



OLD GUS' ERRATA:  
**TALES FROM THE WEIRD WEST**

MONSTER MANUAL

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## Designer's Notes

**Old Gus' Errata: Tales from the Weird West Monster Manual, v1.23 (September 9, 2019).** This document provides additional creatures to supplement *Dungeons & Dragons* 5th Edition. This material is not officially part of the game and isn't permitted in *Dungeons & Dragons* Adventurers League events. This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast LLC.

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*Updates to this material, and more of  
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Illustration by Dave Jones

## WASTELAND CREATURES

*Wear sunscreen. If I could offer you only one tip for the future, sunscreen would be it. The long-term benefits of sunscreen have been proved by scientists whereas the rest of my advice has no basis more reliable than my own meandering experience. I will dispense this advice now.*

*~Baz Lurhman*

### RESILIENT SURVIVORS

Beasts, monsters and rarified folk still make a living off the scarce offerings of the earth. As ever, undead still feed upon the living.

### UNLEASHED HORRORS

These inheritors charred wastelands include horrifying mutants, terrible creations and creators, and visitors from the hells or even beyond.

### WAR RELICS

These mysterious constructs inhabit ancient ruins, carrying out some variation of their instructions.

### FOLK

The most unpredictable creatures one will meet, folk inhabit pretty anywhere they can get away with it, where they do... well, pretty much anything they can get away with.

### NPC Classes and Firearms

Several creatures and NPCs in this compendium include firearms as ranged weapons, the in-game statistics are intended to pair with the firearms rules and gunslinging class options presented in *Old Gus' Errata: Tales from the Weird West Player's Handbook*. If your game includes firearms with longer ranges or different damage dice, make an appropriate substitution at the Dungeon Master's discretion. These items have been noted as such.

### New Races

A few races of folk that appear in this compendium appear in *Old Gus' Errata: Beastfolk*, *Old Gus' Errata: Fey Folk*, and *Old Gus Errata: Plantfolk, Undead and Other Oddities*. These items have been noted as such.

### Use Creatures Wisely!

Don't be afraid to make any of the creatures in the compendium your own or to alter the lore presented, they are mere suggestions!

Also, a final word of caution before we get to the beasties: A few creatures presented in this compendium will most surely cross the line for many players' tolerance for gore and horror elements in a game.

Always be sure to check in and be absolutely sure that everyone is on board and having a good time with the intensity level before proceeding!



Illustration by Alex Nice

## RESILIENT SURVIVORS

Plenty of monsters have weathered the centuries relatively unchanged by the ravaged landscapes. Undead still thrive, and monsters have developed new adaptations to Some of these creatures are biological weapons that escaped, or were never contained after deployment, simply becoming part of the new unfolding ecosystem. Others were an attempt to counter or contain a problem, or were originally intended to help folk rather than harm them, but the world is living proof of the law of unintended consequences.

Optimistic folk take this as a sign of hope that life endures through hard times, and a future of not just restitution or restoration, but fulfillment is possible.

Not that I'd should let any of that hippie-dippie nonsense fool you. The world is a dangerous place, and filled with creatures who alternately look at you as meal ticket, whether that be for the gold in your pocket or the flesh on your bones. Best keep that rifle at the ready, pardner.

Spells referred to appear in the *Player's Handbook* on page 211, in the *Sword Coast Adventurer's Guide*<sup>SCAG</sup> on page 142, in *Xanathar's Guide to Everything*<sup>XGE</sup> on page 150, and in the *Guildmaster's Guide to Ravnica*<sup>GGR</sup> on page 47.

VGM denotes content from *Volo's Guide to Monsters*.

MTF denotes content from Mordenkainen's Tome of Foes.

TWW denotes content from Old Gus' Errata: Tales from the Weird West Monster Manual.



Illustration by Clavework Graphics



Illustration by Subhajit Mistry

An intelligent and inquisitive being the arboreal octopus explores the world by touch and sight. Adaptations its ancestors originally evolved in long-dried seas have been put to good use in the spatially complex maze of woodland rainforests.

