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DASTOW GAMES

TOME OF TEMPLATES

Ten terrific templates for 5th edition DUNGEONS & DRAGONS monsters



BY STACEY JANSSEN AND DAVID NOONAN



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for 5th edition DUNGEONS & DRAGONS monsters*

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Introduction

First introduced in 3rd edition DUNGEONS & DRAGONS, templates met with immediate acclaim as a versatile tool in the Dungeon Master's (DM's) toolbox. The idea is simplicity itself: Rather than creating a monster from scratch, just put a twist on an existing monster and benefit from the design work done on the original creature. Small wonder that every edition since has included templates. They're a key piece of "design tech" that it's hard to imagine going without.

But that isn't the best thing about templates. Here's the best part: templates are *fun*.

When you apply a template to a creature, you're Dr. Frankenstein pulling that lever in your laboratory, then watching as the lightning strikes your creation. You're taking a creature that's already equal parts fantasy and magic, then adding something unexpected to make it truly unique. Even if you've got a player at your table who's memorized the *Monster Manual*, they'll never see the "grassy gnoll" coming.

Making Templates Work for You

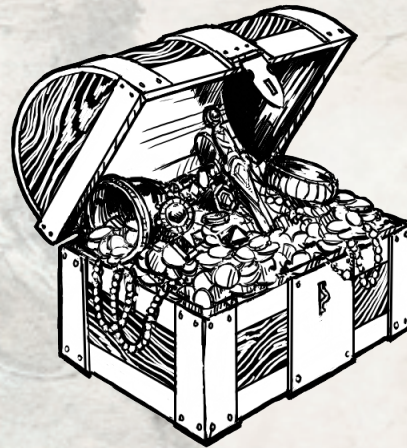
In this digital tome, you'll find templates for every taste. Some, like the riftwarped template, change the monster dramatically. Others are more subtle. The players might not spot the vampiric template until it's far too late. (Cue the echoing, villainous laughter.)

We've made every effort to make our templates adhere to the standards set out in the 5th edition *Monster Manual*, but you'll see a few tweaks that we think enhance the experience.

Challenge Guidelines. For each template, we're including guidance on how to change a monster's challenge rating as you apply the template. It's worth emphasizing: This is just a guideline! Moreso than 3rd or 4th edition, 5th edition treats encounter balancing as an art more than a craft, and you know the idiosyncrasies of your table better than we do. Consider the "Challenge" line in each of the templates to be "not an infallible number, but more accurate than the other numbers we *could* have put there."

One other point relating to challenge ratings: For challenge ratings of 1/8, 1/4, or 1/2, move the challenge rating up or down by one step (1/4 to 1/2, for example) if the template suggests that you increase or decrease the rating by 1. If the template directs you to lower a challenge rating below 0, assess the challenge rating yourself using the guidelines in the *Dungeon Master's Guide*.

Options. Most templates feature not only mandatory elements but optional ones as well. For example, every creature with the topiary template gains a creature type of plant and the Planted ability, but some have the Constricting Vines action and others have Toxic Secretions instead. Think of these options as a restaurant menu: Order what you like, but don't let your appetite exceed your hunger. In general, players will notice one or two interesting options, but beyond that, you're adding complexity that your table won't have the chance to appreciate.



Who Is DASTOW Games?

DASTOW Games is an indie publisher devoted to sharing high-end (and often high-concept) RPG material. Composed of *Princes of the Apocalypse* designer David Noonan and *Princes* editor Stacey Janssen, DASTOW is committed to creating exciting, story-driven games that help push the industry forward.

If you liked *Tome of Templates*, give it a review! For a glimpse at what we're up to, visit dastowgames.com.

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ANGELIC

The progeny of union between a good-aligned celestial parent and a mortal one, the angelic creature doesn't necessarily lead a blessed life. No matter how much an angelic creature may want to live a quiet, pastoral life, the battle between good and evil always seems to wind up at one's door. Angelic creatures feel the cosmic struggle between good and evil quite keenly, and most eventually become crusaders in that war.

Most angelic creatures were born that way, but a few acquire the template later in life, either as a reward for great heroism in the service of heavenly armies or because they were present when a transformative act of goodness and light occurred. Such creatures don't always understand the role they're meant to play in the affairs of celestials and fiends, but they're often swept up into the war anyway.

Angelic creatures tend to be physically attrac-

tive, tall, and calm in demeanor. Some have silver hair, golden eyes, or other traits that suggest their heritage. (And yes, a few have faintly visible halos.)

When a beast, dragon (rarely), giant, humanoid, monstrosity, or plant (usually a treant) becomes an angelic creature, it retains its statistics except as described below.

Type. The base creature's type changes to celestial, and it no longer requires food, drink, or sleep.

Alignment. The angelic creature becomes good-aligned. Its position on the law/chaos axis doesn't change, and its alignment doesn't necessarily have to stay good-aligned...

Ability Scores. The angelic creature's Wisdom and Charisma increase by +2, which improves its saving throws, skill checks, and possibly attack rolls accordingly.

Damage Resistance. All angelic creatures are resistant to radiant damage. If the base creature has more than 10 Hit Dice, the angelic creature also gains resistance to acid, cold, and electricity.

Senses. The angelic creature gains darkvision 60 ft. if it doesn't already have darkvision.

Challenge. In general, applying the angelic template increases the base creature's challenge rating by 1.

Magic Resistance. If the base creature has 15 Hit Dice or more, the angelic creature has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The angelic creature's spellcasting ability is Charisma. It can innately cast the following spells, requiring only verbal components:

3/day each: *daylight*, *detect evil and good*

If the base creature has 15 Hit Dice or more, then it can also innately cast the following:

1/day each: *commune*, *dispel evil and good*

Divine Blessing. The angelic creature gains one of the following abilities:

The Ring of Truth. The angelic creature gains advantage on all Wisdom (Insight) checks.

Angelic Weapons. The angelic creature's weapon attacks deal an extra 1d6 radiant damage for every 4 Hit Dice the base creature has.

Heavenly Wings (3/day). As a bonus action, the angelic creature can sprout feathered wings from its back that give it a fly speed of 60 ft. for 1 minute.

Healing Touch (3/day). The angelic creature touches another creature. The target magically regains 1d8 hit points for every 4 Hit Dice the base creature has.

ANGELIC HALF-OGRE

Large celestial, chaotic good

Armor Class 12 (hide armor)

Hit Points 30 (4d10 + 8)

Speed 30 ft.

Str 17 (+3) **Dex** 10 (+0) **Con** 14 (+2)

Int 7 (−2) **Wis** 11 (+0) **Cha** 12 (+1)

Damage Resistances radiant

Senses darkvision 60 ft., passive Perception 10

Languages Common, Giant

Challenge 2 (450 XP)

Innate Spellcasting. The angelic half-ogre's spellcasting ability is Charisma (spell save 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring only verbal components:

3/day each: *daylight*, *detect evil and good*

Heavenly Wings (3/day). As a bonus action, the angelic half-ogre can sprout feathered wings from its back that give it a fly speed of 60 ft. for 1 minute.

