1 (1d4 - 1)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	2 (-4)	12 (+1)	6 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Blood Frenzy. The blood raven has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Actions

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Blood ravens are a scavenging species of raven, easily distinguished by their red feathers. They enter into a feeding frenzy comparable to that of quippers when they smell

blood. Blood raven swarms often follow large predators to feed on their leftovers but also greedily swarm over any creature bloodied by the larger creature that is trying to flee.

Blue Whale

Gargantuan beast, unaligned

Armor Class 18 (natural armor)

Hit Points 264 (16d20 + 96)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	6 (-2)	22 (+6)	2 (-4)	14 (+2)	8 (-1)

Skills Perception +6

Senses passive Perception 16

Languages —

Challenge 10 (5,900 XP)

Hold Breath. The whale can hold its breath for 30 minutes.

Keen Hearing. The blue whale has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Tail. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage and the target must succeed on a DC 20 Constitution saving throw or be stunned for 1 minute. At the end of each of its turns a creature may repeat the saving throw, ending the effect on itself on a success.

Chameleon*

Tiny beast, unaligned

Armor Class 11

Hit Points 2 (1d4)

Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	12 (+1)	10 (+0)	2 (-4)	14 (+2)	9 (-1)

Skills Athletics -1, Stealth +5

Senses passive Perception 12

Languages —

Challenge 0 (10 XP)

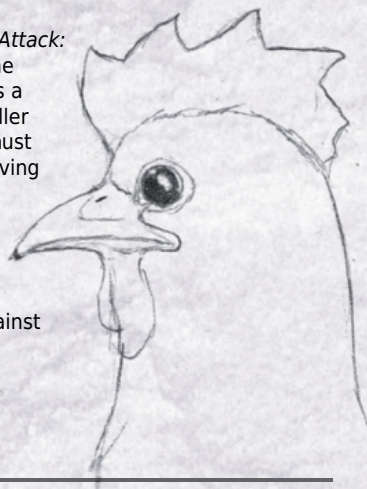
Multi-Directional Vision. The chameleon has advantage on Wisdom (Perception) checks that rely on sight.

Forest Camouflage. The chameleon has advantage on Dexterity (Stealth) checks made to hide in forest terrain.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage and the target is grappled. Until this grapple ends, the target is restrained and the chameleon can't attack with its tongue, or use its bite against another target.

Tongue. *Melee Weapon Attack:* +6 to hit, reach 25 ft., one target. *Hit:* If the target is a Tiny creature that is smaller than the chameleon, it must make a DC 7 Strength saving throw. On a failed save, the target is pulled to a space within 5 feet of the chameleon, which can use a bonus action to make a bite attack against the target.



Chicken*

Tiny beast, unaligned

Armor Class 10
Hit Points 3 (1d4 + 1)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	11 (+0)	12 (+1)	2 (-4)	9 (-1)	6 (-2)

Senses passive Perception 9
Languages —
Challenge 0 (0 XP)

Wing Assisted Movement. The chicken has advantage on Strength (Athletics) and Dexterity (Acrobatics) checks made to move to a higher position (such as moving up a steep incline or jumping up).

Colossus Crab

Huge beast, unaligned

Armor Class 18 (natural armor)
Hit Points 145 (10d12 + 50)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	20 (+5)	1 (-5)	9 (-1)	3 (-2)

Skills Athletics +9
Senses blindsight 30 ft., passive Perception 9
Languages —
Challenge 7 (2,900 XP)

Amphibious. The crab can breathe air and water.

Actions

Multiattack. The crab makes two attacks with its claws
Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage, and the target is grappled (escape DC 19). The crab has two claws, each of which can grapple only one target.

Foam Spray. The crab spews a sticky foam in a 30-foot cone. Creatures in the area must succeed on a DC 16 Strength saving throw or be restrained for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Corpsefly*

Tiny beast, unaligned

Armor Class 12
Hit Points 5 (2d4)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	10 (+0)	1 (-5)	10 (+0)	3 (-4)

Skills Perception +2
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 1/8 (25 XP)

Keen Sight. The fly has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Digestive Fluid. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) acid damage.

About as large as a human head, the oversized housefly-like insects known as **corpseflies** are generally considered revolting and rarely used as familiars, especially by spellcasters who value their social standing. Corpseflies seek the carcasses of particularly large creatures in which to lay their eggs, which hatch into giant maggots.

Dire Rat

Medium beast, unaligned

Armor Class 12
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 1/4 (50 XP)

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

Pack Tactics. The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Variant: Diseased Dire Rats

Dire rats often carry diseases. A diseased dire rat has a challenge rating of 1/4 (50 XP) and adds the same disease effect to its bite attack as a diseased giant rat (see *Monster Manual* p. 327), except that the save DC against the disease is 11.

Fox*

Tiny beast, unaligned

Armor Class 11
Hit Points 3 (1d4 + 1)
Speed 20 ft.

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

Skills Perception +3, Stealth +3
Senses passive Perception 13
Languages —
Challenge 0 (10 XP)

Keen Hearing and Smell. The fox has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Giant Bear

Huge beast, unaligned

Armor Class 14 (natural armor)
Hit Points 105 (10d12 + 40)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	18 (+4)	2 (-4)	14 (+2)	7 (-2)

Skills Perception +5
Senses passive Perception 15
Languages —
Challenge 5 (1,800 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Giant Chameleon

Large beast, unaligned

Armor Class 13 (natural armor)
Hit Points 30 (4d10 + 12)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	2 (-4)	14 (+2)	9 (-1)

Skills Athletics +6, Stealth +5
Senses passive Perception 12

Languages —
Challenge 1 (200 XP)

Multi-Directional Vision. The chameleon has advantage on Wisdom (Perception) checks that rely on sight.

Forest Camouflage. The chameleon has advantage on Dexterity (Stealth) checks made to hide in forest terrain.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage and the target is grappled. Until this grapple ends, the target is restrained and the chameleon can't attack with its tongue, or use its bite against another target.

Tongue. *Melee Weapon Attack:* +6 to hit, reach 25 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must make a DC 14 Strength saving throw. On a failed save, the target is pulled to a space within 5 feet of the chameleon, which can use a bonus action to make a bite attack against the target.

Giant Maggot

Tiny beast, unaligned

Armor Class 8
Hit Points 10 (3d4 + 3)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	6 (-2)	12 (+1)	1 (-5)	10 (+0)	2 (-4)

Senses tremorsense 60 ft. (blind beyond this radius), passive Perception 10

Languages —
Challenge 0 (0 XP)

Flesh Burrowing. The maggot can burrow through a dead creature's flesh as though it had a burrow speed of 5 feet.

Actions

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

Giant maggots are the offspring of corpseflies. Like their parents, they grow to around the size of a human head.

Giant Seal

Large beast, unaligned

Armor Class 13 (natural armor)
Hit Points 47 (5d10 + 20)
Speed 15 ft., swim 40 ft.

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

Skills Perception +3
Senses passive Perception 13
Languages —
Challenge 1 (200 XP)

Hold Breath. The seal can hold its breath for 20 minutes.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage

Giant seals are particularly large types of seals, such as walruses and elephant seals.

Giant Snapping Turtle

Large beast, unaligned

Armor Class 18 (natural armor)

Hit Points 57 (6d10 + 24)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	18 (+4)	2 (-4)	12 (+1)	6 (-2)

Skills Stealth +2

Senses passive Perception 11

Languages —

Challenge 2 (450 XP)

Hold Breath. The turtle can hold its breath for 20 minutes.

Withdraw. Instead of moving, the turtle can withdraw into its armored shell. When it does so, it falls prone. The turtle has an AC of 22 until the start of its next turn.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the snapping turtle can automatically hit it with its bite and can't use its bite against other targets.

Giant Tortoise

Medium beast, unaligned

Armor Class 16 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	15 (+2)	2 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Withdraw. Instead of moving, the tortoise can withdraw into its armored shell. When it does so, it falls prone. The tortoise has an AC of 20 until the start of its next turn.

Actions

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

Giant Waterbear

Large beast, unaligned

Armor Class 17 (natural armor)

Hit Points 155 (10d10 + 100)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	30 (+10)	1 (-5)	10 (+0)	4 (-3)

Saving Throws Con +12

Damage Resistances acid, bludgeoning, fire, necrotic, piercing, poison, slashing

Damage Immunities cold, radiant, thunder; bludgeoning from nonmagical weapons

Condition Immunities prone

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 9 (5,000 XP)

Water Breathing. The waterbear can breathe only underwater.

Cryptobiosis. When exposed to an environment or effect that is lethal to the waterbear over time, such as an environment that lacks breathable water, being frozen solid, or taking poison damage over time, the waterbear enters a state of suspended animation. While in this state the waterbear is unconscious but immune to any environmental effects, as well as poison and necrotic damage and the poisoned condition. Any such ongoing effect is suspended but not removed. The cryptobiotic state ends as soon as conditions become tolerable for the waterbear. The waterbear can remain in this state for up to 30 years. If it remains in this state longer, it dies.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

gravehound



Gravehound

Medium undead, neutral evil

Armor Class 13
Hit Points 30 (4d8 + 12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	16 (+3)	5 (-3)	16 (+3)	15 (+2)

Skills Perception +5
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 1/2 (50 XP)

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage and the target must succeed on a DC 13 Constitution saving throw or be stunned for one round.

Gravehounds are the undead remains of large dogs, often roaming cemeteries, looking for flesh with which to sate their unending and futile appetites. They usually rise from the corpses of wild dogs that used to frequently feed on the corpses of improperly buried humanoids. As a result, they are common near mass-graves and abandoned battlefields.

Undead Nature. A gravehound doesn't require air, food, drink, or sleep.

Great Crab

Large beast, unaligned

Armor Class 16 (natural armor)
Hit Points 51 (6d10 + 18)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	1 (-5)	9 (-1)	3 (-2)

Skills Stealth +3
Senses blindsight 30 ft., passive Perception 9
Languages —
Challenge 2 (450 XP)

Amphibious. The crab can breathe air and water.

Actions

Multiattack. The crab makes two attacks with its claws
Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). The crab has two claws, each of which can grapple only one target.

Great Wolf

Huge beast, chaotic neutral

Armor Class 14 (natural armor)
Hit Points 73 (7d12 + 28)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	17 (+3)	8 (-1)	16 (+3)	10 (+2)

Skills Perception +5, Stealth +4
Senses passive Perception 15
Languages Great Wolf, understands Common, Giant and Goblin but doesn't speak them
Challenge 4 (1,100 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d6 + 5) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

The gigantic **great wolf** is a reclusive creature, living in the woods often as the alpha of a pack of wolves and dire wolves. A few stories tell of great wolves forming a bond with humanoids or giants, staying at their partners' side for a lifetime, and sometimes beyond, keeping watch over their companion's grave.

Hippopotamus

Large beast, unaligned

Armor Class 10 (natural armor)
Hit Points 51 (6d10 + 18)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	16 (+3)	2 (-4)	11 (+0)	7 (-2)

Senses passive Perception 10
Languages —
Challenge 2 (450 XP)

Hold Breath. The hippo can hold its breath for 10 minutes.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the creature is restrained and the hippo can't bite another creature.

Iron Defender

Small construct, unaligned

Armor Class 14 (natural armor)

Hit Points 22 (4d6 + 8)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	8 (-1)	11 (+0)	7 (-2)

Skills Perception +4

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 14

Languages understands all languages of its creator but can't speak

Challenge 1/4 (50 XP)

Actions

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

Reactions

Interposing Bite. If a creature within 5 feet of the iron defender makes a spell or weapon attack against a creature other than the iron defender, the iron defender immediately makes a bite attack against that creature, resolved before the creature's attack. If the bite attack hits, the target's attack gains disadvantage on the attack roll. If the interposing bite incapacitates the target, the target's attack roll automatically fails.

Iron defenders are metallic hounds created by or for those who seek a more reliable and tougher guard dog. An iron defender stays near its charge and ferociously defends it, punishing everyone who would attack it with metallic jaws.

Construct Nature. An iron defender doesn't require air, food, drink, or sleep.

Lesser Barghest

Medium fiend (shapechanger), neutral evil

Armor Class 15 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 50 ft. (30 ft. in goblin form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	12 (+1)

Skills Deception +3, Intimidation +3, Perception +5, Stealth +5

Damage Resistances cold, fire, lightning

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 15

Languages Abyssal, Common, Goblin, Infernal

Challenge 2 (450 XP)

Shapechanger. The barghest can use its action to polymorph into a Small goblin or back into its true form. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. The barghest reverts to its true form if it dies.

Fire Banishment. When the barghest starts its turn engulfed in flames that are at least 5 feet high or wide, it must succeed on a DC 15 Charisma saving throw or be instantly banished to Gehenna. Instantaneous bursts of flame (such as a red dragon's breath or a *fireball* spell) don't have this effect on the barghest.

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

Actions

Bite (True Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

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

Lesser barghests are juvenile barghests. The fiend's goblin form reaches a mature appearance long before the barghest has grown to its full size. Lesser barghests exist among their goblin tribes, trying to remain undiscovered, only revealing their true form if doing so helps preventing an untimely death, before their mission is completed.





Mad Slasher

Medium aberration, chaotic evil

Armor Class 13
Hit Points 26 (4d8 + 8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	15 (+2)	7 (-2)	10 (+0)	6 (-2)

Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 1/4 (50 XP)

Reactive. The mad slasher has an additional reaction each round which it can only use to make opportunity attacks.

Frenetic Tittering. Whenever the mad slasher hits with a talon attack, creatures within 10 feet of it that can hear the mad slasher, must succeed on a DC 12 Wisdom saving throw or attacks against them have advantage until the beginning of the mad slasher's next turn.

Actions

Multiattack. The mad slasher makes two talon attacks.