Reaching out with one of her eight arms, each covered in sensitive suckers, an arboreal octopus might grab a branch to pull herself along in a form of locomotion called tentaculation; or she might be preparing to strike at an insect or small vertebrate, such as a frog or rodent, or steal an egg from a bird's nest; or she might even be examining some object that caught her fancy.

Arboreal octopuses have eyesight superior to humans. Besides allowing them to see their prey and environment, it helps them in inter-octopus relations.

Their still require regular access to water, and in spring, they leave the treetops and submerge, the only social time in their lives. Male and female alike guard and care for their eggs until they hatch, refusing even to eat, and often dying of selflessness. The young spend their first month in murky waters before braving life on land, climbing their first tree and claiming their first insects.

## ARBOREAL OCTOPUS

*Medium beast, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 44 (8d8 + 8)

**Speed** 15 ft., climb 15 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	6 (-2)	10 (+0)	4 (-3)

**Skills** Perception +4, Stealth +5

**Senses** darkvision 60 ft., passive Perception 14

**Languages** —

**Challenge** 1 (200 XP)

**Amphibious.** The octopus can breathe air and water.

**Bioluminescent Display.** As an action, the octopus creates a fanciful, rhythmic bioluminescent display upon its body. The octopus' prey, or indeed other arboreal octopi might find this behavior attractive.

**False Appearance.** While the octopus remains motionless, it is indistinguishable from a group of tree branches, unless an observer succeeds on a DC 15 Intelligence (Investigation) check.

**Glider.** As a bonus action, the octopus can glide horizontally along its current elevation up to its movement speed, and gracefully fall at the end of its turn. The octopus takes no damage from falling.

## 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 13). Until this grapple ends, the target is restrained, and the octopus can't use its tentacles on another target.

**Pollen Cloud (Recharges after a Short or Long Rest).** A 10-foot-radius cloud of thick green pollen extends all around the octopus if it not underwater. The area is heavily obscured for 1 minute, or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. Creatures that start their turn inside the pollen cloud must make a DC 13 Constitution saving throw or use their action on their turn coughing uncontrollably. A creature that succeeds their saving throw against the pollen cloud becomes immune to its effects for 24 hours.



Illustration by Ivelin Trifonov

## WASTES BOAR

*Large beast, unaligned*

**Armor Class** 11 (natural armor)

**Hit Points** 34 (4d10 + 12)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	2 (-4)	9 (-1)	5 (-3)

**Senses** passive Perception 9

**Languages** —

**Challenge** 1 (200 XP)

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

**Charge.** If the boar moves at least 20 ft. straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

**Relentless (Recharges after a Short or Long Rest).** If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

### ACTIONS

**Tusk. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target.  
**Hit:** 9 (1d10 + 4) slashing damage.

## BLIGHTBOAR

*Huge beast, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 105 (10d12 + 40)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	2 (-4)	7 (-2)	5 (-3)

**Damage Immunities** poison

**Condition Immunities** poisoned, diseased

**Senses** passive Perception 8

**Languages** —

**Challenge** 6 (2,300 XP)

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

**Charge.** If the blightboar moves at least 20 ft. straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

**Relentless (Recharges after a Short or Long Rest).** If the blightboar takes 12 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

### ACTIONS

**Tusk. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target.  
**Hit:** 9 (1d10 + 4) slashing damage.

**Foul Breath (Recharge 5—6).** The boar exhales sickening fumes in a 20-foot cone. Creatures in the area must succeed on a DC 14 Constitution saving throw or lose their reaction and be incapacitated until the end of their next turn. Also, 3 (1d4 + 1) blightbugs are exhaled into the area. The bugs are hostile to all creatures other than the blightboar.