Actions

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage if used with two hands.

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.

CLOCKWORK

Sometimes, you just need a clockwork octopus. A clocktopus, you might say. Perhaps a roving band of clockroaches. Or maybe you're just really eager to build a clockwork version of yourself. In any case, clockworks are built from gears, axles, and hard work on the part of some humanoid creature. They can't be magicked into existence—their creator must put the time and effort into actually physically building them. Not only can they be programmed to take orders—they're also very sturdy in a fight.

When a creature becomes a clockwork, it retains its statistics except as described below.

Type. The clockwork's type changes to construct, its alignment changes to unaligned, and it no longer requires air, food, drink, or sleep.

Lost Characteristics. The clockwork loses any trait or action that assumes a living physiology, as well as traits or actions that require magic.

Armor Class. The clockwork's AC remains unchanged unless its natural armor is less than 13 (in which case make it 13) or more than 17 (make it 17).

Ability Scores. The clockwork's Constitution score increases by +2, which increases its Constitution saving throw bonus and grants it 1 extra hit point per Hit Die. Its Charisma score decreases by -6 and its Wisdom score decreases by -4, which reduces saves, ability checks, and passive perception accordingly. This template doesn't reduce Charisma or Wisdom scores below 1.

Damage Resistances. The clockwork gains resistance to slashing damage.

Damage Immunities. The clockwork has immunity to poison and psychic damage.



CLOCKTOPUS

Large construct, unaligned

Armor Class 13 (natural armor)

Hit Points 61 (8d10 + 16)

Speed 10 ft., swim 60 ft.

Str 17 (+3)

Dex 13 (+1)

Con 15 (+2)

Int 4 (-3)

Wis 6 (-2)

Cha 1 (-5)

Damage Resistances slashing damage

Damage Immunities poison, psychic

Skills Perception +2, Stealth +5

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Underwater Camouflage. The clocktopus has advantage on Dexterity (Stealth) checks made while underwater.

Overdrive (1/day). The clocktopus can double its movement speed for 1 round.

Actions

Tentacles. Melee Weapon Attack: +5 to hit, reach 15 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the clocktopus can't use its tentacles on another target.

Challenge. In general, applying the clockwork template increases the base creature's challenge rating by 1. If much of the base monster's threat was based on traits or actions it no longer has, however, the challenge may be unchanged or even reduced when it becomes clockwork.

Installed Extras. The clockwork creature gains one of the following abilities.

Overdrive (1/day). The clockwork creature can double its movement speed for 1 round.

Self-Destruct (1/day...once ever, really). When the clockwork creature dies, it explodes, and each creature within 30 feet of it must make a Dexterity saving throw (DC based on the clockwork creature's Constitution), taking 2d6 fire damage for each 4 Hit Dice the base creature has, or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried, and it destroys any manufactured weapons the clockwork creature may be carrying.

Safety Protocol (1/day). As an action, the clockwork creature can cast *dispel magic*, using Intelligence for the relevant ability check.

Armor Plating. Increase the clockwork creature's Armor Class by +1.

FIENDISH

When the black sheep in one's family is truly black-hearted—or Papa was the proverbial rolling stone—a fiendish heritage may be the birthright. Born of a mortal parent and a devilish or demonic one, the fiendish creature is ever-tempted to acts of evil, and it's given some fiendish gifts to make those acts easier to commit.

Sometimes this template is acquired later in life, not inherited at birth. Folk tales abound of bargains made at midnight or of souls traded in exchange for power. It's possible for an archdevil or demon lord to bestow this template upon favored servants or those who otherwise capture their fancy.

Most fiendish creatures show minor characteristics that indicate their heritage: pointed teeth, small forehead horns, a forked tongue, or a pointed tail. A few can pass for ordinary, however.

When a beast, dragon (rarely), humanoid, monstrosity, or plant (usually a shambling mound) becomes a fiendish creature, it retains its statistics except as described below.

FIENDISH ETTERCAP

Medium fiend, neutral evil

Armor Class 13 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft., climb 30 ft.

Str 14 (+2) **Dex** 17 (+3) **Con** 13 (+1)

Int 7 (–2) **Wis** 12 (+1) **Cha** 10 (+0)

Damage Resistances fire

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

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Spider Climb. The fiendish 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 fiendish ettercap knows the exact location of another creature in contact with the same web.

Web Walker. The fiendish ettercap ignores movement restrictions caused by webbing.

Brimstone Jaunt (3/day). As a move, the fiendish ettercap can teleport 60 feet in a puff of smoke.

Innate Spellcasting. The fiendish ettercap's spellcasting ability is Charisma (spell save DC 10, +2 to hit with spell attacks). It can innately cast the following spells, requiring only verbal components:

3/day each: *darkness, detect evil and good*

Actions

Multiattack. The fiendish ettercap makes two attacks: one with its bite and one with its claws.

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

Web (Recharge 5–6). Ranged Weapon Attack: +4 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 to escape. 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.

Type. The base creature's type changes to fiend.
Alignment. The fiendish creature becomes evil-aligned. Its position on the law/chaos axis doesn't change. Folktales are replete with stories of fiends who've sought redemption by rejecting evil's path, but such a road is hard, and both other fiends and most angels will oppose the fiendish creature who tries.

Ability Scores. The fiendish creature's Dexterity and Charisma increase by +2, which improves their saving throws, skill checks, and possibly attack rolls accordingly.

Damage Resistance. All fiendish creatures are resistant to fire damage. If the base creature has more than 10 Hit Dice, the fiendish creature also gains resistance to cold and electricity.

Senses. The fiendish creature gains darkvision 60 ft. if it doesn't already have darkvision.

Challenge. In general, applying the fiendish template increases the base creature's challenge rating by 1.

Magic Resistance. If the base creature has 15 Hit Dice or more, the fiendish creature has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The fiendish creature's spellcasting ability is Charisma. It can innately cast the following spells, requiring only verbal components:

3/day each: *darkness, detect evil and good*

If the base creature has 15 Hit Dice or more, then it can also innately cast the following:

1/day each: *commune, dispel evil and good*

Fiendish Bargain. The fiendish creature gains one of the following abilities:

Liar's Tongue. The fiendish creature gains advantage on all Charisma/Deception checks.

Fiendish Implements. The fiendish creature's weapon attacks deal an extra 1d6 fire damage for every 4 Hit Dice the base creature has.

Brimstone Jaunt (3/day). As a move, the fiendish creature can teleport 60 feet in a puff of smoke.

Scare (1/day). One target of the fiendish creature's choice within 20 feet of it must succeed on a Wisdom saving throw (DC based on the fiendish creature's Charisma) or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the fiendish creature is within line of sight, ending the effect on itself on a success.