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

Mad slashers earn their name with the maddening tittering sound produced by hollow channels in their legs, through which the creatures also feed. They attack by almost literally flying into a whirl of slashing talons hacking away at anything getting near the creature.

Pigeon*

Tiny beast, unaligned

Armor Class 11
Hit Points 2 (1d4)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	12 (+1)	10 (+0)	2 (-4)	10 (+0)	7 (-2)

Senses passive Perception 10
Languages —
Challenge 0 (0 XP)

Sense of Direction. The pigeon has an innate sense of direction and can always determine the direction it came from. It can only use this ability to navigate by geographical direction and not trace its way through a maze or other complex series of twists and turns.

Rabbit*

Tiny beast, unaligned

Armor Class 12
Hit Points 1 (1d4 - 1)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	2 (-4)	13 (+1)	9 (-1)

Skills Stealth +3, Perception +5
Senses passive Perception 10
Languages —
Challenge 0 (10 XP)

Keen Hearing. The rabbit has advantage on Wisdom (Perception) checks that rely on hearing.

Standing Leap. The rabbit's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Having rodent-like incisors, **rabbits** can deliver a painful bite, but unless cornered, they will always choose flight over fight.

Sea Leopard

Large beast, unaligned

Armor Class 12
Hit Points 34 (4d10 + 12)
Speed 15 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	14 (+2)	10 (+0)

Skills Perception +4, Stealth +4
Senses passive Perception 14
Languages —
Challenge 1 (200 XP)

Keen Hearing. The sea leopard has advantage on Wisdom (Perception) checks that rely on hearing.

Hold Breath. The sea leopard can hold its breath for 20 minutes.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage

A **sea leopard** or leopard seal is a large, predatory seal that hunts for smaller seals, penguins, and large fish.

Sea Turtle

Medium beast, unaligned

Armor Class 16 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	15 (+2)	2 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Hold Breath. The turtle can hold its breath for 20 minutes.

Withdraw. Instead of moving, the turtle can withdraw into its armored shell. When it does so, it falls prone. The turtle has an AC of 20 until the start of its next turn.

Actions

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

Seal

Medium beast, unaligned

Armor Class 12

Hit Points 13 (2d8 + 4)

Speed 15 ft., swim 50 ft.

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

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Hold Breath. The seal can hold its breath for 20 minutes.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage

Snapping Turtle

Small beast, unaligned

Armor Class 14 (natural armor)

Hit Points 11 (2d6 + 4)

Speed 15 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Hold Breath. The turtle can hold its breath for 5 minutes.

Withdraw. Instead of moving, the turtle can withdraw into its armored shell. When it does so, it falls prone. The turtle has an AC of 18 until the start of its next turn.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage and the target is grappled (escape DC 12). Until this grapple ends, the snapping turtle can automatically hit the grappled creature with its bite and can't use its bite against other targets.

Sperm Whale

Gargantuan beast, unaligned

Armor Class 15 (natural armor)

Hit Points 201 (13d20 + 65)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	8 (-1)	20 (+5)	2 (-4)	14 (+2)	8 (-1)

Skills Perception +5

Senses blindsight 120 ft., passive Perception 15

Languages —

Challenge 8 (3,900 XP)

Echolocation. The sperm whale can't use its blindsight while deafened.

Hold Breath. The whale can hold its breath for 90 minutes.

Keen Hearing. The sperm whale has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained and the sperm whale can't use its bite against another creature.

Squirrel*

Tiny beast, unaligned

Armor Class 13

Hit Points 1 (1d4 - 1)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	8 (-1)	2 (-4)	11 (+0)	7 (-2)

Skills Acrobatics +7

Senses passive Perception 10

Languages —

Challenge 0 (10 XP)

Standing Leap. The squirrel's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Swarm of Blood Ravens

Medium swarm of Tiny beasts, unaligned

Armor Class 12
Hit Points 24 (7d8 - 7)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	8 (-1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Senses passive Perception 13
Languages —
Challenge 1/2 (100 XP)

Blood Frenzy. The swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.

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 blood raven. The swarm can't regain hit points or gain temporary hit points.

Actions

Beaks. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

Swarm of Corpseflies

Medium swarm of Tiny beast, unaligned

Armor Class 12
Hit Points 27 (6d8)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	10 (+0)	1 (-5)	10 (+0)	3 (-4)

Skills Perception +2
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 1/2 (100 XP)

Keen Sight. The swarm has advantage on Wisdom (Perception) checks that rely on sight.

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 blood raven. The swarm can't regain hit points or gain temporary hit points.

Actions

Digestive Fluids. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 14 (4d6) acid damage, or 7 (2d6) acid damage if the swarm has half of its hit points or fewer.

Swarm of Giant Maggots

Medium swarm of Tiny beasts, unaligned

Armor Class 8
Hit Points 49 (9d8 + 9)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	6 (-2)	12 (+1)	1 (-5)	10 (+0)	2 (-4)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Senses tremorsense 60 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 1/2 (100 XP)

Flesh Burrowing. The swarm can burrow through a dead creature's flesh as though it had a burrow speed of 5 feet.

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 blood raven. 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:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

Swarm of Squirrels

Medium swarm of Tiny beasts, unaligned

Armor Class 13
Hit Points 24 (7d8 - 7)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	8 (-1)	2 (-4)	11 (+0)	7 (-2)

Skills Acrobatics +7
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Senses passive Perception 10
Languages —
Challenge 1/4 (50 XP)

Standing Leap. The swarm's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.

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 squirrel. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

Tortoise*

Tiny beast, unaligned

Armor Class 12 (natural armor)

Hit Points 3 (1d4 + 1)

Speed 10 ft.

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

Senses passive Perception 11

Languages —

Challenge 0 (10 XP)

Withdraw. Instead of moving, the tortoise can withdraw into its armored shell. When it does so, it falls prone. The tortoise has an AC of 16 until the start of its next turn.

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Turtle*

Tiny beast, unaligned

Armor Class 12 (natural armor)

Hit Points 3 (1d4 + 1)

Speed 10 ft., swim 30 ft.

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

Senses passive Perception 11

Languages —

Challenge 0 (10 XP)

Hold Breath. The turtle can hold its breath for 5 minutes.

Withdraw. Instead of moving, the tortoise can withdraw into its armored shell. When it does so, it falls prone. The tortoise has an AC of 16 until the start of its next turn.

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Yeth Jackal

Medium fey, neutral evil

Armor Class 14

Hit Points 33 (6d8 + 6)

Speed 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	13 (+1)	5 (-2)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +6

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 13

Languages understands Common, Elvish, and Sylvan but can't speak

Challenge 1 (200 XP)

Keen Hearing and Smell. The yeth jackal has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Sunlight Banishment. If the yeth jackal starts its turn in sunlight, it is transported to the Ethereal Plane. While sunlight shines on the spot from which it vanished, the jackal must remain in the Deep Ethereal. After sunset, it returns to the Border Ethereal at the same spot, whereupon it typically sets out to find its pack or its master. The jackal is visible on the Material Plane while it is in the Border Ethereal, and vice versa, but it can't affect or be affected by anything on the other plane. Once it is adjacent to its master or a pack mate that is on the Material Plane, a yeth jackal in the Border Ethereal can return to the Material Plane as an action.

Telepathic Bond. While the yeth jackal 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 with each other.

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, plus 7 (2d6) psychic damage if the target is frightened.

Frightful Baying. The yeth jackal bays magically. Every enemy within 100 feet of the jackal that can hear it must succeed on a DC 13 Wisdom saving throw or be frightened until the end of the jackal's next turn or until the jackal is incapacitated. A target that successfully saves is immune to the baying of all yeth jackals for the next 24 hours. A creature that successfully saves against a yeth hound's Baleful Baying is also immune to the baying of all yeth jackals for the next 24 hours, but not vice versa.

Yeth jackals are smaller but faster and stealthier relatives of yeth hounds.

They are easier to create than their larger cousins and roam with yeth hound packs. Yeth jackals are usually granted as lesser rewards or as additional gifts along with yeth hounds. The quick and agile jackals are useful scouts and spies for their masters.

yeth jackal



Appendix B: Zombies and Skeletons

This appendix provides statistics for zombies and skeletons created from various types of creatures. This section can be used as a resource for necromancer characters, both player characters and NPCs as well as other creatures that can create zombies or skeletons, like skull lords, ulgurstas, and mohrgs. Creatures marked with an asterisk (*) can be created from the appropriate corpse using an *animate dead* spell. Creatures marked with two asterisks (**) can be created using a *create undead* spell. You need the appropriate corpse or corpses for each creature, rather than the type suggested in the spell's description.

Variants. Because these statblocks are meant to be able to represent a multitude of creatures, some abilities are tagged with (*Variant X*). A single skeleton or zombie only has the abilities of one variant.

For example a Large or Huge charger skeleton has two variants. Variant A uses the regular charge ability, which deals extra damage on a hit with its gore, while variant B uses trampling charge, which allows the skeleton to make a stomp attack as a bonus action if it knocks its target prone.

In other cases an ability might simply say (*Variant*), without a descriptive letter. In this case the ability is an optional addition that some creatures of that type might have.

Undead Nature. Zombies and Skeletons don't require air, food, drink, or sleep.

Beasts

Skeleton or zombie beasts spring from the remains of a great multitude of beasts, aberrations, and monstrosities, such as bears, cockatrices, otyughs, griffons, hellhounds, lamias, tigers, wolves, wyverns and yetis. To better represent some of these creatures you may want to replace their bite or claws with more appropriate attacks, dealing a different type—but the same amount—of damage. You could even replace the bite of a Variant A Large skeleton beast with a second claw attack. Keep in mind that some natural weapons, such as tentacles, don't have a bone structure and are not available to a bestial skeleton, while a zombie beast could very well have such an attack.

Beastfolk

Beastfolk refers to bestial or monstrous humanoid creatures, such as harpies, lizardfolk, gnolls, kuo-toa, yuan-ti or similar creatures. Even troll and medusa corpses are fit for beastfolk skeletons or zombies.

Chargers

Chargers are animals or monstrosities that fight primarily using tusks or horns with which they charge at opponents. This includes creatures like boars, elks, elephants, oxen, rhinos, triceratopses and unicorns. In order to fit these creatures more closely, you can replace the gore attack with a ram, dealing bludgeoning damage or a tusk attack dealing slashing damage without changing the amount of damage it deals.

Dragons

Dragons can be all types of true dragons, as well as various "lesser" dragons, such as drakes, faerie dragons, pseudodragons and even dragon turtles. Due to the lack of flesh and wing membranes, skeleton dragons can't fly or use breath attacks. Zombie dragons are heavily decayed, but both their flight and breath weapon still work to an extent. A zombie dragon's breath weapon is less focused and sprays a significantly smaller area than that of a living dragon, and its decayed glands turn the energy it emits into necrotic.

Humanoids

The term humanoid does not only encompass creatures with the humanoid type, but any creature with a humanoid shape (for example, giants, some fey and monstrosities). Large and huge humanoids are most often the remains of giants, such as trolls, ogres or true giants. These undead are essentially larger versions of the regular skeleton and zombie in the *Monster Manual*. Depending on the creature it was created from, a humanoid skeleton or zombie may have different equipment. If you equip a humanoid skeleton or zombie with different weapons and armor, that increase its AC or damage output significantly, its Challenge rating should be increased by 1 or 2.

Skeletons

The regular skeleton (see *Monster Manual* p. 272) represents skeletons of most types of medium sized humanoid. The following statblocks can be used for a multitude of creatures, from more monstrous humanoid creatures, to various general types of animals and even some more exotic creatures.

Bonespur

Large undead, lawful evil

Armor Class 13 (natural armor)

Hit Points 30 (4d10 + 8)

Speed 10 ft., 40 ft. in charging form

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	6 (-2)	11 (+0)	10 (+0)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life, but can't speak

Challenge 2 (450 XP)

Charging Form (1/Day). As a bonus action, the bonespur transforms from its normal, column-like form into a more rhinoceros-like shape, its bone scythe serving as its horn. It gains a speed of 40 feet and a gore attack in place of its bone scythe attack. In this form if the bonespur moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, the attack deals an additional 7 (2d6) piercing damage.

At the end of the move, the bonespur explodes into a whirl of bone shards. Creatures within 10 feet of the bonespur must make a DC 12 Dexterity saving throw, taking 7 (2d6) slashing damage on a failed save, or half as much damage on a successful one. The bonespur reassembles in its column form after this.

Stability. When standing on solid ground, the bonespur has advantage on Strength saving throws and Strength (Athletics) checks to resist being moved or knocked prone.

Actions

Bone Scythe (Column Form Only). *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Gore (Charging Form Only). *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

A **bonespur** is little more than a crawling column of bones often created by skull lords (see page 175). It is not created from a single creature, but from large piles of loose bones from a multitude of creatures. The bonespur fights using a scythe blade of bone attached to its single arm. It can momentarily transform into a shape vaguely resembling a rhinoceros to make a single, devastating charge attack.

Serpentir

Large undead, lawful evil

Armor Class 15

Hit Points 60 (8d10 + 16)

Speed 50 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+2)	20 (+5)	15 (+2)	6 (-2)	16 (+3)	11 (+0)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned, prone

Senses darkvision 60 ft., sense emotions 60 ft., passive Perception 13

Languages understands all languages it knew in life, but can't speak

Challenge 3 (700 XP)

Churning Ribs. While the serpentir is grappling a creature, it deals 9 (2d8) piercing damage to the creature at the start of each of the serpentir's turn.

Dual Action. The serpentir may use an additional action on each of its turns and gains an additional reaction.

Sense Emotions. This ability functions like blindsight, but the serpentir can't sense constructs and undead with this ability.