Illustration by Sergey Kozyakov



Wastes boars can live for decades, and their bodies can mutate significantly over time: extra limbs and tusks, bony armor plating and eventually a uncomfortable network of boils on their skin. The wounds these pustules leave behind attract blightbugs, who nest inside the boar to breed. Boars that survive this can benefit from their new arrangement: they are surrounded by a plagued stench that incapacitates prey, which the blightbugs' ichor pre-digests for it. Such boar can manage to live over a century, growing to enormous size.



Illustration by Jose Arias

## BLIGHTBUG

*Tiny beast, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 3 (1d4 + 1)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	12 (+1)	2 (-4)	8 (-1)	4 (-3)

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 1/4 (50 XP)

**Bioluminescence.** The blightbug emits dim light in a 5-foot radius.

**Death Burst.** When the blightbug dies, it explodes in a burst of corrosive ichor. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 3 (1d6) acid damage on a failed save, or half as much damage on a successful one.

### ACTIONS

**Ichor Squirt.** *Ranged Weapon Attack:* +4 to hit, range 10 ft., one target. *Hit:* 4 (1d4 + 2) acid damage.

## BLOATED MINOTAUR ZOMBIE

*Large undead, unaligned*

**Armor Class** 11 (natural armor)

**Hit Points** 68 (8d10 + 24)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** understands Common but can't speak

**Challenge** 3 (700 XP)

**Death Burst.** When the zombie is reduced o hit points, it explodes. Each creature within 15 feet of it must succeed on a DC 10 Constitution saving throw or take 2d6 bludgeoning damage and be blinded until the end of their next turn.

### ACTIONS

**Hooves.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.



Illustration by Izzy Medrano

## BOO HAG

*Medium fiend, chaotic evil*

**Armor Class** 17 (natural armor)

**Hit Points** 91 (14d8 + 28)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	12 (+1)	13 (+1)	16 (+3)

**Saving Throws** Wis +4

**Skills** Arcana +8, Nature +4, Stealth +6, Survival +4

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Giant, Terran

**Challenge** 7 (2,900 XP) or 9 (5,000 XP) when part of a coven



Illustration by Cathartic

**Boo Rider. Expert Rider.** The hag has advantage on ability checks or saving throws that would result in her being forcibly dismounted and always lands on their feet if she fails. While mounted, she drains 5 (1d8) hit points at the start of each of her turns, drawn from the creature she is riding.

**Innate Spellcasting.** The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: disguise self, dissonant whispers, infestation

3/day each: danse macabre, Evard's black tentacles, harm

1/day each: *simulacrum*

**Last Laugh.** When the hag dies, it releases a dying laugh that scars the minds of other nearby creatures. Each creature within 10 feet of the hag must succeed on a DC 14 Wisdom saving throw or take 5 (2d4) psychic damage.

**Shared Spellcasting (Coven Only).** While all three members of a hag coven are within 30 feet of one another, they can each cast the following spells from the wizard's spell list but must share the spell slots among themselves:

1st level (4 slots): *identify*, *ray of sickness*

2nd level (3 slots): *hold person*, *locate object*

3rd level (3 slots): *bestow curse*, *counterspell*, *lightning bolt*

4th level (3 slots): *phantasmal killer*, *polymorph*

5th level (2 slots): *contact other plane*, *scrying*

6th level (1 slot): *eyebite*

For casting these spells, each hag is a 12th-level spellcaster that uses Intelligence as her spellcasting ability. The spell save DC is 12 + the hag's Intelligence modifier, and the spell attack bonus is 4 + the hag's Intelligence modifier.

**Swamp Strider.** The hag considered to be under the effects of the *water walk* spell at all times.

### ACTIONS

**Scratch. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 1) slashing damage plus 3 (1d6) poison damage.

**Boo Ride.** The hag moves up to half her movement speed and touches a Small or larger creature. The target makes a DC 15 Wisdom saving throw. If they fail, they take 7 (2d6) psychic damage, and are mounted and dominated by the hag for as long as she remains mounted. If they succeed, they take half as much damage and aren't mounted or dominated. A mounted creature can repeat the saving throw at the end of each of its turns (at disadvantage), ending the effect early on a success.