FOMORSPAWN

The fomorians were twisted and cursed after a failed attempt to conquer the Feywild. Yet they did not march into battle alone. All those who allied with the fomorians—and some who've crossed the fey since—have become fomorspawn, reshaped into hideous mockeries of their natural forms.

Like a fomorian, the fomorspawn's sensory organs—eyes, ears, nose—aren't in the right places on its head, and it may have more of them than it should. The fomorspawn's skin becomes purplish-gray and warty, and its frame becomes hunched and misshapen.

Some fomorspawn are old enough to remember the fomorian's crusade into the Feywild, but others have aroused the ire of the fey more recently. Some dark glades within a trackless forest will twist a trespassing beast into a fomorspawn, and those who've betrayed the unseelie court of the fey may look in a mirror the next day and see a ruined fomorspawn where their ordinary form once was.

When a beast, humanoid, or monstrosity becomes a fomorspawn, it retains its statistics except as described below.

Type. If the base creature was a beast, then the fomorspawn version is a monstrosity. If the base creature is a humanoid, then the fomorspawn version is a giant. Monstrosities stay the same.

Size. The fomorspawn is one size category larger than the base creature. Note that this increases its Hit Dice to the next larger size of dice (4d8 becomes 4d10, for example).

Alignment. The fomorspawn becomes chaotic evil.

Armor Class. The fomorspawn's natural armor increases by +1 to reflect its denser skin.

Ability Scores. The fomorspawn's Strength and Constitution each increase by +4, which improves saving throws, skill checks, and possibly attack rolls accordingly.

Its Dexterity decreases by -4 (minimum 1), which decreases their saves, skill checks, and possibly attacks.

Senses. The fomorspawn gains darkvision 120 ft. if it doesn't already have darkvision, and it gains a +3 bonus on Wisdom (Perception) checks to reflect the extra sensory organs it now has.

Challenge. In general, applying the fomorspawn template increases the base creature's challenge rating by half again, rounded up.

Larger Weapons. If the base creature has a weapon attack—and it probably does—add an extra weapon die to account for the fact that the

weapons (whether natural or manufactured) are now bigger. If the creature is now Huge or larger, its reach extends by an additional 5 feet.

New Action: Immense Wickedness. The same dark fey magic that makes the fomorspawn twisted and hideous also makes them more lethal. Choose one of the following abilities.

Stomp. The fomorspawn gains a melee weapon attack at its normal bonus that deals 1d8 + Strength modifier bludgeoning damage to all creatures it hits within a 10-foot radius centered on the fomorspawn. Creatures who take damage from the Stomp attack are also knocked prone. If the base creature has multiattack, then the fomorspawn can include a stomp among those attacks.

Oversized Weapon. Because its hands are grotesquely massive, this creature can wield an oversize manufactured weapon. Add an extra die to the weapon's damage (keeping in mind that you already added one die from the Larger Weapons section above).

Evil Eye. The fomorspawn magically forces a creature it can see within 60 feet of it to make a Charisma saving throw (DC based on the fomorspawn's Charisma). The creature takes 2d8 psychic damage for every 4 Hit Dice the base creature has, or half as much damage on a successful save.

Cursed Grasp. If the fomorspawn can maintain a grapple with a creature for at least 1 round, the grappled creature must succeed at a Charisma saving throw (DC based on the fomorspawn's Charisma) or become cursed with magical deformities. The cursed creature has its speed halved and has

disadvantage on ability checks, saving throws, and attacks based on Strength or Dexterity. The cursed creature can repeat the saving throw whenever it finishes a long rest, ending the effect on a success. Once a creature succeeds at the saving throw, it is immune to the Cursed Grasp ability for 24 hours.

GHOSTLY

Everything dies (well, *most* everything). Some things come back—especially if they haven't completed certain tasks or are summoned back by dark forces. Most anything that can die can come back ghostly, even if it has never been seen in that form before. Remember—the world is full of impossible things. Those capable of defying death are often capable of defying reality as well.

When an aberration, beast, dragon, fey, giant, humanoid, or monstrosity becomes ghostly, it retains its statistics except as described below.

Type. The ghostly creature's type changes to undead. It no longer requires air, food, drink, or sleep.

Lost Characteristics. The ghostly creature loses any trait or action that assumes a living physiology.

Alignment. The ghostly creature's alignment changes to evil-aligned. Its position on the law/chaos axis doesn't change.

Armor Class. The ghostly creature's AC is unchanged, unless it is above 14 (in which case, make it 14).

Speed. The ghostly creature's speed becomes 0,

FOMORSPAWN MINOTAUR

Huge monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 103 (9d12 + 45)

Speed 40 ft.

Str 22 (+6) **Dex** 7 (–2) **Con** 20 (+5)

Int 6 (–2) **Wis** 16 (+3) **Cha** 9 (–1)

Skills Perception +10

Senses darkvision 120 ft., passive Perception 20

Languages Abyssal

Challenge 5 (1,800 XP)

Charge. If the fomorspawn 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 13 (3d8) piercing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be pushed up to 10

feet away and knocked prone.

Labyrinthine Recall. The fomorspawn minotaur can perfectly recall any path it has traveled.

Reckless. At the start of its turn, the fomorspawn 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.

Actions

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) slashing damage.

Gore. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) slashing damage.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 10 ft., all targets within 10 ft. *Hit:* 10 (1d8 + 6) bludgeoning damage, and targets are knocked prone.

and it gains a fly speed equal to its previous land speed, plus the ability to hover. If the base creature already has a fly speed, just use that instead, granting the ability to hover if necessary.

Ability Scores. The ghostly creature's Strength decreases by -4, which decreases attack bonuses and ability checks accordingly. This template doesn't reduce the Strength score below 1.

Damage Immunities. The ghostly creature gains immunity to necrotic and poison damage.

Damage Resistance. The ghostly creature gains resistance to acid and fire damage, as well as bludgeoning, piercing, and slashing from nonmagical weapons.

Condition Immunity. The ghostly creature gains

immunity to the prone, exhaustion, poisoned, grappled, and restrained conditions.

Senses. The ghostly creature gains darkvision 60 ft. if it doesn't already have darkvision.

Challenge. In general, applying the ghostly template adds one to the base monster's challenge rating; but it might remain the same or even decline if the monster loses key characteristics.

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

Incorporeal Movement. The ghostly creature 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.

GHOSTLY MIMIC

Medium undead, neutral evil

Armor Class 12 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 0 ft., fly 15 ft. (hover)

Str 13 (+1) **Dex** 12 (+1) **Con** 15 (+2) **Int** 5 (-3) **Wis** 13 (+1)

Cha 8 (-1)

Skills Stealth +5

Damage Immunities acid, necrotic, poison

Damage Resistance fire; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities prone, exhaustion, poisoned, grappled, restrained

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

Shapechanger. The ghostly 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.