Two-Headed. The serpentir has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Actions

Multiattack. The serpentir makes two attacks with its claws. If it hits a Medium or smaller creature with two or more claws, the target is grappled (escape DC 12). Until this grapple ends, the target is restrained.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

A **serpentir** is created from the bones of two Medium humanoid torsos and at least four more Medium humanoid ribcages, including their spines. The completed skeleton is snakelike with a skeletal torso on each end while the ribs in between function as centipede like legs, moving the serpentir forward at unsettling speed. Like bonespurs, serpentirs are often created by skull lords.

Skeleton Beast (Small) *

Medium undead, lawful evil

Armor Class 12

Hit Points 16 (3d6 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	6 (-4)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

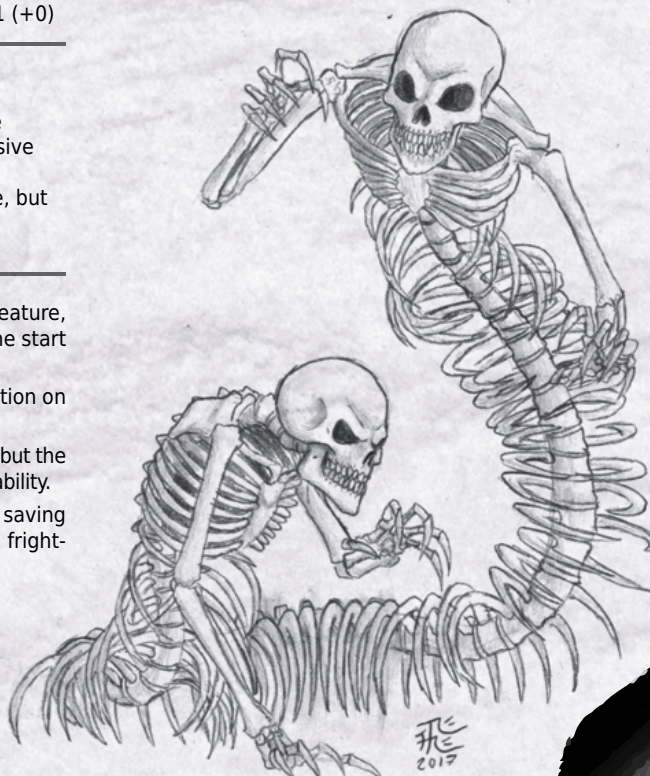
Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life, but can't speak

Challenge 1/4 (50 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



Skeleton Beast (Medium)**

Medium undead, lawful evil

Armor Class 13 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	6 (-4)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life, but can't speak

Challenge 1/2 (100 XP)

Actions

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

Skeleton Beast (Large)

Large undead, lawful evil

Armor Class 14 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	15 (+2)	6 (-4)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life, but can't speak

Challenge 2 (450 XP)

Actions

Multiattack (Variant A). The skeleton makes two melee attacks one with its bite and one with its claws.

Bite (Variant A). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Claws (Variant A). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage.

Bite (Variant B). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage.

Skeleton Beastfolk (Small)*

Small undead, lawful evil

Armor Class 13 (natural armor)

Hit Points 11 (2d6 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	6 (-4)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life, but can't speak

Challenge 1/4 (50 XP)

Actions

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

Skeleton Beastfolk (Medium)**

Medium undead, lawful evil

Armor Class 14 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	6 (-4)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life, but can't speak

Challenge 1/2 (100 XP)

Actions

Multiattack (Variant A, B). The skeleton makes two melee attacks; one with its bite and one with any other melee weapon.

Multiattack (Variant B). The skeleton makes two melee attacks; one with its claws and one with any other melee weapon, or two with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Claws (Variant A, C). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shortsword (Variant B). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Skeleton Beastfolk (Large)

Medium undead, lawful evil

Armor Class 14 (natural armor)

Hit Points 30 (4d10 + 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	15 (+2)	6 (-4)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life, but can't speak

Challenge 2 (450 XP)

Actions

Multiattack (Variant A). The skeleton makes three attacks; one with its bite, and two with its claws.

Multiattack (Variant B). The skeleton makes two attacks; one with its bite and one with any other melee weapon.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Claws (Variant A). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Maul (Variant B). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) bludgeoning damage.

Skeleton Charger (Medium)*

Medium undead, lawful evil

Armor Class 12 (natural armor)

Hit Points 13 (2d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	15 (+2)	2 (-4)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1/4 (50 XP)

Charge. If the skeleton moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 3 (1d6) damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Actions

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

Skeleton Charger (Large)**

Large undead, lawful evil

Armor Class 12 (natural armor)

Hit Points 22 (3d10 + 6)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	15 (+2)	2 (-4)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1 (200 XP)

Charge (Variant A). If the skeleton moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Trampling Charge (Variant B). If the skeleton moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the skeleton can make one stomp attack against it as a bonus action.

Actions

Gore. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Stomp. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Skeleton Charger (Huge)

Large undead, lawful evil

Armor Class 13 (natural armor)

Hit Points 34 (4d12 + 8)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	15 (+2)	2 (-4)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 2 (450 XP)

Charge (Variant A). If the skeleton moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 10 (3d6) damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Trampling Charge (Variant B). If the skeleton moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the skeleton can make one stomp attack against it as a bonus action.

Actions

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.

Stomp. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Skeleton Dragon (Tiny)*

Tiny undead, lawful evil

Armor Class 12
Hit Points 4 (1d4 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	15 (+2)	6 (-4)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it knew in life, but can't speak
Challenge 1/8 (25 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Sting (Variant). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Skeleton Dragon (Small)*

Small undead, lawful evil

Armor Class 13 (natural armor)
Hit Points 11 (2d6 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	15 (+2)	6 (-4)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it knew in life, but can't speak
Challenge 1/4 (50 XP)

Actions

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

Skeleton Dragon (Medium)**

Medium undead, lawful evil

Armor Class 13 (natural armor)
Hit Points 26 (4d8 + 8)
Speed 30 ft.; burrow, climb, or swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	6 (-4)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it knew in life, but can't speak
Challenge 1/2 (200 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Skeleton Dragon (Large)

Large undead, lawful evil

Armor Class 15 (natural armor)
Hit Points 97 (13d10 + 26)
Speed 40 ft.; burrow, climb, or swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	6 (-4)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it knew in life, but can't speak
Challenge 4 (1,100 XP)

Actions

Multiattack. The skeleton makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Skeleton Dragon (Huge)

Huge undead, lawful evil

Armor Class 16 (natural armor)
Hit Points 127 (15d12 + 30)
Speed 40 ft.; burrow, climb, or swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	15 (+2)	6 (-4)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it knew in life, but can't speak
Challenge 7 (2,900 XP)

Actions

Multiattack. The skeleton makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d4 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage.

Legendary Actions

The skeleton can make 1 legendary action, 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.

Detect. The skeleton makes a Wisdom (Perception) check.

Tail Attack. The skeleton makes a tail attack.

Skeleton Dragon (Gargantuan)

Gargantuan undead, lawful evil

Armor Class 18 (natural armor)
Hit Points 212 (17d20 + 34)
Speed 40 ft.; burrow, climb, or swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	11 (+0)	15 (+2)	6 (-4)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it knew in life, but can't speak
Challenge 11 (7,200 XP)

Actions

Multiattack (Variant A). The skeleton makes three attacks: one with its bite and two with its claws.

Multiattack (Variant B). The skeleton makes three attacks: one with its bite and two with its claws. It can make one tail attack in place of its two claw attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 8) piercing damage.

Claws. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 11 (2d4 + 8) slashing damage.

Tail (Variant A). *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 13 (2d6 + 8) bludgeoning damage.

Tail (Variant B). *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 22 (3d10 + 8) bludgeoning damage.

Legendary Actions (Variant A)

The skeleton can make 1 legendary action, 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.

Detect. The skeleton makes a Wisdom (Perception) check.

Tail Attack. The skeleton makes a tail attack.

Skeleton Humanoid (Small) *

Small undead, lawful evil

Armor Class 13 (armor scraps)
Hit Points 5 (1d6 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-4)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it knew in life, but can't speak
Challenge 1/8 (25 XP)

Actions

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Skeleton Humanoid (Large)

Large undead, lawful evil

Armor Class 12 (armor scraps)
Hit Points 52 (7d10 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	6 (-4)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it knew in life, but can't speak
Challenge 2 (450 XP)

Actions

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Skeleton Humanoid (Huge)

Huge undead, lawful evil

Armor Class 14 (armor scraps)

Hit Points 93 (11d12 + 22)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	15 (+2)	6 (-4)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life, but can't speak

Challenge 5 (1,800 XP)

Actions

Multiattack. The skeleton makes two melee weapon attacks.

Greatclub. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Rock. *Melee or Ranged Weapon Attack:* +8 to hit, reach 10 ft. or range 30/120 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Tomb Guardian Skeleton

Medium undead, lawful evil

Armor Class 16 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Skills Perception +5

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages understands all languages it knew in life, but can't speak

Challenge 4 (1,100 XP)

Rain of Blows. When the tomb guardian hits a creature with a melee attack, all following attacks it makes this turn against the same creature have advantage.

Reactive. The tomb guardian gains three additional reactions that can only be used for opportunity attacks.

Actions

Multiattack. The tomb guardian makes four scimitar attacks.

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) slashing damage plus 4 (1d8) poison damage.

A **tomb guardian** is a four-armed humanoid skeleton, wielding two pairs of rusted scimitars, covered in the congealed blood and rotting flesh of its previous victims. Creating a tomb guardian requires either the skeleton of a four-armed Medium humanoid, or the complete skeleton of a two-armed humanoid and the arm bones of another Medium humanoid, usually of the same race.



Zombies

The regular zombie and ogre zombie (see *Monster Manual* p. 316) represent zombies of most types of Medium or Large sized humanoids. The following statblocks can be used for a multitude of creatures, from more monstrous humanoid creatures, to various general types of animals and even some more exotic creatures.

Zombie Beast (Small) *

Medium undead, neutral evil

Armor Class 9
Hit Points 26 (4d6 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	16 (+3)	2 (-4)	6 (-2)	5 (-3)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands all languages it knew in life, but can't speak
Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie 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 spawn drops to 1 hit point instead.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 1) piercing damage.

Zombie Beast (Medium) **

Medium undead, neutral evil

Armor Class 9 (natural armor)
Hit Points 37 (5d8 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	6 (-2)	16 (+3)	2 (-4)	6 (-2)	5 (-3)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands all languages it knew in life, but can't speak
Challenge 1/2 (100 XP)

Undead Fortitude. If damage reduces the zombie 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 spawn drops to 1 hit point instead.

Actions

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

Zombie Beast (Large)

Large undead, neutral evil

Armor Class 9 (natural armor)
Hit Points 51 (6d10 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	16 (+3)	2 (-4)	6 (-2)	5 (-3)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands all languages it knew in life, but can't speak
Challenge 2 (450 XP)

Undead Fortitude. If damage reduces the zombie 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 spawn drops to 1 hit point instead.

Actions

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

Claws (Variant A). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tentacle (Variant B). *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (2d4 + 5) bludgeoning damage.

Zombie Beastfolk (Small) *

Small undead, neutral evil

Armor Class 10 (natural armor)
Hit Points 19 (3d6 + 9)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands all languages it knew in life, but can't speak
Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie 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 spawn drops to 1 hit point instead.

Actions

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

Zombie Beastfolk (Medium)**

Medium undead, neutral evil

Armor Class 9 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands all languages it knew in life, but can't speak

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie 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 spawn drops to 1 hit point instead.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Claws (Variant A). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

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

Zombie Beastfolk (Large)

Medium undead, neutral evil

Armor Class 10 (natural armor)

Hit Points 47 (5d10 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands all languages it knew in life, but can't speak

Challenge 2 (450 XP)

Undead Fortitude. If damage reduces the zombie 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 spawn drops to 1 hit point instead.

Actions

Multitack (Variant A). The zombie makes two attacks with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Claws (Variant A). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Maul (Variant B). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) bludgeoning damage.

Zombie Charger (Medium)*

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	16 (+3)	2 (-4)	6 (-2)	5 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie 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 spawn drops to 1 hit point instead.

Charge. If the skeleton moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 3 (1d6) damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Actions

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

Zombie Charger (Large)

Large undead, neutral evil

Armor Class 9 (natural armor)

Hit Points 34 (4d10 + 12)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	16 (+3)	2 (-4)	6 (-2)	5 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 2 (450 XP)

Undead Fortitude. If damage reduces the zombie 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 spawn drops to 1 hit point instead.

Charge (Variant A). If the skeleton moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Trampling Charge (Variant B). If the skeleton moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the skeleton can make one stomp attack against it as a bonus action.

Actions

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Stomp. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Zombie Charger (Huge)

Large undead, neutral evil

Armor Class 11 (natural armor)

Hit Points 52 (5d12 + 20)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	6 (-2)	18 (+4)	2 (-4)	6 (-2)	5 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 4 (1,100 XP)

Undead Fortitude. If damage reduces the zombie 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 spawn drops to 1 hit point instead.

Charge (Variant A). If the skeleton moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 10 (3d6) damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Trampling Charge (Variant B). If the skeleton moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the skeleton can make one stomp attack against it as a bonus action.

Actions

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.

Stomp. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Zombie Dragon (Tiny)*

Tiny undead, neutral evil

Armor Class 10

Hit Points 11 (2d4 + 6)

Speed 20 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands all languages it knew in life, but can't speak

Challenge 1/8 (25 XP)

Undead Fortitude. If damage reduces the zombie 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 spawn drops to 1 hit point instead.

Actions

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

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

Zombie Dragon (Small)*

Small undead, neutral evil

Armor Class 11 (natural armor)

Hit Points 19 (3d6 + 9)

Speed 20 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands all languages it knew in life, but can't speak

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie 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 spawn drops to 1 hit point instead.

Actions

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

Zombie Dragon (Medium)

Medium undead, neutral evil

Armor Class 12 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 20 ft., fly 20 ft.; burrow, climb, or swim 20 ft.