### Like hags? Build a coven!

The hags and coven options presented in *Volo's Guide to Monsters* make excellent companions to the boo hag!



Illustration by Carolina Eade

Brownies prefer to live underground or in stone ruins, and most seek solitary lives, greedily hoarding treasures.

Occasionally, a brownie will leave its barrow to hunt for new treasure, or strike a bargain with mortal folk for something it has become enamored with. Brownies are proud and do not suffer insults or social slights of any sort, revenging them at the first opportunity.

Brownies are often artisans in their own right, and excel at leatherworking, cobbling and farming, despite the fact that they have little use for any of those enterprises themselves, they make useful bargaining chips when dealing with mortal folk.

### Player characters can be a brownie!

See: *Old Gus' Errata: Heroes of the Multiverse*

Additionally, you can substitute any of the spells on the faerie class' spell list for any of the spells the brownie knows, including any of the original faerie spells that appear in the document.

## BROWNIE

*Tiny fey, chaotic neutral*

**Armor Class** 16

**Hit Points** 78 (12d4 + 48)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	18 (+4)	11 (+1)	12 (+1)	17 (+3)

**Saving Throws** Dex +6, Cha +7

**Skills** Perception +5, Survival +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Druidic, Sylvan

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

**Glamorous Defense.** While the brownie is wearing no armor and wielding no shield, its AC includes its Charisma modifier (included in its AC).

**Magic Weapons.** The brownie's weapon attacks are magical.

**Spellcasting.** The brownie is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The brownie knows the following spells:

Cantrips (at will): *dancing lights*, *mold earth*<sup>XGE</sup>, *magic stone*<sup>XGE</sup>, *vicious mockery*

1st level (4 slots): *charm person*, *jump*, *longstrider*, *zephyr strike*<sup>XGE</sup>

2nd level (3 slots): *earth tremor*<sup>XGE</sup>, *enlarge/reduce*, *Maximilian's earthen grasp*<sup>XGE</sup>

3rd level (3 slots): *bestow curse*, *erupting earth*<sup>XGE</sup>, *meld into stone*

4th level (3 slots): *giant insect*, *staggering smite*

5th level (2 slots): *animate objects*, *transmute rock*<sup>XGE</sup>

6th level (1 slot): *move earth*, *skill empowerment*<sup>XGE</sup>

## ACTIONS

**Multiattack.** The brownie makes two attacks with its needle.

**Needle.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) radiant damage.

**Blowgun.** *Ranged Weapon Attack:* +6 to hit, range 25/100 ft., one target. *Hit:* 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

## BUZZGRIG

*Tiny fey, lawful evil*

**Armor Class** 13

**Hit Points** 10 (4d4)

**Speed** 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	7 (-2)	12 (+1)	10 (+0)

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

**Languages** Sylvan, telepathy 120 ft.

**Challenge** 1 (200 XP)

**Feather Fall.** If the buzzgrig that takes more than 3 damage at once, it falls prone, but takes no damage from falling.

**Hive Mind.** The buzzgrig is immune to the charmed and frightened conditions while within 30 feet of at least one other buzzgrig. The buzzgrig can communicate telepathically with any other buzzgrigs within 120 feet of it.

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

### ACTIONS

**Multiattack.** The buzzgrig makes two attacks with its stinging forceps.

**Stinging Forceps.** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage. If the target is stung twice, they must succeed on a DC 11 Constitution saving throw, or take 7 (2d6) poison. A creature reduced to hit points.



Illustration by Vincent Van Hoof

## CAECURAPTORS

Caecuraptors do not see in the traditional sense, but have a sensory organ that can detect shifts in temperature, and are sensitive enough to detect the friction in the air caused by an insect's wings. This ability, combined with their pack instincts makes them capable wasteland hunters whose range is bound only by their pack leaders' cunning and bravery.