Adhesive (Object Form Only). The ghostly mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the ghostly mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The ghostly mimic has advantage on attack rolls against any creature grappled by it.

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

Incorporeal Movement. The ghostly mimic 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

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

Horrifying Visage. Each non-undead creature within 60 ft. of the ghostly mimic that can see it must succeed on a DC 9 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghostly creature's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Breathing Room (Recharge 5–6). If two or more non-undead creatures are within 10 feet of the mimic, it lets out a scream that violently affects the air around it, knocking any creature in that range back 15 feet (DC 12 Strength saving throw to avoid). Any creature that makes the save and is not knocked back takes 2d6 necrotic damage.

New Actions: Choose two from the following options:

Horrifying Visage. Each non-undead creature within 60 ft. of the ghostly creature that can see it must succeed on a Wisdom saving throw (DC based on the ghostly creature's Charisma) or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghostly creature's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghostly creature can see within 5 feet of it must succeed on a Charisma saving throw (DC based on the ghostly creature's Charisma) or be possessed by the ghostly creature; the ghostly creature then disappears, and the target is incapacitated and loses control of its body. The ghostly creature now controls the body but doesn't deprive the target of awareness. The ghostly creature can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

Etherealness. The ghostly creature enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Freezing Touch. The ghostly creature gains a *melee spell attack* with a to-hit bonus equal to the primary melee attack of the base creature. The attack has a single target and a reach of 5 feet. If the attack hits, it deals 1d6 necrotic damage and 1d6 cold damage for each 4 Hit Dice of the base creature.

Breathing Room (Recharge 5–6). If two or more non-undead creatures are within 10 feet of the ghostly creature, it lets out a scream that violently affects the air around it, knocking any creature in that range back 15 feet (Strength saving throw based on the ghost's Constitution to avoid). Any creature that makes the save and is not knocked back takes 1d6 necrotic damage for each 4 Hit Dice of the base creature.

KRAKENTHRALL

The kraken lives far beneath the waves, but it has a keen interest in the affairs of the landbound world, and sometimes it needs servitors equally at home above and below the waves.

Enter the krakenthralls. Transformed into amphibious creatures through the kraken's power, they act as guardians, spies, and servants for the kraken—even when the tentacled monstrosity slumbers beneath the waves. Krakenthralls can be found several leagues away from the nearest body of water, though most krakens don't send their servants so far away unless they're on a specific mission.

While this template envisions creatures who become amphibious through the malign power of a kraken, it's also useful for aquatic variants of monsters and creatures that have naturally evolved to be amphibious. (If you use it this way, don't change the base creature's alignment.) This template is also a good choice if you want amphibious slaves and soldiers for an aboleth.

Krakenthralls look like their terrestrial counterparts, but they have unmistakable features that reveal their aquatic side: visible gills, webbing between fingers and toes, and fine scales on patches of skin. Some have tails to help them move through the water, though they're all fast swimmers whether they have tails or not. Their eyes are more widely set and have an extra membrane that improves their vision underwater.

When an aberration, beast, fey, giant, humanoid, or monstrosity becomes a krakenthrall, it retains its statistics except as described below.

Alignment. The krakenthrall's alignment becomes evil-aligned, just like its master. Its position on the law/chaos axis doesn't change.

Speed. The krakenthrall gains a swim speed equal to its land speed. If the base creature already has a swim speed, just use that instead.

Damage Resistance. The krakenthrall gains resistance to fire.

Senses. The krakenthrall gains darkvision 60 ft. if it doesn't already have darkvision.

Challenge. In general, applying the krakenthrall template increases the challenge rating by 1.

Amphibious. The krakenthrall can breathe air and water.

Gift of the Kraken. Choose one from the following options:

Shark Bite. The krakenthrall gains a bite attack with a reach of 5 feet that deals 1d8 piercing damage for each 4 Hit Dice the base creature has if

it's Medium or smaller (1d10 if the base creature is Large, 1d12 if it's Huge or larger.). Add the base creature's Strength modifier to the bite damage.

Squid Tentacle. The krakenthrall gains a tentacle attack that deals 1d4 bludgeoning damage for each 4 Hit Dice the base creature has if it's Medium or smaller (1d6 if the base creature is Large, 1d8 if it's Huge or larger.). Add the base creature's Strength modifier to the tentacle damage.

The tentacle has a reach of 10 feet, and if it hits, the target is grappled (escape DC 10 + base creature's Strength modifier). Until this grapple ends, the target is restrained. The krakenthrall can grapple only one creature at a time.

Manta Sting. The krakenthrall gains a tail stinger attack that deals 1d4 piercing damage for each 4 Hit Dice the base creature has if it's Medium or smaller (1d6 if the base creature is Large, 1d8 if it's Huge or larger.). Add the base creature's Strength modifier to the sting damage.

The stinger has a reach of 5 feet, and if it hits, the target takes additional poison damage equal to the sting's piercing damage, and the target must succeed on a DC 14 Constitution check or become poisoned for 1 minute. The target can repeat the saving throw at the end of its turns, ending the effect on itself with a success.

Eel Zap (3/day). The krakenthrall discharges a line of lightning behind it that is 20 feet long and 5 feet wide. Each creature in that line must make a Dexterity saving throw (DC based on the krakenthrall's Constitution), taking 1d10 lightning damage for each 4 Hit Dice of the base creature on a failed save, or half as much damage on a successful one.

Nautilus Jet (3/day). The krakenthrall magically shoots water in a 30-foot line that is 5 feet wide. Each creature in that line must make a Dexterity saving throw (DC based on the krakenthrall's Constitution), taking 1d6 bludgeoning damage for each 4 Hit Dice of the base creature and, if it is the same size as the base creature or smaller, is pushed up to 20 feet away from the krakenthrall and knocked prone. On a success, a target takes half the bludgeoning damage, but is neither pushed nor knocked prone.

Crab Armor. The krakenthrall gains +2 natural armor.



KRAKENTHRALL OWLBEAR

Large monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft., swim 40 ft.

Str 20 (+5)

Dex 12 (+1)

Con 17 (+3)

Int 3 (–4)

Wis 12 (+1)

Cha 7 (–2)

Damage Resistance fire

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 4 (1,100 XP)

Keen Sight and Smell. The krakenthrall owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

Amphibious. The krakenthrall owlbear can breathe air and water.

Crab Armor. The krakenthrall owlbear gains +2 natural armor (accounted for at left).

Actions

Multiattack. The krakenthrall owlbear makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10 + 5) piercing damage.

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

RIFTWARPED

The Abyss may be a place of infinite evil, and Limbo is one of ultimate entropy, but at least they're comprehensible. Not so the Far Realm, a dimension so alien and horrifying that it threatens the sanity of those who travel there. Connections between the Far Realm and the Material Plane are rare indeed, but they do occur—sometimes naturally and sometimes at the behest of a particularly power-mad villain.