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life, but can't speak

Challenge 2 (450 XP)

Undead Fortitude. If damage reduces the zombie 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 spawn drops to 1 hit point instead.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Zombie Dragon (Large)

Large undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 30 ft., fly 40 ft.; burrow, climb, or swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	18 (+4)	3 (-4)	8 (-1)	5 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life, but can't speak

Challenge 7 (2,900 XP)

Undead Fortitude. If damage reduces the zombie 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 spawn drops to 1 hit point instead.

Actions

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Breath of Decay (Recharge 5-6). The zombie exhales what is left of its breath weapon in a 15 foot cone. Creatures in the area must succeed on a DC 15 Constitution saving throw or take 14 (4d6) necrotic damage.

Zombie Dragon (Huge)

Huge undead, neutral evil

Armor Class 16 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 30 ft., fly 40 ft.; burrow, climb, or swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	6 (-2)	20 (+5)	3 (-4)	8 (-1)	5 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life, but can't speak

Challenge 12 (8,400 XP)

Undead Fortitude. If damage reduces the zombie 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 spawn drops to 1 hit point instead.

Actions

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

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Breath of Decay (Recharge 5-6). The zombie exhales what is left of its breath weapon in a 20 foot cone. Creatures in the area must succeed on a DC 16 Constitution saving throw or take 24 (7d6) necrotic damage.

Legendary Actions

The zombie can make 1 legendary action, 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.

Tail Attack. The zombie makes a tail attack.



Zombie Dragon (Gargantuan)

Gargantuan undead, neutral evil

Armor Class 19 (natural armor)

Hit Points 341 (22d20 + 110)

Speed 30 ft.; burrow, climb, or swim 30 ft. (Variant A: fly 40 ft.)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	20 (+5)	3 (-4)	8 (-1)	5 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life, but can't speak

Challenge 17 (18,000 XP)

Undead Fortitude. If damage reduces the zombie 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 spawn drops to 1 hit point instead.

Actions

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

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Claws. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail (Variant A). *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Tail (Variant B). *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 29 (3d12 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 23 Strength saving throw or be pushed up to 10 feet away from the zombie and knocked prone.

Breath of Decay (Recharge 5-6). The zombie exhales what is left of its breath weapon in a 30 foot cone. Creatures in the area must succeed on a DC 17 Constitution saving throw or take 35 (10d6) necrotic damage.

Legendary Actions (Variant A)

The zombie can make 1 legendary action, 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.

Tail Attack. The zombie makes a tail attack.



Zombie Humanoid (Small)*

Small undead, neutral evil

Armor Class 9

Hit Points 13 (2d6 + 6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands all languages it knew in life, but can't speak

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie 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 spawn drops to 1 hit point instead.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Zombie Humanoid (Huge)

Huge undead, neutral evil

Armor Class 10 (armor scraps)

Hit Points 161 (14d12 + 70)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	6 (-2)	20 (+5)	3 (-4)	6 (-2)	5 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands all languages it knew in life, but can't speak

Challenge 6 (2,300 XP)

Undead Fortitude. If damage reduces the zombie 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 spawn drops to 1 hit point instead.

Actions

Greatclub. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Rock. *Melee or Ranged Weapon Attack:* +10 to hit, reach 10 ft. or range 30/120 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Appendix C: Elementals

When called to other planes, elemental spirits can be bound into different shapes, the purest of which are perhaps the simple masses of elemental matter that are known simply as air, earth, fire and water elementals. These forms can vary in size depending on the age and maturity of the spirit. The older the spirit, the greater its potential and the larger its form can potentially become. To give form to a summoned elemental of greater size, more powerful magic is required while conversely, smaller ones can be summoned with simpler magic.

The elementals presented in this appendix represent younger and older versions of the typical elementals found in the *Monster Manual* on pages 123-125.

Elemental Nature. An elemental doesn't require air, food, drink, or sleep

Nascent Air Elemental

Small elemental, neutral

Armor Class 13

Hit Points 27 (6d6 + 6)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	3 (-4)	10 (+0)	6 (-2)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 1 (200 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

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

Whirlwind (Recharge 4-6). Each Small or smaller creature in the elemental's space must make a DC 11 Strength saving throw. On a failure, a target takes 5 (1d8 + 1) bludgeoning damage and is flung up 10 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 11 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Nascent Earth Elemental

Small elemental, neutral

Armor Class 14 (natural armor)

Hit Points 39 (6d6 + 18)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	2 (-4)	10 (+0)	5 (-3)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages Terran

Challenge 1 (200 XP)

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

Actions

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



Nascent Fire Elemental

Small elemental, neutral

Armor Class 12

Hit Points 33 (6d6 + 12)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	3 (-4)	10 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 1 (200 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 3 (1d6) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 3 (1d6) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 15-foot radius and dim light in an additional 15 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the start of each of its turns.

Nascent Water Elemental

Small elemental, neutral

Armor Class 13 (natural armor)

Hit Points 33 (6d6 + 12)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	3 (-4)	10 (+0)	6 (-2)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 1 (200 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) bludgeoning damage.

Whelm (Recharge 4-6). Each Medium or smaller in the elemental's space must make a DC 12 Strength saving throw. On a failure, a target takes 6 (1d8 + 2) bludgeoning damage. If it is Small or smaller, it is also grappled (escape DC 12). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Small creature or up to two Tiny creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 6 (1d8 + 2) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 12 Strength check and succeeding.



Young Air Elemental

Medium elemental, neutral

Armor Class 14

Hit Points 49 (9d8 + 9)

Speed 0 ft., fly 70 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	13 (+1)	5 (-3)	10 (+0)	6 (-2)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 3 (700 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Whirlwind (Recharge 4-6). Each creature in the elemental's space must make a DC 12 Strength saving throw. On a failure, a target takes 11 (2d8+2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 12 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Young Earth Elemental

Medium elemental, neutral

Armor Class 15 (natural armor)

Hit Points 76 (9d8 + 36)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	18 (+4)	4 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages Terran

Challenge 3 (700 XP)

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Young Fire Elemental

Medium elemental, neutral

Armor Class 13

Hit Points 58 (9d8 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	5 (-3)	10 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

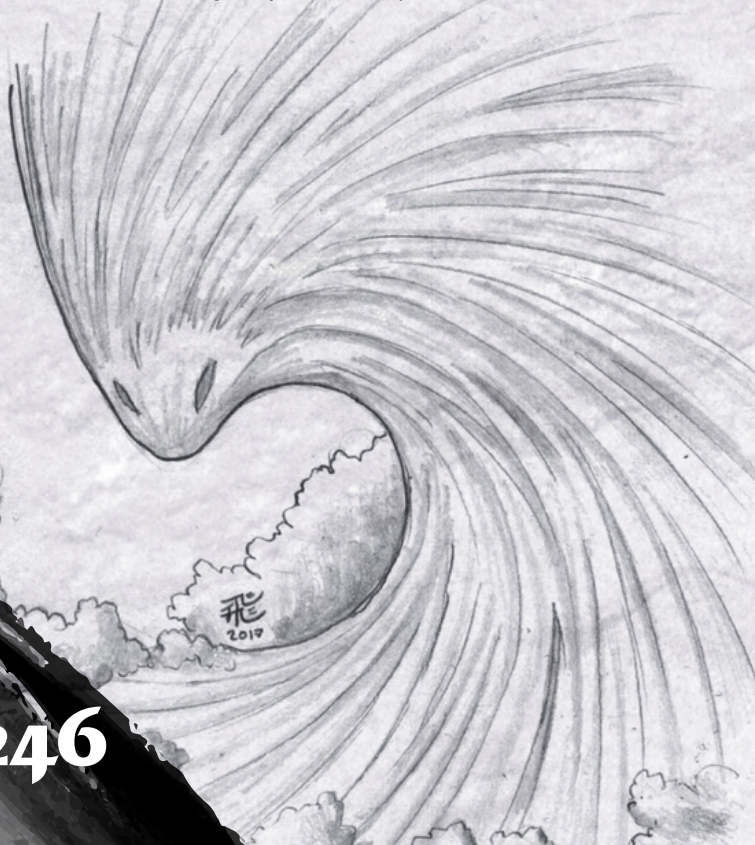
Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 3 (700 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 4 (1d8) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 4 (1d8) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 4 (1d8) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 20-foot radius and dim light in an additional 20 feet.



Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 4 (1d8) fire damage at the start of each of its turns.

Young Water Elemental

Medium elemental, neutral

Armor Class 13 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft., swim 70 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	4 (-3)	10 (+0)	6 (-2)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 3 (700 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) bludgeoning damage.

Whelm (Recharge 4-6). Each Large or smaller in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 7 (1d8 + 3) bludgeoning damage. If it is Small or smaller, it is also grappled (escape DC 13). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Medium creature or up to two Small or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 7 (1d8 + 3) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 12 Strength check and succeeding.

Elder Air Elemental

Huge elemental, neutral

Armor Class 16

Hit Points 119 (14d12 + 28)

Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	15 (+2)	8 (-1)	12 (+1)	6 (-2)

Skills Perception +5

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 90 ft., passive Perception 15

Languages Auran

Challenge 9 (5,000 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Whirlwind (Recharge 4-6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 24 (4d8 + 6) bludgeoning damage and is flung up 40 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet 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. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.



Elder Earth Elemental

Huge elemental, neutral

Armor Class 18 (natural armor)

Hit Points 161 (14d12 + 70)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	7 (-2)	21 (+5)	7 (-2)	12 (+1)	5 (-3)

Skills Perception +5

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 90 ft., tremorsense 90 ft., passive Perception 15

Languages Terran

Challenge 9 (5,000 XP)

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Elder Fire Elemental

Huge elemental, neutral

Armor Class 15

Hit Points 133 (14d12 + 42)

Speed 70 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	17 (+3)	8 (-1)	12 (+1)	7 (-2)

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 90 ft., passive Perception 15

Languages Ignan

Challenge 9 (5,000 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 13 (2d12) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 13 (2d12) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 13 (2d12) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 50-foot radius and dim light in an additional 50 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (4d6 + 5) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 13 (2d12) fire damage at the start of each of its turns.

Elder Water Elemental

Huge elemental, neutral

Armor Class 15 (natural armor)

Hit Points 147 (14d12 + 56)

Speed 40 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	19 (+4)	7 (-2)	12 (+1)	6 (-2)

Skills Perception +5

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 90 ft., passive Perception 15

Languages Aquan

Challenge 9 (5,000 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 23 (4d8 + 4) bludgeoning damage.

Whelm (Recharge 4-6). Each Medium or smaller in the elemental's space must make a DC 17 Strength saving throw. On a failure, a target takes 23 (4d8 + 5) bludgeoning damage. If it is Small or smaller, it is also grappled (escape DC 17). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Huge creature or up to two Large creatures at one time. Up to two Medium or smaller creatures count as a single Large target for the purpose of determining how many creatures the elemental is grappling. At the start of each of the elemental's turns, each target grappled by it takes 23 (4d8 + 5) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 16 Strength check and succeeding.

Legendary Elementals

The most ancient elementals grow to immense proportions, almost rivalling even the elemental princes in power, though not in intellect. When summoned to the Material Plane, these spirits take on enormous forms surging with destructive potential, each one more like a sentient natural disaster than a simple elemental. Unleashed upon the countryside, either by a malevolent master or one that lost control, these elementals cause untold havoc and garner enough infamy and terrified respect to earn themselves a name to be known by among the frightened local population.

Legendary Air Elemental

Gargantuan elemental, neutral

Armor Class 17

Hit Points 216 (16d20 + 48)

Speed 0 ft., fly 100 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	24 (+7)	16 (+3)	10 (+0)	14 (+2)	6 (-2)

Skills Perception +8

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 18

Languages Auran

Challenge 17 (18,000 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

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

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage.

Whirlwind (Recharge 4-6). Each creature in the elemental's space must make a DC 18 Strength saving throw. On a failure, a target takes 43 (8d8 + 7) bludgeoning damage and is flung up 80 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Legendary Actions

The elemental can make 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 elemental regains spent legendary actions at the start of its turn.

Detect. The elemental flies up to half its fly speed without provoking opportunity attacks.

Slam (Costs 2 Actions). The elemental makes a slam attack.

Gust (Costs 2 Actions). The elemental's form turns into a gust of wind. Each creature within 30 feet of the elemental must succeed on a DC 18 Strength saving throw or be knocked prone. The elemental can then fly up to half its speed. Creatures that failed their saving throw are thrown 50 feet in the same direction the elemental moved. If a thrown creature strikes an object, such as a wall or floor, the creature takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.



Legendary Earth Elemental

Gargantuan elemental, neutral

Armor Class 20 (natural armor)

Hit Points 264 (16d20 + 96)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	6 (-2)	22 (+6)	9 (-1)	14 (+2)	5 (-3)

Skills Perception +8

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 18

Languages Terran

Challenge 17 (18,000 XP)

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

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

Actions

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. *Hit:* 27 (4d8 + 7) bludgeoning damage.

Legendary Actions

The elemental can make 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 elemental regains spent legendary actions at the start of its turn.

Glide. The elemental burrows up to its burrow speed without provoking Opportunity Attacks.

Slam (Costs 2 Actions). The elemental makes a slam attack.

Quake (Costs 2 Actions). The elemental connects with the ground and causes the earth around it to shake violently. Other creatures within 30 feet of the elemental that are standing on earth or stone floor or on objects placed on such ground must make a DC 21 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be buried in the cracking ground. A buried creature is prone and restrained. The elemental can only use this ability while standing on stone or earth ground. If the elemental uses this ability on a floor above a room or cavern, the floor collapses into the room below and all creatures in the radius fall with it, potentially taking falling damage in the process. Creatures that failed their saving throw are still buried in the debris. A creature can use an action to make a DC 16 Strength (Athletics) check and pull itself or another buried creature free on a successful check.