Illustration by Kate Pfeilschiefter

## CAECURAPTOR

*Medium monstrosity, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 26 (4d8 + 8)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	7 (-2)	12 (+1)	5 (-3)

**Skills** Perception +3

**Senses** blindsight 60 ft., passive Perception 13

**Languages** —

**Challenge** 1 (200 XP)

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

**Pack Tactics.** The caecuraptor has advantage on an attack roll against a creature if at least one ally is within 5 feet of the creature and the ally isn't incapacitated.

### ACTIONS

**Multiattack.** The caecuraptor can make one bite attack or attack twice with its claws.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 2) piercing damage.

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

Caecuraptors alphas are not born, but arise due to pheromonal interactions within their pack. Breeders of caecuraptors will put them down at the first expression of these tendencies, for fear of losing the others to the sway of the alpha. They are faster, more muscular, more aggressive, and emit a hissing noise that inspires coordinated behavior in their lesser brethren.

“You hear about Wrangler Joe? He just lost another finger to the ‘raptors. Another one!”  
 “What is that now, six?”  
 “\*whistles\* That Joe. What a cowboy.”

## CAECURAPTOR ALPHA

*Medium monstrosity, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 33 (5d8 + 10)

**Speed** 55 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	7 (-2)	14 (+2)	5 (-3)

**Skills** Athletics +5, Perception +4

**Senses** blindsight 60 ft., passive Perception 14

**Languages** —

**Challenge** 2 (450 XP)

**Commanding Hiss.** When the caecuraptor hits a creature with its bite attack, it can emit a commanding hiss as bonus action, causing one raptor with 10 feet of it that can hear it to immediately attack the same target with its bite attack.

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

**Pack Tactics.** The caecuraptor has advantage on an attack roll against a creature if at least one ally is within 5 feet of the creature and the ally isn't incapacitated.

## ACTIONS

**Multiattack.** The caecuraptor can make one bite attack or attack twice with its claws.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.  
*Hit:* 11 (2d8 + 2) piercing damage. If the target is a creature, it must succeed a DC 13 Strength saving throw or be knocked prone.

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

While most caecuraptors run in wild, a few are domesticated, serving as mounts, guards, and herding animals, a feat which took considerable effort and generations of breeding to accomplish. They are intelligent enough to adopt other creatures as members of their pack, but require a consistent and firm hand from the individual they see as the pack's leader.



Illustration by Kate Pfeilschiefter

## CAECURAPTOR PUP

*Small monstrosity, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 14 (3d6 + 3)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	7 (-2)	10 (+0)	5 (-3)

**Skills** Perception +2

**Senses** blindsight 60 ft., passive Perception 12

**Languages** —

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

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

**Pack Tactics.** The caecuraptor has advantage on an attack roll against a creature if at least one ally is within 5 feet of the creature and the ally isn't incapacitated.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.  
*Hit:* 11 (1d6 + 1) piercing damage.

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

## CORPSE DEVOURER

*Large monstrosity, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 66 (7d10 + 28)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	9 (-1)	14 (+2)	9 (-1)

**Senses** darkvision 60 ft., passive Perception 12

**Languages** —

**Challenge** 3 (700 XP)

**Keen Smell.** The corpse devourer has advantage on Wisdom (Perception) checks that rely on smell.

### ACTIONS

**Impaling Scythe.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 9 (1d10 + 3) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be restrained (escape DC 13).

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one restrained or incapacitated creature. *Hit:* 7 (1d8 + 3) piercing damage. If the target is a living creature, the corpse devourer regains a number of hit points equal to the damage dealt.



Illustration by Bogdan Rezenenko

Like many surviving descendants of the creatures of the world's ever-dwindling oceans, cloud rays have adapted to desert life. They glide majestically, high above the wastes on the thermal air currents the sun baked sands produce, feeding on airborne flotsam and jetsam. They are hunted by folk, both for their meat, and for the oil their body produces, which is used for fuel, lubricants and other necessities of the times.

Some folk tell tales of cloud rays who fly low enough to them to touch, seemingly out of sheer curiosity about humanoids, leaving some to wonder if these gentle giants are more than mindless beasts.