The non-Euclidean strangeness of the Far Realm leaks through the planar rifts and portals that connect to the Material Plane, warping the creatures nearby. No two riftwarped creatures are alike. Some grow strange appendages, while others see their flesh melt or flow in gruesome ways. Exposure to the Far Realm mutates them over time until a riftwarped creature is more at home there than on the plane where it was born.

When a beast, dragon, fey, giant, humanoid, or monstrosity becomes riftwarped, it retains its statistics except as described below.

Type. The riftwarped creature's type changes to aberration.

Ability Scores: If the base creature has a Charisma of 10 or lower, its Charisma becomes 10 + 1 per

5 Hit Dice it has.

Senses. The riftwarped creature gains darkvision 60 ft. if it doesn't already have darkvision.

Languages. The creature gains telepathy 120 ft. and retains any languages it spoke before coming into contact with the magic of the Far Realm.

Challenge. In general, applying the riftwarped template increases the base creature's challenge rating by 1.

Natural Weapons. Any natural weapons the base creature has become larger and more lethal, using dice one step larger (1d8 becomes 1d10, 2d6 becomes 2d8, and so on).

New Action: Touched by Madness. Exposure doesn't just reshape the body; it twists the mind as well. Choose one of the following actions for the base creature to gain; note that some abilities are appropriate only for high Hit Dice monsters.

Glossolalia (3/day). As a bonus action, the riftwarped creature speaks gibberish—but it's gibberish that others find mesmerizing. Creatures within 60 feet who can hear it must make a Wisdom saving throw (DC based on the riftwarped creature's Charisma) or be incapacitated for 1d4 rounds (the DM hides this roll and keeps it secret from the player). Creatures that make the save cannot be affected by glossolalia for 24 hours.

Horrifying Glimpse (3/day). The riftwarped creature can use illusory phantasms to give others a brief vision of what the Far Realm is like. As an action, it

RIFTWARPED GOBLIN

Small aberration, neutral evil

Armor Class 15

Hit Points 7 (2d6)

Speed 30 ft.

Str 8 (–1) **Dex** 14 (+2) **Con** 10 (+0)

Int 10 (+0) **Wis** 8 (–1) **Cha** 10 (+0)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin, telepathy 120 ft.

Challenge 1/2 (100 XP)

Nimble Escape. The riftwarped goblin can take the Disengage or Hide action as a bonus on each of its turns.

Actions

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/310 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Horrifying Glimpse (3/day). The riftwarped goblin can use illusory phantasms to give others a brief vision of what the Far Realm is like. As an action, it can force a living target within 60 feet to succeed on an Intelligence saving throw (DC 10) or quail at the impossible horrors the riftwarped creature just revealed. Creatures that fail the save are frightened for 1 minute, though they can repeat the saving throw at the end of each of their turns, ending the effect early on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the horrifying glimpse effect for the next 24 hours.

Reactions

Reveal True Form. The first time in a battle that a riftwarped creature takes damage that reduces its hit point total to less than half of its maximum, its form melts and twists into something alien and grotesque. Its reach extends by 5 ft. (generally because it now has tentacles, pseudopods, or insectoid limbs) and creatures within 30 ft. of it must succeed at a Wisdom saving throw (DC 10) or suffer disadvantage on attacks against it in the subsequent round because its form is difficult to comprehend, let alone attack.

can force a living target within 60 feet to succeed on an Intelligence saving throw (DC based on the riftwarped creature's Intelligence) or quail at the impossible horrors the riftwarped creature just revealed. Creatures that fail the save are frightened for 1 minute, though they

can repeat the saving throw at the end of each of their turns, ending the effect early on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the horrifying glimpse effect for the next 24 hours.

Random Riftwarped Mutations

Every riftwarped creature is different. If you need to describe what a riftwarped creature looks like in a hurry, choose from or roll on the following table:

<i>d100</i>	<i>description</i>		
01	skin is a vivid, unnatural hue	48	leaves trail of mucus behind it
02	multiple voiceboxes; creature can speak harmonically	49	has a mosquito-like proboscis
03	segmented, prehensile tongue	50	bugles like an elk every few minutes
04	missing nose, ears, or other facial feature	51	has segmented arms like an insect's
05	hair grows several inches every minute, then sheds	52	vestigial, batlike wings
06	withered, twisted extra arm or forelimb	53	skin covered with flowers that bloom and wither
07	eyes stretch around to the sides of the head	54	elephant's trunk where no trunk should be
08	no legs; just feet; torso starts above the ankle	55	spine is exposed, and sparks run up/down it
09	feet and hands are switched	56	skin pierced by bone tusks
10	ears fan out like phonograph bell	57	vivid, striped hide or skin
11	fingers are longer than arms	58	appears pregnant, however unlikely
12	one side of body (left or right) is melted	59	eyes dangle from antennalike stalks
13	skin is covered in huge, festering boils	60	skin is almost translucent white, with veins visible
14	three mouths in different parts of the face	61	spittle is made of tiny snakes
15	head at the end of the arm, where a hand should be	62	neck periscopes to three times normal length
16	growths resembling tails all over; sometimes they wag	63	has one compound eye like a housefly's
17	mouth is on hand or arm instead of face	64	whiskers like a rabbit
18	hole all the way through the torso	65	skin decorated with attached angler's hooks
19	insect egg sags in crevices, and sometimes larvae	66	breathes through slitted gills in neck
20	eyeballs at the tip of each finger	67	joints make popcorn-like sound when flexed
21	no skin	68	every breath makes a gurgling sound
22	all bones bend in every direction	69	one hand is a lobster claw
23	head and body are connected but move independently	70	birdlike talons instead of feet/hands
24	eyes function, but are melted down the face	71	morbidly obese compared to base creature
25	veins outside of skin	72	has insectoid antennae
26	entire head opens when mouth does; rows of teeth	73	nonfunctional feathered wings on heels
27	flesh reaches out, trying to grab what's nearby	74	extra eye in middle of forehead.
28	all bones are barbed, pricking the skin from inside	75	nose continually drips ulcerous stomach acid
29	tongue is 3 feet long; the end is sharp like a knife	76	wattles extend a foot or more below chin
30	eye sockets grow teeth when angered	77	eyes glow with natural phosphorescence
31	right limbs and left limbs are switched	78	wrong number of limbs
32	legs sink into ground if they stop moving for too long	79	constantly surrounded by a cloud of gnats
33	face is on inside out	80	has a gorilla's limb proportions and gait
34	scales instead of skin	81	one limb replaced with a chrome, metallic duplicate
35	head has two faces; one on each side	82	head can swivel 360 degrees
36	has a second head on its stomach	83	skin covered with tattoos that crawl around
37	horns in random places on body	84	intestine occasionally slithers out through the mouth
38	stinger instead of a nose	85	hands are reversed like a rakshasa's
39	teeth never stop growing, like hair or nails	86	tongue lolls like a hyena's
40	skin is hard and leathery	87	cadaverously thin compared to base creature
41	digestive tract on the outside	88	hair/fur blows in opposite direction from breeze
42	eyes bug out several inches and move independently	89	leaves smoking footprints in its wake
43	skin slowly drips like wax	90	cannot talk, but screeches like a bird
44	body is mound of flesh with eyes and mouth	91	limbs have suction cups like an octopus
45	fungus grows all over skin	92	footsteps and voice echo when nothing else does
46	hair grows long but steel-like and uncuttable	93	feathers instead of hair
47	no face	94	has 1d4 extra hearts
		95	antlers emerge from shoulder blades
		96	hands float several inches beyond forearms
		97	dromedary hump
		98	every minute or so, turns transparent for a few seconds
		99	coughs periodically, releasing cockroaches each time
		100	face looks just like one of the PCs