Legendary Fire Elemental

Gargantuan elemental, neutral

Armor Class 16

Hit Points 232 (16d20 + 64)

Speed 70 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	22 (+6)	18 (+4)	10 (+0)	14 (+2)	7 (-2)

Skills Perception +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 18

Languages Ignan

Challenge 17 (18,000 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 21 (2d20) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 21 (2d20) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 21 (2d20) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 70-foot radius and dim light in an additional 70 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

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

Actions

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 20 (4d6 + 6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 21 (2d20) fire damage at the start of each of its turns.

Legendary Actions

The elemental can make 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 elemental regains spent legendary actions at the start of its turn.

Shift. The elemental moves up to its speed without provoking Opportunity Attacks.

Touch (Costs 2 Actions). The elemental makes a touch attack.

Firestorm (Costs 2 Actions). The elemental's body erupts into a fiery explosion. Creatures within 30 feet of the elemental must make a DC 20 Dexterity saving throw, catching fire and taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. Until a creature takes an action to douse the fire, a creature that caught fire takes 21 (2d20) fire damage at the start of each of its turns.





Legendary Water Elemental

Gargantuan elemental, neutral

Armor Class 16 (natural armor)

Hit Points 248 (16d20 + 70)

Speed 40 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	9 (-1)	14 (+2)	6 (-2)

Skills Perception +9

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 19

Languages Aquan

Challenge 17 (18,000 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

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

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 23 (4d8 + 6) bludgeoning damage.

Whelm (Recharge 4-6). Each Medium or smaller in the elemental's space must make a DC 20 Strength saving throw. On a failure, a target takes 30 (6d8 + 6) bludgeoning damage. If it is Small or smaller, it is also grappled (escape DC 20). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Gargantuan creature or up to two Huge creatures at one time. Up to two Large creatures count as a single Huge creature, and up to two Medium or smaller creatures count as a single Large creature for the purpose of determining how many creatures the elemental is grappling. At the start of each of the elemental's turns, each target grappled by it takes 30 (6d8 + 6) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 16 Strength check and succeeding.

Legendary Actions

The elemental can make 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 elemental regains spent legendary actions at the start of its turn.

Flow. The elemental moves up to its speed or swims up to half its swim speed without provoking Opportunity Attacks.

Slam (Costs 2 Actions). The elemental makes a slam attack.

Undertow (Costs 2 Actions). The elemental's form floods out around it and pulls creatures into it. Each creature within 40 feet of the elemental must succeed on a DC 20 Strength saving throw or be pulled into the nearest point inside elemental's space. These creatures are grappled, restrained and unable to breathe unless they can breathe water. Creatures that are immersed in water have disadvantage on the saving throw. On its following turns the elemental can use its whelm ability against creatures grappled by its undertow.

Appendix D: Templates

This appendix contains templates, simple packages of abilities that can be added onto an existing monster without making fundamental changes to its statblock, that would require writing a new statblock to keep track of.

Artificial Creature

An artificial creature is a magical construct built from stone, metal or wood, to imitate a living creature. They can be clockwork powered or otherwise animated.

This template can be applied to aberrations, beasts, constructs, dragons, humanoids and monstrosities.

Type. The creature's type changes to construct.

Immunities. The artificial creature gains immunity to poison and psychic damage and to the charmed, exhaustion, frightened, paralyzed, petrified and poisoned conditions.

Senses. Unless the creature is blind, or already has better darkvision, it gains darkvision with a range of 60 feet.

Challenge. This template does not significantly impact the challenge of a creature.

Construct Nature. An artificial creature doesn't require air, food, drink, or sleep.

Celestial Creature

A celestial creature is an extraplanar version of a being normally encountered in the mortal world. Celestial creatures hail from the upper planes. They resemble their natural versions closely aside from a vague impression of divine light surrounding them and golden or silver coloration.

This template can be applied to beasts, constructs, dragons, humanoids and monstrosities.

Alignment. The creature's alignment changes to good. It remains unchanged on the chaos/law axis.

Type. The creature's type changes to celestial.

Resistances. The celestial creature gains resistance to radiant damage.

Immunities. The celestial creature gains immunity to the charmed, exhaustion and frightened conditions.

Senses. Unless the creature is blind, or already has better darkvision, it gains darkvision with a range of 60 feet.

Languages. The creature understands Celestial and speaks it if it is capable of speech.

Half-Celestials and -Fiends

Some creatures are the result of a union between a higher form of celestial or fiend and a mortal creature. Use the celestial or fiendish template for these creatures, but the creature also gains a fly speed of 60 feet unless it already has a faster fly speed.

Additionally, twice per day as a bonus action, the creature can make a smite attack. If it hits with a melee weapon attack, it deals an additional 9 (2d8) damage to the target. This damage is necrotic if the creature is a half-fiend, or radiant if the creature is a half-celestial.

Elemental Creature

An elemental creature is an extraplanar version of a creature of the Material Plane. Elemental creatures hail from the elemental realms and resemble their natural version with tell-tale signs of their elemental nature, such as flames instead of hair, a rocky texture on their skin or a translucent body constantly followed by a breeze, or feeling damp to the touch while hair moves as if the creature is under water.

This template can be applied to aberrations, beasts, constructs, dragons, humanoids, and monstrosities.

Element. The creature must be associated with one element from air, earth, fire or water. This influences the creature's statistics

Type. The creature's type changes to elemental.

Speed. An elemental creature of air gains a fly speed, an elemental creature of earth gains a burrow speed and an elemental creature of water gains a swim speed equal to its base speed, unless it already has a faster speed of that type.

Attacks. An elemental creature of fire deals an additional d4 fire damage with its melee attacks.

Damage Vulnerabilities. An elemental creature of fire gains vulnerability to cold damage.

Immunities. The elemental creature gains immunity to poison damage and the poisoned condition. An elemental creature of fire also gains immunity to fire damage.

Senses. Unless the creature is blind, or already has better darkvision, it gains darkvision with a range of 60 feet.

Languages. The creature understands Primordial and speaks the corresponding dialect of its element (Aquan, Auran, Ignan, or Terran) if it is capable of speech.

Challenge. This template does not significantly impact the challenge of a creature.

Fiendish Creature

A fiendish creature is an extraplanar version of a being normally encountered in the mortal world. Fiendish creatures hail from the lower planes. They resemble their natural versions closely aside from dark, usually black or red coloration, as well as eyes and facial orifices glowing with a sinister inner flame.

This template can be applied to aberrations, beasts, constructs, humanoids, monstrosities and oozes.

Alignment. The creature's alignment changes to evil. It remains unchanged on the chaos/law axis.

Type. The creature's type changes to fiend.

Damage Resistances. The fiendish creature gains resistance to cold and fire damage.

Immunities. The fiendish creature gains immunity to poison damage and the poisoned condition.

Senses. Unless the creature is blind, or already has better darkvision, it gains darkvision with a range of 60 feet.

Languages. The creature understands Infernal or Abyssal and speaks it if it is capable of speech.

Legendary Creature

Most legendary creatures found in this book and in other publications have very high challenge ratings and only become relevant to high level parties.

In some cases, a DM may want to introduce Legendary Creatures at lower levels, for example if the DM wants to be able to field solo enemies against a party of players. In other cases a DM might want to simply give a regular monster or NPC special status, make it into a more appropriate boss encounter, or distinguish it from common members of its species as an exceptional individual.

This template can be applied to any type of creature that isn't already legendary.

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

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

Legendary Action Options. Choose 2 to 4 legendary action options from below as are appropriate for the abilities of the creature.

Cantrip. (*Prerequisites:* Ability to cast cantrips) The creature casts a cantrip.

Minor Attack*. (*Prerequisites:* Multiattack either with one attack that is significantly stronger than any other, or with 3 or more attacks) The creature makes a single attack out of the attacks listed in its multiattack (if one of those attacks is significantly stronger than others, use one of the less powerful attacks) or another single attack available to it which is roughly equal in power.

Unarmed Strike. The creature makes an unarmed strike attack. The unarmed strike uses the creature's proficiency bonus to attack rolls and STR or DEX modifier, depending on which is higher, to attack and damage rolls. If the creature is large, instead of 1 damage, it deals 1d4 damage, if it is huge, 2d4 damage, and if it is gargantuan, 4d4 damage.

Move. (*Prerequisites:* Speed over 0 ft.) The creature moves up to its walking speed without provoking Opportunity Attacks.

Swim. (*Prerequisites:* Swimming speed) The creature swims up to half its swimming speed without provoking Opportunity Attacks.

Flight. (*Prerequisites:* Flying speed) The creature moves up to half its flying speed.

Detect. The creature makes a Wisdom (Perception) check.

Maneuver*. (*Prerequisites:* Proficiency with Strength (Athletics) or higher Strength than Dexterity score) The creature makes a Shove or Grapple attack.

Major Attack (Costs 2 Actions)*. (*Prerequisites:* Weapon or Spell Attack) The creature makes a single attack listed in its actions which does not qualify as a minor attack.

Special Action (Costs 2 Actions)*. (*Prerequisites:* Special action) The creature uses a special action available to it which it cannot use as part of other actions or as a bonus action with other actions.

Parting Blow (Costs 2 Actions)*. The creature makes a single melee attack (as per Minor Attack) and moves up

to its speed without provoking opportunity attacks from the target of the attack.

Trample (Costs 2 Actions). (*Prerequisites:* Size Huge or larger) The creature moves up to its walking speed. It may move through but not end its movement in spaces occupied by creatures two or more categories smaller than itself. Each creature in a space it moves through must make a Strength saving throw (DC 8 + creature's proficiency bonus + creature's Strength modifier), being knocked prone and taking 2d6 + STR bludgeoning damage on a failed save, or half as much damage on a successful one.

Wing Attack (Costs 2 Actions). (*Prerequisites:* Size Huge or larger, wings, and a flying speed) The creature beats its wings. Each creature within 10 feet must succeed on a Dexterity saving throw (DC 8 + creature's proficiency bonus + creature's Strength modifier) or take 2d6 + STR bludgeoning damage and be knocked prone. The creature can then fly up to half its flying speed.

An option marked with an asterisk (*) may allow for multiple possible attacks or actions to choose from. In such a case, choose which one when creating the legendary creature. The creature cannot choose a different attack on the fly.

Phantasmal Creature

A phantasmal creature is a quasi real image of a living creature created by powerful illusion magic. These illusory creatures are visibly different from the natural creature they are imitating, usually appearing translucent and made out of monochromatic light, more like a ghost. It's attacks are not corporeal but assault the mind of the target instead. This template can be applied to any type of creature. Any equipment carried by the creature is also part of the illusion.

Type. The creature's type changes to construct.

Attacks. All damage the phantasmal creature deals with any of its attacks and abilities, including spells, is psychic instead of the damage type it would normally deal.

Saving Throws. All saving throws against the creature's abilities are based on mental abilities (Intelligence, Wisdom or Charisma). Depending on the type of physical ability score normally required, instead use the corresponding mental ability score.

CORRESPONDING ABILITY SCORES

Physical Ability	Corresponding Mental Ability
Strength	Charisma
Dexterity	Intelligence
Constitution	Wisdom

Acrobatics and Athletics. If a phantasmal creature's actions or abilities require the target to make a Strength (Athletics) or Dexterity (Acrobatics) check to escape or avoid the effect, those targets make an Intelligence, Wisdom or Charisma save (target's choice) instead.

Death. When a phantasmal creature is destroyed, the illusion dissipates and nothing is left behind.

Challenge. The challenge rating of a phantasmal creature is unchanged.

Illusory Nature. A phantasmal creature doesn't require air, food, drink, or sleep.

The following are sample creatures created using the templates presented in this appendix.

Artificial Giant Crab

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 13 (3d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	11 (+0)	1 (-5)	9 (-1)	3 (-4)

Skills Stealth +4

Damage Immunities poison, psychic

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

Senses blindsight 60 ft., passive Perception 9

Languages —

Challenge 1/4 (50 XP)

Actions

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, and the target is grappled (escape DC 11). The crab has two claws, each of which can grapple only one target.

Half-Celestial Human Champion

Medium celestia (human), neutral good

Armor Class 18 (plate)

Hit Points 143 (22d8 + 44)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	15 (+2)	11 (+0)	15 (+2)	13 (+1)

Saving Throws Str +9, Con +6

Skills Athletics +9, Intimidation +5, Perception +6

Damage Resistances radiant

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 16

Languages Celestial, Common

Challenge 9 (5,000 XP)

Indomitable (2/Day). The champion rerolls a failed saving throw.

Second Wind (Recharges after a Short or Long Rest).

As a bonus action, the champion regains 20 hit points.

Smite (2/Day). When the champion hits with a melee weapon attack, it can deal an additional 9 (2d8) radiant damage to the target as a bonus action.

Actions

Multiattack. The champion makes three attacks with its greatsword or light crossbow.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage, plus 7 (2d6) slashing damage if the champion has more than half of its total hit points remaining.

Light Crossbow. *Melee Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, plus

7 (2d6) piercing damage if the champion has more than half of its total hit points remaining.

Celestial Giant Elk

Large celestia, neutral good

Armor Class 14 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	14 (+2)	7 (-2)	14 (+2)	10 (+0)

Skills Perception +4

Damage Resistances radiant

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 14

Languages Giant Elk, understands Celestial, Common,

Elvish and Sylvan but can't speak them

Challenge 2 (450 XP)

Charge. If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Actions

Ram. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) bludgeoning damage.