Illustration by Ben Wootten

## CLOUD RAY

*Gargantuan beast, unaligned*

**Armor Class** 13

**Hit Points** 124 (8d20 + 40)

**Speed** 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	6 (-2)	14 (+2)	12 (+1)

**Skills** Acrobatics +3, Perception +3

**Senses** passive Perception 15

**Languages** Understands common but can't speak

**Challenge** 4 (1,100 XP)

**Expert Glider.** At the start of its turn, any creature riding an unwilling flying cloud ray must succeed a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check or fall off the cloud ray.

### ACTIONS

**Multiattack.** The cloud ray makes attacks with its tail.

**Tail.** *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 22 (4d8 + 4) bludgeoning damage.

## DEBBIE WARREN

*Tiny monstrosity, lawful evil*

**Armor Class** 14

**Hit Points** 5 (1d4 + 2)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	14 (+2)	9 (-1)	10 (+0)	14 (+2)

**Skills** Persuasion +4

**Senses** darkvision 60 ft., passive Perception 12

**Languages** —

**Challenge** 1/4 (50 XP)

**Adorable Allure.** While not in combat, a debbie warren can implore a humanoid creature unfamiliar with its nature within 10 feet of it that is, making a Charisma (Persuasion) check against the target's Wisdom (Insight). If the target loses, the debbie warren can make a surprise attack.

**Pack Tactics.** The debbie warren has advantage on an attack roll against a creature if at least one member of its gang is within 5 feet of the creature and isn't incapacitated.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

**Summon Gang (1/Day).** The debbie warren can summon its gang of 1d6 additional debbie warrens.



Illustration by Kella

A gang of debbie warrens can strip a horse of its flesh in under a minute. They are curious, persistent and will use every member of their pack to obtain a meal or a shiny object (of which they are particularly fond).



Illustration by Aaron Smith

## DROSERA BALLADEER

*Large plant, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 85 (10d10 + 30)

**Speed** 30 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	1 (-5)	13 (+1)	4 (-3)

**Damage Resistances** cold, fire

**Senses** blindsight 30 ft., passive Perception 11

**Languages** —

**Challenge** 3 (700 XP)

**False Appearance.** While the drosera balladeer remains motionless, it is indistinguishable from a normal cactus.

### ACTIONS

**Multiattack.** The drosera balladeer makes three attacks: two with its limbs and one with its bite.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one restrained target. *Hit:* 9 (1d10 + 4) piercing damage.

**Limb.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage and the creature is restrained (escape DC 13). The drosera balladeer can restrain up to two creatures in this way.

**Beguiling Song.** Creatures within 30 feet of the drosera balladeer that can hear it must succeed on a DC 13 Wisdom saving throw or be charmed by it until the end of their next turn. At the start of their turn, a charmed creature must use their movement to move toward the drosera balladeer. A creature that succeeds its saving throw against the drosera balladeer's beguiling song becomes immune to its effects for 24 hours.



Illustration by Simon Kono

## DYNAMITE SLUG

*Medium monstrosity, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 50 (7d8 + 18)

**Speed** 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	16 (+3)	1 (-5)	13 (+1)	6 (-2)

**Skills** Perception +3

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

**Languages** —

**Challenge** 3 (700 XP)

**Death Burst.** When the slug dies, it explodes in a burst of bright light, audible up to 300 feet away. Each creature within 10 feet of it must then make on a DC 12 Constitution saving throw. On a failure, a creature takes 10 (3d6) thunder damage and is blinded. On a success, a creature takes half as much damage and isn't blinded. A blinded creature can repeat the saving throw at the start of each of its turns, ending the effect on itself on a success.