Waves of Death (3/day; base creature 15 HD+). The riftwarped creature exudes an aura that drains the life-force of everything nearby. The available light noticeably dims, and plant life nearby instantly withers. During the subsequent round, each creature that starts its turn within 10 feet of the riftwarped creature or moves within 10 feet of it takes 36 (8d8) necrotic damage. If this damage reduces a creature to 0 hp, that creature dies instantly.

Curse from Beyond (3/day; base creature 15 HD+). The riftwarped creature targets one creature it can see within 60 feet of it. The target must succeed on a Wisdom saving throw (DC based on the riftwarped creature's Charisma) or be magically cursed. Until the curse ends, the target has disadvantage on attack rolls and saving throws. The target can repeat the saving throw (with disadvantage, obviously) at the end of each of its turns, ending the curse on a success.

New Reaction: Reveal True Form. The first time in a battle that a riftwarped creature takes damage that reduces its hit point total to less than half of its maximum, its form melts and twists into something alien and grotesque. Its reach extends by 5 ft. (generally because it now has tentacles, pseudopods, or insectoid limbs) and creatures within 30 ft. of it must succeed at a Wisdom saving throw (DC based on the riftwarped creature's Charisma) or suffer disadvantage on attacks against it in the subsequent round because its form is difficult to comprehend, let alone attack.

TOPIARY

Rushing around the lair, trying to get to a sacred ritual on time, and then you realize you've forgotten to coerce guards into watching your home. What's a busy evil sorcerer to do? Sure, if there are a couple mooks outside, you can mind control them right up, but most likely, you value your solitude—I mean, you're looking to guard your lair for a reason, right? The only thing outside is a bunch of wild shrubbery. I suppose that will have to do.

Most topiary creatures act as guardians, coming to live in the presence of intruders, but some have been granted free will by kindly masters—or it happened naturally when their creator died or failed to maintain the necessary rituals. Those creatures wander the wilderness, shunned by the “normal” creatures they once were.

When a beast, humanoid, or monstrosity becomes a topiary creature, it retains its statistics except as described below.

Lost Characteristics. The topiary creature loses special senses, special traits, and any action that

isn't Multiattack or a melee weapon attack that deals bludgeoning, piercing, or slashing damage. If it has an action or a melee weapon attack that deals some other type of damage, it loses the ability deal damage of that type, unless the damage comes from a piece of equipment that the topiary creature still possesses, such as a magic item.

Type. The topiary creature's type changes to plant, and it no longer requires food. Sunlight and water is sufficient to sustain the magic that animates it.

Alignment. The topiary creature is unaligned.

Ability Scores. If the base creature's Intelligence is higher than 6, reduce it to 6. Topiary creatures are often duller and less cunning than their non-plant counterparts.

Damage Resistance. The topiary creature gains resistance to bludgeoning weapons.

Damage Vulnerabilities. The topiary creature gains vulnerability to fire.

Condition Immunities. The topiary creature can't be blinded, charmed, frightened, or paralyzed.

Senses. The topiary creature gains tremorsense 60 ft., but becomes blind beyond this radius.

Languages. The topiary creature understands Common (or the language of its creator, if known) but cannot speak.

Challenge. In general, applying the topiary template increases the base creature's challenge rating by 1. If the base creature loses key attacks because it's now a plant, however, then the challenge rating might remain unchanged or even decline. Consult the guidance in Chapter 9 of the *Dungeon Master's Guide* as you assess the topiary creature's challenge rating.

Photosynthesis. Whenever the topiary creature starts its turn in sunlight, it regains 1 hit point for each 4 Hit Dice it has, up to its maximum.

Planted. If it is standing on any surface that would be hospitable to ordinary roots, the topiary creature can root and unroot itself at will. When rooted, it is immune to knockback and the prone condition.

Camouflage. If the topiary creature is in a wilderness, forest, or swamp environment, it can blend in with the existing flora, indistinguishable from a regular plant if it remains completely motionless.

Natural Weapons. The topiary creature retains any natural weapons it possesses, though they're made of the plant equivalent (thorns instead of teeth, thick boughs for a slam attack, etc).

If the base creature doesn't have natural weapons, then the topiary creature gains a slam attack that deals 1d4 bludgeoning damage for each 4 Hit

Dice the base creature has if it's Medium or smaller (1d6 if the base creature is Large, 1d8 if it's Huge, and so on.). Add the base creature's Strength modifier to the slam damage.

New Action: Rare Cultivar. Choose one of the following actions for the topiary creature to gain.

Entangling Vines (3/day). Grasping vines extend from the topiary creature's body in a 15-foot radius, withering away after 1 minute. For the duration, that area is difficult terrain for all creatures other than the topiary creature. In addition, each creature within that area when the vines appear must succeed on a Strength saving throw (DC based on the topiary creature's Strength) or become restrained. A creature can use its action to make a Strength check (same DC as the saving throw), freeing itself or a restrained creature within reach on a success.

Toxic Secretion (3/day). The topiary creature's primary melee attack gains an extra 1d6 poison damage for every 4 Hit Dice the base creature has, and a target that takes poison damage must succeed on a Constitution saving throw (DC based on the topiary creature's Constitution) or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

Constricting Roots (3/day). The topiary creature's primary melee attack is augmented by roots

that burst from the ground and try to crush the target. On a hit with the melee attack, the creature takes an extra 1d8 bludgeoning damage for every 4 Hit Dice the base creature has, and the target is grappled (escape DC 10 + base creature's Strength modifier). Until the grapple ends, the target is restrained, and the topiary creature can't move more than 10 feet away from it.

Engulf (1/day; base creature must be Large or bigger). If the topiary creature hits a Medium or smaller creature with its primary melee attack, it engulfs its target. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a Constitution saving throw at the start of each of the topiary creature's turns or take bludgeoning damage equal to its normal melee damage. If the topiary creature moves, the engulfed target moves with it. The topiary creature can have only one creature engulfed at a time.