Fire Wolf

Medium elemental, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +4

Damage Immunities fire, poison

Condition Immunities poisoned

Damage Vulnerabilities cold

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 2 (1d4) fire damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Fiendish Owlbear

Large fiend, neutral evil

Armor Class 13 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Damage Resistances cold, fire

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 4 (1,100 XP)

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

Actions

Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

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

Half-Fiend Minotaur

Large fiend, chaotic evil

Armor Class 14 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (-2)	16 (+3)	9 (-1)

Skills Perception +7

Damage Resistances cold, fire

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal

Challenge 4 (1,100 XP)

Charge. If the minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

Reckless. At the start of its turn, the minotaur can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Smite (2/Day). When the minotaur hits with a melee weapon attack, it can deal an additional 9 (2d8) necrotic damage to the target as a bonus action.

Actions

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.



Omyog Shipbreaker,
legendary cyclops

Legendary Cyclops

Huge giant, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	20 (+5)	8 (-1)	6 (-2)	10 (+0)

Senses passive Perception 8

Languages Giant

Challenge 8 (3,900 XP)

Poor Depth Perception. The cyclops has disadvantage on any attack roll against a target more than 30 feet away.

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

Actions

Multiattack. The cyclops makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 11 (2d4 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 30/120 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Legendary Actions

The cyclops can make 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 cyclops regains spent legendary actions at the start of its turn.

Detect. The cyclops makes a Wisdom (Perception) check.

Unarmed Strike. The cyclops makes an unarmed strike.

Trample (Costs 2 Actions). The cyclops moves up to its speed. It may move through but not end its movement in spaces occupied by Medium or smaller creatures. Each creature in a space it moves through must make a DC 18 Strength saving throw, being knocked prone and taking 13 (2d6 + 6) bludgeoning damage on a failed save, or half as much damage on a successful one.

Phantasmal Creature Spells

You can implement the conjuring of phantasmal creatures in your campaign and make it available to your players, simply by making appropriate versions of the creature-summoning *conjure* spells found in the *Player's Handbook*.

Rename these spells by replacing the word "conjure" with "phantasmal". For example *conjure animals* becomes *phantasmal animals*.

These spells are illusion school spells rather than conjuration and summon phantasmal versions of the creature they normally summon. Add +1 to the basic level of the spell as well as each higher level tier of the spell. For example *phantasmal animals* is a 4th level illusion. It creates twice as many phantasmal animals if cast at 6th level and three times as many if cast at 8th level. The spell cannot be cast at a high enough level to create four times as many animals.

Phantasmal Ancient Green Dragon

Gargantuan construct, lawful evil

Armor Class 21 (natural armor)

Hit Points 385 (22d20 + 154)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	25 (+7)	20 (+5)	17 (+3)	19 (+4)

Saving Throws Dex +8, Con +14, Wis +10, Cha +11

Skills Deception +11, Insight +10, Perception +17, Persuasion +11, Stealth +8

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic

Challenge 22 (41,000 XP)

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 29 (2d10 + 3d6 + 8) psychic damage.

Claws. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 22 (4d6 + 8) psychic damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) psychic damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, 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 dragon's Frightful Presence for the next 24 hours.

Psychic Breath (Recharge 5-6). The dragon exhales illusory mist in a 90-foot cone. Each creature in that area must make a DC 22 Wisdom saving throw, taking 77 (22d6) psychic damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can make 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Intelligence saving throw or take 16 (2d6 + 9) psychic damage and be knocked prone. The dragon can then fly up to half its flying speed.

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Adult Arrowhawk	11
Adult Tojanida	200
Chraal	36
Elder Air Elemental	247
Elder Arrowhawk	11
Elder Earth Elemental	248
Elder Fire Elemental	248
Elder Tojanida	200
Elder Water Elemental	248
Fire Wolf	255
Gulgar	111
Inferno Spider	120
Juvenile Arrowhawk	11
Juvenile Tojanida	199
Legendary Air Elemental	249
Legendary Earth Elemental	250
Legendary Fire Elemental	251
Legendary Water Elemental	252
Magma Hurler	134
Nascent Air Elemental	244
Nascent Earth Elemental	244
Nascent Fire Elemental	245
Nascent Water Elemental	245
Norker Stonewalker	153
Rast	172
Steel Predator	192
Stone Spike	193
Stonechild	194
Thoqqua	197
Walking wall	207
Young Air Elemental	246
Young Earth Elemental	246
Young Fire Elemental	246
Young Water Elemental	247

Fey

Banshrae	19
Briar Witch Dryad	91
Elder Redcap	174
Gremlin	109

Lunar Ravager	133
Meenlock Half-Spawn	137
Nixie	150
Quicksilver	170
Shadar-Kai	178
Spriggan	191
Thorn	198
Yeth Jackal	231

Fiend

Abyssal Eviscerator	44
Abyssal Scavenger	45
Achaierai	6
Armanite	47
Artaagloth	47
Astral Stalker	12
Avathu	153
Blood Demon	48
Blood Fiend	22
Bhasylit	153
Bulezau	49
Carnage Demon	49
Cyoturma	154
Dergholoth	216
Draudnu	155
Dreadful Lasher Voor	218
Ekolid	155
Fiendish Owlbear	256
Fire Demon	50
Gnaw Demon	50
Golothoma	156
Half-Fiend Minotaur	256
Howler	114
Hydroloth	217
Inoqua	157
Isaati	158
Jarrlak	52
Jovoc	53
Juvenile Nabassu	55
Klurichir	54
Lesser Barghest	227
Mature Nabassu	56
Mavawhan	53
Molydeus	55
Nethui	158
Piscoloth	217
Pod Demon	57
Podspawn	57
Rageborn	58
Ruin Demon	59

Runespiral Demon	60
Rutterkin	60
Sibirix	159
Solamith	63
Sorrowsworn Demon	64
Tomb Demon	65
Voor	218
Voracalith	65
Wendigo	66
Wrackspawn	212
Yagnoloth	219
Ysolith	161

Giant

Athach	13
Death Giant	104
Legendary Cyclops	257
Verbeeg	205
Wild Giant	105
Wild Giant Bearskin	105
Wild Giant Huntmaster	106
Wild Giant Ravenspeaker	106

Humanoid

Blackscale Lizardfolk	129
Bladeling	21
Catfolk	33
Catfolk Hunter	33
Crucian	37
Equiceph	94
Equiceph Raidleader	94
Ibixian	118
Kalareem	146
Meazel	136
Nagpa	145
Norker	151
Poison Dusk Lizardfolk	130
Shardmind Psion	181
Shardmind Warrior	181
Sillit	146
Skulk	184
Sunscale Lizardfolk	131
Tulgar Half-Spirit	202
Tulgar Spirit Talker	202
Tulgar Warrior	201
Varoot	147
Wilden	210
Xvart Degenerate	214

Monstrosity

Adult Kruthik	125
Ancient Frost Salamander	101

Banderhobb Filch	16
Banderhobb Mother	17
Banelar	143
Berbalang	20
Bright Naga	144
Destrachan	67
Displacer Serpent	68
Elder Frost Salamander	101
Ettercap Spiderherd	95
Formian Myrmarch	98
Formian Queen	99
Formian Taskmaster	99
Formian Warrior	97
Formian Worker	97
Frost Salamander	100
Frost Worm	102
Ghirrash	171
Girallon Alpha	107
Gray Render	108
Great Frost Salamander	101
Greater Kruthik	125
Harbinger Beast	112
Harpoon Spider	113
Hatchling Kruthik	124
Howler Wasp	116
Howler Wasp Queen	116
Howler Wasp Soldier	116
Igneous Strider	119
Khumat	180
Krenshar	123
Lodestone Marauder	132
Mirror Mimic	139
Ophidian	162
Phane	164
Phargion	165
Primal Werebear	166
Primal Wereboar	167
Primal Wererat	167
Primal Weretiger	168
Primal Werewolf	168
Ravid	173
Scaled Stalker Bandleader	177
Scaled Stalker Grunt	177
Shocker Lizard	183
Spell Weaver	190
Su Monster	195
Thaskor	180
Toxic Cave Fisher	34
Vampiric Mist	204
Wandering Tower	141
Yrthak	215

Ooze

Blighted Bloodfire	24
Bloodfire Ooze	23

Plant

Awakened Vine	222
Briarvex	31
Phantom Fungus	165
Scion of Zuggtmoy	61
Sporelord of Zuggtmoy	61
Tree Woad	211

Undead

Abyssal Rotfiend	45
Allip	7
Banedeath	18
Bloodhulk Crusher	24
Bloodhulk Fighter	25
Bloodhulk Giant	25
Blue Arcanian	9
Boggoul	27
Boneclaw	28
Bonedrinker	29
Bonesinger	30
Bonespur	230
Crypt Thing	38
Cursed Spirit	39
Dread Ram	90
Gravehound	226
Green Arcanian	10
Haures	51
Howling Echo	117
Mohrg	142
Nightcrawler	148
Nightwalker	149
Nightwing	149
Penanggalan	163
Red Arcanian	10
Rot Harbinger	175
Sanguineous Drinker	176
Serpentir	231
Seszrath	62
Skeleton Beast	233-234
Skeleton Beastfolk	234-235
Skeleton Charger	235
Skeleton Dragon	236-237
Skeleton Humanoid	237-238
Skull Lord	185
Skullbat	187
Spectral Steed	189
Tomb Guardian Skeleton	236
Ulgurstasta	203

Unmarked Bodak	26
Zombie Beast	237
Zombie Beastfolk	239-240
Zombie Charger	240-241
Zombie Dragon	241-243
Zombie Humanoid	243

Statblocks by Challenge Rating

0 (0 or 10 XP)

Blood Raven	222
Chameleon	222
Chicken	223
Giant Maggot	224
Fox	225
Pigeon	228
Podspawn	57
Rabbit	228
Squirrel	229
Tortoise	231
Turtle	231

1/8 (25 XP)

Awakened Vine	222
Corpsefly	223
Formian Worker	97
Skeleton Dragon (Tiny)	236
Skeleton Humanoid (Small)	237
Zombie Dragon (Tiny)	241

1/4 (50 XP)

Artificial Giant Crab	255
Bhasylit	153
Catfolk	33
Clockroach	37
Dire Rat	223
Fire Wolf	255
Gnaw Demon	50
Gremlin	109
Howler Wasp	116
Igneous Strider	119
Iron Defender	227
Mad Slasher	228
Meazel	136
Seal	229
Snapping Turtle	229
Skeleton Beast (Small)	233
Skeleton Beastfolk (Small)	234
Skeleton Dragon (Small)	236
Skulk	184
Sunscale Lizardfolk	131
Swarm of Squirrels	230
Varoot	147
Wilden	210
Zombie Beast (Small)	239
Zombie Beastfolk (Small)	239
Zombie Beastfolk (Medium)	240
Zombie Charger (Medium)	240
Zombie Dragon (Small)	241
Zombie Humanoid (Small)	243

1/2 (100 XP)

Bladeling	21
Displacer Serpent	68
Fihyr	97
Giant Tortoise	225
Gravehound	226
Hatchling Kruthik	124
Jovoc	53
Krenshar	123
Nixie	150
Ophidian	162
Phargion	165
Poison Dusk Lizardfolk	130
Protectar	169
Rutterkin	60
Sea Turtle	229
Shadar-Kai	178
Shardmind Warrior	181
Skeleton Beast (Medium)	234
Skeleton Beastfolk (Medium)	234
Skeleton Charger (Medium)	235
Skeleton Dragon (Medium)	236
Swarm of Blood Ravens	230
Swarm of Corpseflies	230
Swarm of Giant Maggots	230
Xvart Degenerate	214
Zombie Beast (Medium)	239

1 (200 XP)

Abyssal Scavenger	45
Boggoul	27
Bright Naga	144
Carnage Demon	49
Catfolk Hunter	33
Choker	35
Crucian	37
Equiceph	94
Giant Chameleon	224
Giant Seal	224
Ibixian	118
Juvenile Arrowhawk	11
Kalareem	146
Kopru	122
Meenlock Half-Spawn	137
Mirror Mimic	139
Nascent Air Elemental	244
Nascent Earth Elemental	244
Nascent Fire Elemental	245
Nascent Water Elemental	245
Norker	151

Phantom Fungus	165
Runespiral Demon	60
Sea Leopard	228
Shardmind Psion	181
Shocker Lizard	183
Skeleton Charger (Large)	235
Skullbat	187
Skum	188
Spark Lasher	188
Stonechild	194
Swarm of Parasite Worms	196
Thorn	198
Yeth Jackal	231

2 (450 XP)

Adult Arrowhawk	11
Allip	7
Banderhobb Filch	16
Banedeath	18
Bison	222
Blackscale Lizardfolk	129
Bonespur	230
Briar Witch Dryad	91
Celestial Giant Elk	255
Cursed Spirit	39
Dread Guard	89
Dread Ram	90
Ekolid	155
Giant Snapping Turtle	225
Great Crab	226
Hammerer	14
Harrier Effigy	209
Hippopotamus	226
Howler	114
Howler Wasp Soldier	116
Howling Echo	117
Iron Cobra	121
Juvenile Tojanida	199
Lesser Barghest	227
Moon Dragon Wyrmling	72
Protectar Custodian	169
Pulverizer	14
Quicksilver	170
Ramadeen	171
Rast	172
Shrieker Effigy	209
Skeleton Beast (Large)	234
Skeleton Beastfolk (Large)	235
Skeleton Charger (Huge)	235
Skeleton Humanoid (Large)	237

Spectral Steed	189
Spriggan	191
Stone Spike	193
Su Monster	195
Sun Dragon Wyrmling	76
Swarm Husk	196
Thoqua	197
Unmarked Bodak	26
Void Dragon Wyrmling	83
Walking wall	207
Wrackspawn	212
Xill	213
Zombie Beast (Large)	239
Zombie Beastfolk (Large)	240
Zombie Charger (Large)	240
Zombie Dragon (Medium)	242

3 (700 XP)