TOPIARY GNOLL (THE "GRASSY GNOLL")

Medium plant, unaligned

Armor Class 15 (hide armor, shield)

Hit Points 22 (5d8)

Speed 30 ft.

Str 14 (+2)

Dex 12 (+1)

Con 11 (+0)

Int 6 (–2)

Wis 10 (+0)

Cha 7 (–2)

Condition Immunities blinded, charmed, frightened, paralyzed

Damage Resistances bludgeoning weapons

Damage Vulnerabilities fire

Senses tremorsense 60 ft. (beyond which it is blind), passive Perception 10

Languages understands Common, but cannot speak

Challenge 1 (200 XP)

Rampage. When the topiary gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

Photosynthesis. Whenever the topiary gnoll starts its turn

in sunlight, it regains 1 hit point, up to its maximum.

Planted. If it is standing on any surface that would be hospitable to ordinary roots, the topiary gnoll can root and unroot itself at will. When rooted, it is immune to knockback and the prone condition.

Camouflage. If the topiary gnoll is in a wilderness, forest, or swamp environment, it can blend in with the existing flora, indistinguishable from a regular plant if it remains completely motionless.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

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

Toxic Secretion (3/day). The topiary gnoll's primary melee attack gains an extra 1d6 poison damage, and a target that takes poison damage must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

VAMPIRIC

Humanoids slain by a vampire's bite then buried become vampire spawn. But what if the vampire bites and buries a beast? Or a fey? The resulting creature gains the vampiric template instead.

Vampiric creatures are rare, but vampires have centuries to experiment with their bite and the necromantic burial ritual required. Some want vampiric steeds or guardians, while others create vampiric creatures just to turn particular enemies into loyal thralls.

When an aberration (rarely), beast, dragon, fey, or monstrosity becomes vampiric, it retains its statistics except as described below. Note that because of the vampiric weakness to running water, aquatic vampiric creatures may not be viable.

Type. The vampiric creature's type becomes undead and it no longer needs air, food, drink, or sleep.

Alignment. Its alignment changes to evil-aligned. Its position on the law/chaos axis doesn't change.

VAMPIRIC SATYR

Medium undead, chaotic evil

Armor Class 14 (leather armor)

Hit Points 31 (7d8)

Speed 40 ft.

Str 12 (+1)

Dex 16 (+3)

Con 11 (+0)

Int 12 (+1)

Wis 10 (+0)

Cha 14 (+2)

Damage Resistance necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Skills Perception +5, Performance +6, Stealth +8

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish, Sylvan

Challenge 2 (450 XP)

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

Regeneration. The vampiric satyr regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the satyr takes radiant damage or damage from holy water, this trait doesn't function at the start of its next turn.

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

Armor Class. The vampiric creature's natural armor increases by +1.

Skills. The vampiric creature gains a +3 bonus on Wisdom (Perception) and Dexterity (Stealth) checks.

Damage Resistance. The vampiric creature gains resistance to necrotic damage as well as bludgeoning, piercing, and slashing from nonmagical weapons.

Senses. The vampiric creature gains darkvision 60 ft. if it doesn't already have darkvision.

Challenge. In general, applying the vampiric template increases the base creature's challenge rating by 2.

Regeneration. The vampiric creature regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampiric creature's next turn.

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

Vampire Weaknesses. The vampiric satyr has the following flaws:

Forbiddance. The satyr can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The satyr takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. The satyr is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The satyr takes 20 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:* +3 to hit, reach 5 ft., one willing creature or a creature that is grappled by the vampiric satyr, incapacitated, or restrained. *Hit:* 3 (1d4 + 1) piercing damage and 3 (1d6) necrotic damage, and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampiric satyr regains hit points equal to that amount. The target dies if this effect reduces its hit point maximum to 0.

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning damage.

Shortsword. *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.

Vampire Weaknesses. The vampiric creature has the following flaws:

Forbiddance. The vampiric creature can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampiric creature takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. The vampiric creature is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The vampiric creature takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Natural Weapons. The vampiric creature retains any natural weapons or manufactured weapons it possesses, and it gains a bite attack (described below) if it doesn't already have one. If it already has a bite attack, then that attack also deals necrotic damage, reduces the target's maximum hit points, and heals the vampiric creature as described below.

If the base creature doesn't have natural weapons, then the vampiric creature gains a bite attack that deals 1d4 piercing damage if it's Medium or smaller (1d6 if the base creature is Large, 1d8 if it's Huge, and so on.). The bite has a reach of 5 feet and can target one willing creature, or a creature that is grappled by the vampiric creature, incapacitated, or restrained. Add the base creature's Strength modifier to the bite damage.

On a hit, the bite also deals 1d6 necrotic damage for every 4 Hit Dice the base creature has, and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampiric creature regains hit points equal to that amount. The target dies if this effect reduces its hit point maximum to 0.

Diabolic Bloodline. If the base creature has more than 15 Hit Dice, upgrade the vampiric creature in one of the following ways:

Feral Bite. Choose this only if the base creature didn't have a bite attack. The vampiric creature's bite attack can target any creature within 5 feet; it need not be willing, grappled, incapacitated, or restrained.

Children of the Night (1/Day). As its action, the vampiric creature magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the vampiric creature can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampiric creature and obeying its spoken commands. The beasts remain

for 1 hour, until the vampiric creature dies, or until the vampiric creature dismisses them.

Charm. The vampiric creature targets one humanoid it can see within 30 feet of it. If the target can see the vampiric creature, the target must succeed on a Wisdom saving throw (DC based on the vampiric creature's Charisma) or be charmed by this vampiric creature. The charmed target regards the vampiric creature as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack.

Each time the vampiric creature or its companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself with a success. Otherwise, the effect lasts 24 hours or until the vampiric creature is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

ZOMBIFIED

Fast and feral, these aren't your forbears' tabletop zombies. They spread their sickness wherever they go. Ultimately, they can never be fully exterminated—only contained or run out of an area. Some say their infection is nothing more than a common plague, and that stories told 'round the wine barrel are inflated to being unbelievable...but those who've had to run packs of infected out of their home towns know better.

When an aberration (rarely), beast, fey, giant, humanoid, or monstrosity becomes a zombified creature, it retains its statistics except as described below.

Type. The zombified creature's type changes to undead, and it no longer requires air, food (other than braaaaaains), drink, or sleep.

Alignment. The zombified creature becomes evil-aligned. Its position on the law/chaos axis doesn't change.

Lost Characteristics. The zombified creature loses its original saving throw, skill bonuses, and special traits. It loses any action that isn't Multiattack or a melee weapon attack that deals bludgeoning, piercing, or slashing damage. If it has an action or a melee weapon attack that deals some other type of damage, it loses the ability to deal damage of that type. It can no longer wield manufactured weapons.