Abyssal Eviscerator	44
Achaierai	6
Adult Kruthik	125
Adult Tojanida	200
Arcadian Avenger	8
Bonesinger	30
Crypt Thing	38
Equiceph Raidleader	94
Formian Warrior	97
Hydroloth	217
Kopru Abomination	122
Magma Hurler	134
Maug	135
Norker Stonewalker	153
Piscoloth	217
Scaled Stalker Grunt	177
Serpentir	231
Shardsoul Slayer	182
Sillit	146
Toxic Cave Fisher	34
Warp Dragon Wyrmling	86
Young Air Elemental	246
Young Earth Elemental	246
Young Fire Elemental	246
Young Water Elemental	247

4 (1,100 XP)

Armanite	47
Artaaglith	47
Blood Demon	48
Drakkoth	88
Ettercap Spiderherd	95
Fiendish Owlbear	256

Great Wolf	226
Howler Wasp Queen	116
Juvenile Nabassu	55
Ravid	173
Sanguineous Drinker	176
Scion of Zuggtmoy	61
Skeleton Dragon (Large)	236
Time Dragon Wyrmling	79
Tomb Guardian Skeleton	236
Zombie Charger (Huge)	241

5 (1,800 XP)

Banshrae	19
Bloodhulk Fighter	25
Blue Arcanian	9
Briarvex	31
Destrachan	67
Dread Sentinel	89
Formian Taskmaster	99
Frost Salamander	100
Giant Bear	224
Greater Fihyr	96
Gulgar	111
Half-Fiend Minotaur	256
Lunar Ravager	133
Mavawhan	53
Mohrg	142
Primal Wererat	167
Rageborn	58
Ramadeen Lieutenant	171
Scaled Stalker Bandleader	177
Skeleton Humanoid (Huge)	238
Tomb Demon	65
Verbeeg	205
Vivisector	206
Voor	218
Wild Giant	105
Yrthak	215

6 (2,300 XP)

Bonedrinker	29
Dergholoth	216
Elder Arrowhawk	11
Elder Redcap	174
Elder Tojanida	200
Ghirrash	179
Girallon Alpha	107
Green Arcanian	10
Hallowed Eidolon	92
Inferno Spider	120
Merskarab	138
Penanggalan	163
Red Arcanian	10

Spell Weaver	190
Spore Lord of Zuggtmoy	61
Vampiric Mist	204
Zombie Humanoid (Huge)	243

7 (2,900 XP)

Berbalang	20
Boneclaw	28
Bulezau	49
Chraal	36
Colossus Crab	223
Draudnu	155
Gray Render	108
Greater Kruthik	125
Harpoon Spider	113
Isaati	158
Khumat	180
Lodestone Marauder	132
Nethui	160
Primal Werewolf	168
Rogue Eidolon	93
Rot Harbinger	175
Skeleton Dragon (Huge)	236
Wild Giant Bearskin	105
Wild Giant Huntmaster	106
Wild Giant Ravenspeaker	106
Zombie Dragon (Large)	242

8 (3,900 XP)

Astral Stalker	12
Athach	13
Balhannoth	15
Banelar	143
Bloodhulk Giant	25
Formian Myrmarch	98
Legendary Cyclops	257
Sperm Whale	229
Thaskor	180
Tree Woad	211
Young Moon Dragon	72
Young Sun Dragon	76
Young Void Dragon	83

9 (5,000 XP)

Elder Air Elemental	247
Elder Earth Elemental	248
Elder Fire Elemental	248
Elder Water Elemental	248
Frost Worm	102
Giant Waterbear	225
Half-Celestial Human Champion	255
Primal Wereboar	167
Skull Lord	185

Steel Predator	192
Wendigo	66
Young Warp Dragon	86

10 (5,900 XP)

Banderhobb Mother	17
Blue Whale	222
Deepspawn	40
Dreadful Lasher Voor	218
Fire Demon	50
Great Frost Salamander	101
Harbinger Beast	112
Primal Weretiger	168
Solamith	63
Tulgar Warrior	201
Wicker Man	208
Young Time Dragon	79

11 (7,200 XP)

Bloodfire Ooze	23
Cadaver Collector	32
Cyoturma	154
Jarrlak	52
Nagpa	145
Seszrath	62
Skeleton Dragon (Gargantuan)	237
Ulgurstasta	201
Yagnoloth	219

12 (8,400 XP)

Grisgol	110
Nightwing	149
Pod Demon	57
Primal Werebear	166
Ruin Demon	59
Tulgar Half-Spirit	202
Zombie Dragon (Huge)	242

13 (10,000 XP)

Bloodhulk Crusher	24
Mature Nabassu	56
Molydeus	55
Sibriex	159

14 (11,500 XP)

Avathu	153
Blighted Bloodfire	24
Blood Fiend	22
Formian Queen	99
Phane	164
Sorrowsworn Demon	64
Tulgar Spirit Talker	202

15 (13,000 XP)

Abyssal Rotfiend	45
Adult Moon Dragon	71
Adult Sun Dragon	75
Adult Void Dragon	82
Death Giant	104
Golothoma	156
Haures	51
Voracalith	65

16 (15,000 XP)

Adult Warp Dragon	85
Elder Frost Salamander	101
Wandering Tower	141
Zombie Dragon (Gargantuan)	243

17 (17,000 XP)

Adult Time Dragon	78
Legendary Air Elemental	249
Legendary Earth Elemental	250
Legendary Fire Elemental	251
Legendary Water Elemental	252

18 (20,000 XP)

Nightwalker	149
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19 (22,000 XP)

Ysolith	161
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21 (33,000 XP)

Klurichir	54
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22 (41,000 XP)

Abyssal Wurm	46
Ancient Moon Dragon	70
Ancient Sun Dragon	74
Ancient Void Dragon	81
Larva Mage	127
Phantasmal Ancient Green Dragon	257

23 (50,000 XP)

Ancient Frost Salamander	101
Ancient Warp Dragon	84

24 (62,000 XP)

Ancient Time Dragon	77
Nightcrawler	148

25 (75,000 XP)

Inoqua	157
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28 (120,000 XP)

Worm that Walks	128
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Creatures by Environment

ARCTIC CREATURES

Creatures	Challenge (XP)
Seal, wilden	1/4 (50 XP)
Giant seal, sea leopard	1/2 (100 XP)
Norker	1 (200 XP)
Celestial giant elk, great crab, howling echo, juvenile tojanida, void dragon wyrmling	2 (450 XP)
Norker stonewalker, hydroloth	3 (700 XP)
Great wolf	4 (1,100 XP)
Blue arcanian, frost salamander, giant bear, mavawhan, wild giant	5 (1,800 XP)
Elder tojanida	6 (2,300 XP)
Chraal, colossus crab, primal werewolf, wild giant bearskin, wild giant ravenspeaker	7 (2,900 XP)
Sperm whale, wild giant huntmaster, young void dragon	8 (3,900 XP)
Frost worm, wendigo	9 (5,000 XP)
Blue whale, great frost salamander	10 (5,900 XP)
Cyoturma, jarrlak	11 (7,200 XP)
Primal werebear	12 (8,400 XP)
Adult void dragon	15 (13,000 XP)
Elder frost salamander	16 (26,000 XP)
Abyssal wurm, ancient void dragon	22 (41,000 XP)
Ancient frost salamander	23 (50,000 XP)

COASTAL CREATURES

Creatures	Challenge (XP)
Artificial giant crab, bhasylit, seal	1/4 (50 XP)
Giant seal, nixie, sea leopard, sea turtle	1/2 (100 XP)
Kopru, skum	1 (200 XP)
Great crab, juvenile tojanida, moon dragon wyrmling	2 (450 XP)
Adult tojanida, hydroloth, kopru abomination, piscoloth, warp dragon wyrmling	3 (700 XP)
Elder tojanida	6 (2,300 XP)
Colossus crab, nethui	7 (2,900 XP)
Banelar, young moon dragon	8 (3,900 XP)
Giant waterbear, young warp dragon	9 (5,000 XP)
Deepspawn	10 (5,900 XP)
Adult moon dragon, golothoma	15 (13,000 XP)
Adult warp dragon	16 (15,000 XP)
Ancient moon dragon	22 (41,000 XP)
Ancient warp dragon	23 (50,000 XP)

DESERT CREATURES

Creatures	Challenge (XP)
Chameleon, tortoise	0 (0-10 XP)
Formian worker	1/8 (25 XP)
Catfolk, fire wolf, gnaw demon, mad slasher, skulk, sunscale lizardfolk, varoot, wilden	1/4 (50 XP)
Giant tortoise, hatchling kruthik, krenshar, ophidian, phargion, shardmind warrior	1/2 (100 XP)
Abyssal scavenger, catfolk hunter, crucian, giant chameleon, kalareem, mirror mimic, runespiral demon, shardmind psion, swarm of parasite worms	1 (200 XP)
Bonespur, harrier effigy, hippopotamus, howler, iron cobra, quicksilver, rast, shrieker effigy, swarm husk, thoqqua, void dragon wyrmling, walking wall, xill	2 (450 XP)
Achaierai, adult kruthik, crypt thing, formian warrior, magma hurler, maug, scaled stalker grunt, serpentir, sillit	3 (700 XP)
Ravid, sanguineous drinker, tomb guardian skeleton	4 (1,100 XP)
Formian taskmaster, rageborn, scaled stalker bandleader, tomb demon, vivi-sector, voor	5 (1,800 XP)
Bonedrinker, dergholoth, ghirrash, hallowed eidolon, inferno spider, merskarab, red arcanian, spell weaver	6 (2,300 XP)
Boneclaw, greater kruthik, khumat, lodestone marauder, rogue eidolon	7 (2,900 XP)
Astral stalker, formian myrmarch, thaskor, young void dragon	8 (3,900 XP)
skull lord, steel predator	9 (5,000 XP)
Dreadful lasher voor, fire demon, primal weretiger, solamith	10 (5,900 XP)
Bloodfire ooze, cadaver collector, nagpa, seszrath, ulgurstasta	11 (7,200 XP)
Grisgol, ruin demon	12 (8,400 XP)
Blighted bloodfire, formian queen, phane	14 (11,500 XP)
Adult void dragon, death giant	15 (13,000 XP)
Wandering tower	16 (15,000 XP)
Klurichir	21 (33,000 XP)
Abyssal wurm, ancient void dragon, larva mage	22 (41,000 XP)
Worm that Walks	28 (120,000 XP)

FOREST CREATURES

Creatures	Challenge (XP)
Blood raven, chameleon, giant maggot, pigeon, rabbit, squirrel, tortoise, turtle	0 (0-10 XP)
Awakened vine, corpsefly, formian worker	1/8 (25 XP)
Dire rat, fire wolf, gremlin, howler wasp, sunscale lizardfolk, swarm of giant maggots, swarm of squirrels, wilden	1/4 (50 XP)
Displacer serpent, krenshar, poison dusk lizardfolk, nixie, shadar-kai, swarm of blood ravens, swarm of corpseflies	1/2 (100 XP)
Boggoul, bright naga, choker (grove choker), equiceph, giant chameleon, meenlock half-spawn, mirror mimic, skullbat, thorn	1 (200 XP)
Allip, blackscale lizardfolk, briar witch dryad, celestial giant elk, ekolid, harrier effigy, howler wasp soldier, iron cobra, lesser barghest, quicksilver, shireker effigy, spriggan, su monster, sun dragon wyrmling	2 (450 XP)
Bonesinger, fiendish owlbear, formian warrior, shardsoul slayer	3 (700 XP)
Drakkoth, ettercap spiderherd, great wolf, howler wasp queen, scion of Zuggtmoy, time dragon wyrmling	4 (1,100 XP)
Banshrae, briarvex, destrachan, formian taskmaster, giant bear, lunar ravager, primal wererat, verbeeg, wild giant	5 (1,800 XP)
Elder redcap, ghirrash, girallon alpha, green arcanian, penanggalan, spore lord of Zuggtmoy, vampiric mist	6 (2,300 XP)
Berbalang, draudnu, gray render, primal werewolf, wild giant bearskin, wild giant ravenspeaker	7 (2,900 XP)
Astral stalker, athach, banelar, formian myrmarch, legendary cyclops, tree woad, wild giant huntmaster, young sun dragon	8 (3,900 XP)
Primal wereboar, wendigo	9 (5,000 XP)
Primal weretiger, tulgar warrior, wicker man, young time dragon	10 (5,900 XP)
Nightwing, primal werebear, ruin demon, tulgar half-spirit	12 (8,400 XP)
Formian queen, phane, tulgar spirit talker	14 (11,500 XP)
Adult sun dragon	15 (13,000 XP)
Wandering tower	16 (15,000 XP)
Adult time dragon	17 (17,000 XP)
Nightwalker	18 (20,000 XP)
Abyssal wurm, ancient sun dragon, phantasmal ancient green dragon	22 (41,000 XP)
Ancient time dragon, nightcrawler	24 (62,000 XP)

GRASSLAND CREATURES

Creatures	Challenge (XP)
Blood raven, chicken, giant maggot, pigeon, rabbit, tortoise	0 (0-10 XP)
Awakened vine, corpsefly, formian worker	1/8 (25 XP)
Catfolk, fire wolf, gnaw demon, mad slasher, sunscale lizardfolk, swarm of giant maggots, wilden	1/4 (50 XP)
Bladeling, displacer serpent, gravehound, hatchling kruthik, ibixian, krenshar, ophidian, phargion, protectar, shadar-kai, shardmind warrior, swarm of blood ravens, swarm of corpseflies	1/2 (100 XP)
Abyssal scavenger, boggoul, catfolk hunter, dread guard, equiceph, thorn, yeth jackal	1 (200 XP)
Bison, celestial giant elk, dread ram, harrier effigy, hippopotamus, howler, lesser barghest, protectar custodian, quicksilver, ramageen, rast, shrieker effigy, spectral steed, spriggan, wrackspawn, xill	2 (450 XP)
Abyssal eviscerator, achaierai, adult kruthik, equiceph raidleader, formian warrior, maug, scaled stalker grunt, shardsoul slayer	3 (700 XP)
Armanite, artaaglith, great wolf, juvenile nabassu, ravid, time dragon wyrmling	4 (1,100 XP)
Banshrae, formian taskmaster, lunar ravager, rageborn, ramadeen lieutenant, scaled stalker bandleader, verbeeg, voor, wild giant	5 (1,800 XP)
Bonedrinker, dergholoth, ghirrash, merskarab	6 (2,300 XP)
Bulezau, greater kruthik, isaati, primal werewolf, rot harbinger, wild giant bearskin, wild giant ravenspeaker	7 (2,900 XP)
Astral stalker, athach, formian myrmarch, legendary cyclops, thaskor, wild giant huntmaster	8 (3,900 XP)
Grisgol, skull lord, steel predator	9 (5,000 XP)
Primal weretiger, solamith, tulgar warrior, wicker man, young time dragon	10 (5,900 XP)
Cadaver collector, seszrath, yagnoloth	11 (7,200 XP)
Nightwing, ruin demon, tulgar half-spirit	12 (8,400 XP)
Mature nabassu, molydeus	13 (10,000 XP)
Blood fiend, death giant	15 (13,000 XP)
Adult time dragon	17 (17,000 XP)
Nightwalker	18 (20,000 XP)
Ysolith	19 (22,000 XP)
Ancient time dragon, nightcrawler	24 (62,000 XP)
Inoqua	25 (75,000 XP)

HILL CREATURES

Creatures	Challenge (XP)
Blood raven, giant maggot, rabbit	0 (0-10 XP)
Awakened vine, corpsefly	1/8 (25 XP)
Gremlin, igneous strider, mad slasher, swarm of giant maggots, wilden	1/4 (50 XP)
Bladeling, displacer serpent, phargion, shadar-kai, swarm of blood ravens, swarm of corpseflies, xuart degenerate	1/2 (100 XP)
Boggoul, equiceph, ibixian, juvenile arrowhawk, norker, skullbat	1 (200 XP)
Adult arrowhawk, allip, banedead, cursed spirit, dread ram, howler, howling echo, lesser barghest, quicksilver, ramadeen, spriggan, stone spike, stone child, thoqqua	2 (450 XP)
Bonesinger, crypt thing, equiceph raidleader, maug, norker stonewalker, shardsoul slayer	3 (700 XP)
Artaagloth, juvenile nabassu, ravid, time dragon wyrmling, yeth jackal	4 (1,100 XP)
Banshvae, destrachan, giant bear, gulgar, lunar ravager, ramadeen lieutenant, tomb demon, verbeeg, wild giant, yrthak	5 (1,800 XP)
Bonedrinker, dergholoth, elder arrowhawk, elder redcap	6 (2,300 XP)
Bulezau, gray render, lodestone marauder, primal werewolf, wild giant bearskin, wild giant ravenspeaker	7 (2,900 XP)
Astral stalker, athach, legendary cyclops, wild giant huntmaster	8 (3,900 XP)
Steel predator	9 (5,000 XP)
Young time dragon, tulgar warrior	10 (5,900 XP)
Yagnoloth	11 (7,200 XP)
Nightwing, Primal werebear, tulgar half-spirit	12 (8,400 XP)
Mature nabassu,	13 (10,000 XP)
Phane, tulgar spirit talker	14 (11,500 XP)
Adult time dragon	17 (17,000 XP)
Nightwalker	18 (20,000 XP)
Ancient time dragon, Nightcrawler	24 (62,000 XP)

MOUNTAIN CREATURES

Creatures	Challenge (XP)
Fire wolf, igneous strider, wilden	1/4 (50 XP)
Ibixian, Juvenile arrowhawk, norker, stonechild	1 (200 XP)
Adult arrowhawk, dread ram, howling echo, lesser barghest, pulverizer, stone spike, thoqqua, walking wall	2 (450 XP)
Magma hurler, maug, norker stonewalker	3 (700 XP)
Great wolf	4 (1,100 XP)

Destrachan, frost salamander, giant bear, gulgar, mavawhan, wild giant, yrthak	5 (1,800 XP)
Elder arrowhawk	6 (2,300 XP)
Lodestone marauder, primal werewolf, wild giant bearskin, wild giant ravenspeaker	7 (2,900 XP)
Legendary cyclops, wild giant huntmaster	8 (3,900 XP)
Frost worm, steel predator, wendigo	9 (5,000 XP)
Great frost salamander	10 (5,900 XP)
Jarrlak	11 (7,200 XP)
Primal werebear	12 (8,400 XP)
Avathu, phane	14 (11,500 XP)
Voralolith	15 (13,000 XP)
Elder frost salamander	16 (15,000 XP)
Ysolith	19 (22,000 XP)
Abysal Wurm	22 (41,000 XP)
Ancient frost salamander	23 (50,000 XP)

SWAMP CREATURES

Creatures	Challenge (XP)
Chameleon, giant maggot, podspawn, turtle	0 (0-10 XP)
Awakened vine, corpsefly	1/8 (25 XP)
Dire rat, mad slasher, meazel, snapping turtle, swarm of giant maggots, wilden	1/4 (50 XP)
Nixie, ophidian, poison dusk lizardfolk, rutterkin, swarm of corpseflies	1/2 (100 XP)
Boggoul, bright naga, choker (grove choker), giant chameleon, shocker lizard, spark lasher	1 (200 XP)
Blackscale lizardfolk, cursed spirit, giant snapping turtle, unmarked bodak	2 (450 XP)
Hydroloth	3 (700 XP)
Scion of Zuggtmoy	4 (1,100 XP)
Briarvex, primal wererat	5 (1,800 XP)
Green arcanian, vampiric mist	6 (2,300 XP)
Gray render, khumat, rot harbinger	7 (2,900 XP)
Astral stalker, tree woad	8 (3,900 XP)
Giant waterbear	9 (5,000 XP)
Deepspawn, harbinger beast	10 (5,900 XP)
Bloodfire ooze, cyoturma, seszrath	11 (7,200 XP)
Pod demon, ruin demon	12 (8,400 XP)
Blighted bloodfire	14 (11,500 XP)
Abysal rotfiend, golothoma	15 (13,000 XP)
Phantasmal ancient green dragon	22 (41,000 XP)

UNDERDARK CREATURES

Creatures	Challenge (XP)
Giant maggot, podspawn	0 (0-10 XP)
Corpsefly	1/8 (25 XP)
Artificial giant crab, bhasylit, dire rat, gnaw demon, mad slasher, skulk, wilden	1/4 (50 XP)
Hatchling kruthik, jovoc, rutterkin, shadar-kai, shardmind warrior, xvalt degenerate	1/2 (100 XP)
Abyssal scavenger, boggoul, carnage demon, choker, dread guard, mirror mimic, norke, phantom fungus, runespiral demon, shardmind psion, skullbat, skum, stonechild, swarm of parasite worms	1 (200 XP)
Allip, ekolid, great crab, lesser barghest, pulverizer, quicksilver, stone spike, swarm husk, thoqqua, unmarked bodak, wrackspawn	2 (450 XP)
Abyssal eviscerator, adult kruthik, crypt thing, fiendish owlbear, hydroloth, magma hurler, norke stonewalker, pisco-loth, shardsoul slayer, toxic cave fisher	3 (700 XP)
Artaagloth, dread sentinel, ettercap spiderherd, sanguineous drinker, scion of Zuggtmoy	4 (1,100 XP)
Blood demon, bloodhulk fighter, destrachan, mohrg, tomb demon, vivisector, voor	5 (1,800 XP)
Bonedrinker, dergholoth, elder redcap, hallowed eidolon, inferno spider, merskarab, spore lord of Zuggtmoy, vampiric mist	6 (2,300 XP)
Berbalang, boneclaw, bulezau, chraal, colossus crab, draudnu, greater kruthik, harpoon spider, isaati, lodestone marauder, nethui, rogue eidolon, rot harbinger	7 (2,900 XP)
Astral stalker, balhannoth, bloodhulk giant	8 (3,900 XP)
Giant waterbear	9 (5,000 XP)
Deepspawn, dreadful lasher voor, harbinger beast, solamith	10 (5,900 XP)
Bloodfire ooze, cadaver collector, cyoturma, nagpa, seszrath, ulgurstasta, yagnoloth	11 (7,200 XP)
Grisgol, nightwing, pod demon, ruin demon	12 (8,400 XP)
Bloodhulk crusher, molydeus, sibriex	13 (10,000 XP)
Avathu, blighted bloodfire, blood fiend, phane	14 (11,500 XP)
Abyssal rotfiend, death giant, golothoma, haures, voracalith	15 (13,000 XP)
Nightwalker	18 (20,000 XP)
Ysolith	19 (22,000 XP)
Klurichir	21 (33,000 XP)

Abyssal wurm, larva mage	22 (41,000 XP)
Nightcrawler	24 (62,000 XP)
Inoqua	25 (75,000 XP)
Worm that Walks	28 (120,000 XP)

UNDERWATER CREATURES

Creatures	Challenge (XP)
Ornamental fish	0 (0-10 XP)
Artificial giant crab, bhasylit, seal	1/4 (50 XP)
Giant seal, nixie, sea leopard, sea turtle	1/2 (100 XP)
Kopru, skum	1 (200 XP)
Giant snapping turtle, great crab, juvenile tojanida	2 (450 XP)
Adult tojanida, hydroloth, kopru abomination, pisco-loth, warp dragon wyrmling	3 (700 XP)
Elder tojanida	6 (2,300 XP)
Colossus crab, nethui	7 (2,900 XP)
Banelar, sperm whale	8 (3,900 XP)
Giant waterbear, young warp dragon	9 (5,000 XP)
Blue whale, deepspawn	10 (5,900 XP)
Cyoturma	11 (7,200 XP)
Golothoma	15 (13,000 XP)
Adult warp dragon	16 (15,000 XP)
Ancient warp dragon	23 (50,000 XP)



URBAN CREATURES

Creatures	Challenge (XP)
Chicken, giant maggot, lapdog, pigeon	0 (0-10 XP)
Corpsefly	1/8 (25 XP)
Artificial giant crab, bhasylit, clockroach, dire rat, gremlin, iron defender, meazel, skulk, swarm of giant maggots, varoot, wilden	1/4 (50 XP)
Bladeling, fihr, gravehound, jovoc, nixie, protectar, rutterkin, shardmind warrior, swarm of corpseflies	1/2 (100 XP)
Boggoul, choker, equiceph, kalareem, mirror mimic, shardmind psion, skullbat, stonechild	1 (200 XP)
Allip, banderhobb filch, banedead, cursed spirit, dread guard, ekolid, hammerer, iron cobra, protectar custodian, quicksilver, spriggan, unmarked bodak, wrackspawn	2 (450 XP)
Arcadian Avenger, bonesinger, equiceph raideader, maug, scaled stalker grunt, shardsoul slayer, sillit	3 (700 XP)
Juvenile nabassu, sanguineous drinker	4 (1,100 XP)
Blood demon, blue arcanian, dread sentinel, greater fihr, mohrg, nagpa, primal wererat, scaled stalker bandleader, vivisector	5 (1,800 XP)
Dergholoth, green arcanian, hallowed eidolon, merskarab, penanggalan, red arcanian, spell weaver	6 (2,300 XP)
Berbalang, chraal, nethui, primal werewolf, rogue eidolon, rot harbinger	7 (2,900 XP)
Astral stalker, deepspawn	8 (3,900 XP)
Primal wereboar, skull lord	9 (5,000 XP)
Banderhobb mother, harbinger beast, primal weretiger, solamith	10 (5,900 XP)
Cyoturma	11 (7,200 XP)
Grisgol, nightwing, primal werebear, ruin demon	12 (8,400 XP)
Mature nabassu, molydeus, sibirix	13 (10,000 XP)
Blood fiend, sorrowsworn demon	14 (11,500 XP)
Voracalith	15 (13,000 XP)
Wandering Tower	16 (15,000 XP)
Nightwalker	18 (20,000 XP)
Klurichir	21 (33,000 XP)
Larva mage	22 (41,000 XP)
Nightcrawler	24 (62,000 XP)
Inoqua	25 (75,000 XP)
Worm that Walks	28 (120,000 XP)

Additional Credits

All creature statistics and lore are adapted or originally written by Tobias Beis.

Monster Illustrations are either provided by Wizards of the Coast for DM's Guild creators or created by Tobias Beis.

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Hundreds of Monsters New and Old

The Critter Compendium delivers over 250 pages of monsters both from older editions and completely new to the game for a DM to unleash upon their players. But players too can find new options in this book, such as new creatures to summon, undead to create, beasts to use as familiars, beast companions or to wildshape into, and even some ideas for class options such as Draconic Bloodlines and Warlock pacts based on the monsters presented here. Features of this book include the following:

- ◆ A fully illustrated bestiary featuring 135 entries and 257 individual statblocks, as well as lore to help understand each creature and provide inspiration on how to include it in an adventure.
- ◆ An appendix of 38 beasts and miscellaneous, low Challenge monsters.
- ◆ A section featuring skeletons and zombies that can represent a wide variety of undead creatures from humanoids of various sizes to monsters and dragons and allows both DMs and players options to create such undead from creatures not covered by the *Monster Manual* entries. This list also ties directly into the abilities of some monsters featured in the bestiary.
- ◆ An appendix of air, earth, fire, and water elementals ranging from Small to Gargantuan size to use as monsters or to summon with spells like *conjure minor elementals* or higher slot levels of *conjure elemental*.
- ◆ A list of easy to apply monster templates that can transform a creature's nature without requiring significant recalculations of its statblock and can be applied on the fly. This includes a template that allows you to turn any creature into a legendary encounter and thereby a suitable boss monster.