Speed. The zombified creature's speed (all speeds) is increased by 10 feet.

Ability Scores. The zombified creature's Intelligence score becomes 3, and its Wisdom score becomes 8 if the base creature's Wisdom was higher than that.

Damage Immunities. The zombified creature gains immunity to poison.

Damage Vulnerabilities. The zombified creature gains vulnerability to fire.

Condition Immunities. The zombified creature gains immunity to the frightened, poisoned, and exhaustion conditions.

Senses. The zombified creature gains darkvision 60 ft. if it doesn't already have darkvision.

Languages. The zombified creature can mutter a word or two of Common, but it's unclear whether its doing so instinctively or genuinely trying

to communicate. It gives scant indication that it understands what's being said to it, either.

Challenge. Applying the zombified creature template increases the base creature's challenge rating by 1, unless it loses significant abilities when you apply the template.

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

Infectious. If the zombified creature kills its target, the target rises as a zombified creature in 2d4 rounds. A target that is bitten but not killed by the zombified creature gains two levels of the exhaustion condition until it has completed a short or long rest.

Natural Weapons. The zombified creature retains any natural weapons it possesses, and it gains a bite attack (described below) if it doesn't already have one.

If the base creature doesn't have natural weapons, then the zombified creature gains a bite attack that deals 1d4 piercing damage for each 4 Hit Dice the base creature has if it's Medium or smaller (1d6 if the base creature is Large, 1d8 if it's Huge, and so on.). Add the base creature's Strength modifier to the bite damage, and note that it imposes the exhaustion condition as described above.

New Action: Zombie Feast. If a zombie starts its turn next to a humanoid corpse or an unconscious humanoid, it spends the next 1d3 rounds eating the body. Creatures attacking the zombie while it's eating gain advantage on their attack rolls.

ZOMBIFIED SPRITE

Tiny undead, neutral evil

Armor Class 15 (leather armor)

Hit points 2 (1d4)

Speed 20 ft., fly 50 ft.

Str 4 (−4)

Dex 18 (+4)

Con 10 (+0)

Int 3 (−4)

Wis 8 (−1)

Cha 11 (+0)

Condition Immunities frightened, poisoned, exhaustion

Damage Immunities poison

Damage Vulnerabilities fire

Skills Perception +1, Stealth +8

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 1/4 (50 XP) (loses poison arrows, invisibility)

Undead Fortitude. If damage reduces the zombified sprite 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 zombified creature drops to 1 hit point instead.

Infectious. If the zombified sprite kills its target, the target rises as a zombified creature in 2d4 rounds. A target that is bitten but not killed by the zombified sprite gains two levels of the exhaustion condition until it has completed a short or long rest.

Actions

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

Zombie Feast. If a zombified sprite starts its turn next to a humanoid corpse or an unconscious humanoid, it spends the next 1d3 rounds eating the body. Creatures attacking the zombie while it's eating gain advantage on their attack rolls.

Monsters by CR

CR 1/4: zombified sprite

CR 1/2: riftwarped goblin

CR 1: topiary gnoll

CR 2: angelic half-ogre, clocktopus, vampiric satyr

CR 3: fiendish ettercap, ghostly mimic

CR 4: krakenthrall owlbear

CR 5: fomorspawn minotaur

Monsters by Size

Tiny: zombified sprite

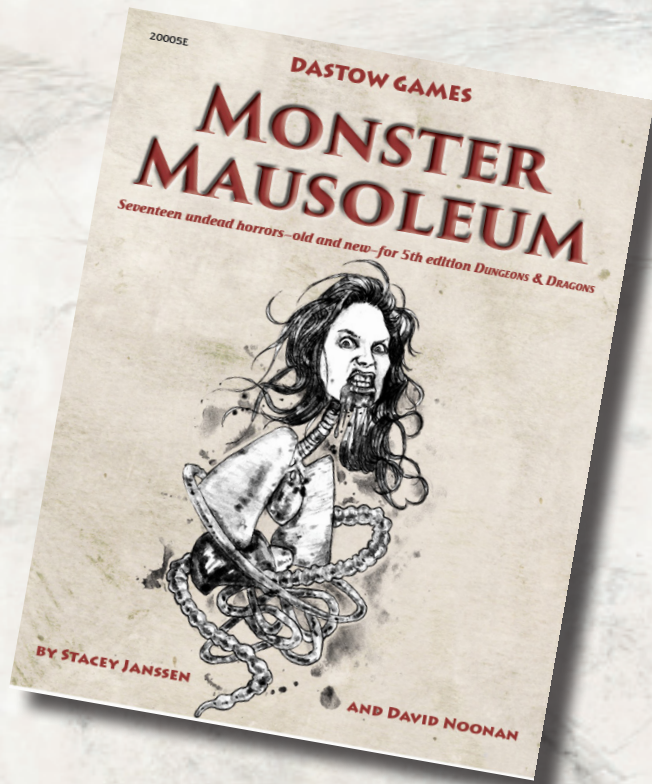
Small: riftwarped goblin

Medium: fiendish ettercap, ghostly mimic, topiary gnoll, vampiric satyr

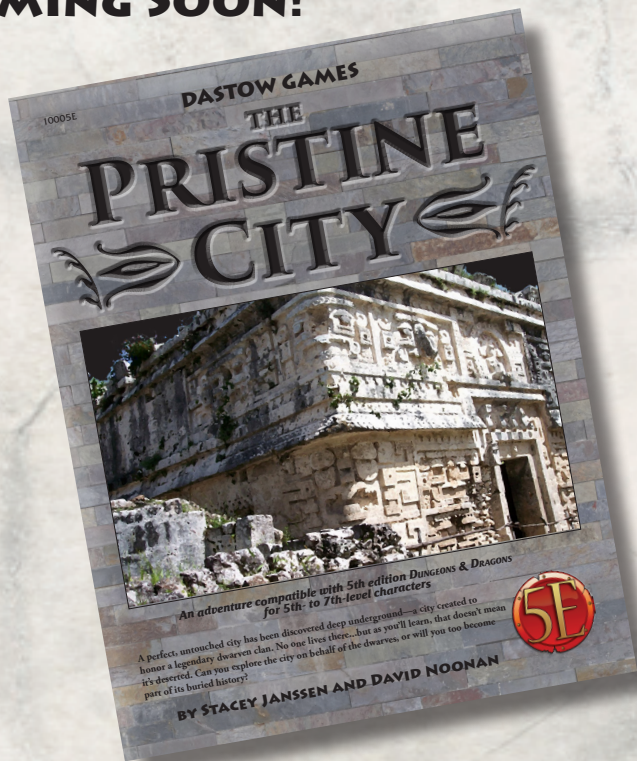
Large: angelic half-ogre, clocktopus, krakenthrall owlbear

Huge: fomorspawn minotaur

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