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

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

### ACTIONS

**Multiattack.** The slug makes two attacks with its bite.

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

## FALLEN GUNSLINGER

*Medium undead, any evil alignment*

**Armor Class** 15 (studded leather armor)

**Hit Points** 39 (6d8 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	12 (+1)	11 (+1)	14 (+2)

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

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common

**Challenge** 3 (700 XP)

**Deadeye (3/Day).** As a bonus action, the gunslinger can add 1d10 to its next attack or damage roll with a revolver.

### ACTIONS

**Multiattack.** The gunslinger makes three attacks with its revolver.

**Revolver.** *Ranged Weapon Attack:* +5 to hit, range 30/90 ft., one target. *Hit:* 8 (1d10 + 3) necrotic damage.



Illustration by Degos





Illustration by Dirk Wachsmuth

Flying hydra prefer to live in swamps, jungles and other waterlogged terrain which provide plenty of prey for hunting. They will stalk their quarry from the water or the air, but prefer to drag their subdued prey into the water to feed.

Different breeds of flying hydra bear a range of numbers of heads, although those with more heads tend to be more successful hunters than those with fewer.

## FLYING HYDRA

*Huge monstrosity, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 149 (13d12 + 65)

**Speed** 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	20 (+5)	4 (-3)	12 (+1)	7 (-2)

**Skills** Perception +6

**Senses** darkvision 60 ft. passive Perception 16

**Languages** —

**Challenge** 6 (2,300 XP)

**Hold Breath.** The hydra can hold its breath for 1 hour.

**Multiple Heads.** The hydra has 1d4+1 heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies. At the end of its turn, it grows one head for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

**Reactive Heads.** For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

**Wakeful.** While the hydra sleeps, at least one of its heads is awake.

## ACTIONS

**Multiattack.** The hydra makes as many bite attacks as it has heads.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.  
*Hit:* 9 (1d10 + 4) piercing damage.

**Tail.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.  
*Hit:* 10 (1d12 + 4) piercing damage.

## LEGENDARY ACTIONS

The hydra can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The hydra regains spent legendary actions at the start of its turn.

**Detect.** The hydra makes a Wisdom (Perception) check.

**Tail Attack.** The hydra makes a tail attack.

**Wing Attack (Costs 2 Actions).** The hydra beats its wings. Each creature within 10 feet of the hydra must succeed on a DC 15 Dexterity saving throw or take 10 (2d6 + 4) bludgeoning damage and be knocked prone. The hydra can then fly up to half its flying speed.



Illustration by Simon Cowell

## FUNGAL GIANT

*Huge plant, lawful neutral*

**Armor Class** 13 (natural armor)

**Hit Points** 126 (11d12 + 55)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	21 (+5)	9 (-1)	14 (+2)	9 (-1)

**Senses** darkvision 60 ft. passive Perception 12

**Languages** —

**Challenge** 7 (2,900 XP)

**Distress Spores.** When the giant takes damage, all other sporelinguistic creatures (for example, myconids) within 240 feet of it can sense its pain.

**Sun Sickness.** While in sunlight, the giant has disadvantage on ability checks, attack rolls, and saving throws. The giant dies if it spends more than 2 hours in direct sunlight.

### ACTIONS

**Fist.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage plus 10 (3d6) poison damage.

**Rock.** *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 27 (4d10 + 5) bludgeoning damage.

**Caustic Spores (Recharge 5–6).** The giant releases spores in a 30-foot cone. Each creature inside the cone must succeed on a DC 12 Dexterity saving throw or take 3 (1d6) acid damage at the start of each of the giant's turns. A creature can repeat the saving throw at the end of its turn, ending the effect on itself on a success.

## GIANT VILLOUS MOTH

*Small beast, unaligned*

**Armor Class** 13

**Hit Points** 4 (1d6+1)

**Speed** 15 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	1 (-5)	7 (-2)	8 (-1)

**Senses** blindsight 10 ft., passive Perception 8

**Languages** —

**Challenge** 1/8 (25 XP)

**Iron Scent.** The moth can pinpoint, by scent, the location of ferrous metal within 120 feet of it.

**Rust Metal.** Any nonmagical weapon made of metal that hits the moth corrodes. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the moth is destroyed after dealing damage.

### ACTIONS

**Acidic Spittle.** The moth excretes saliva, which corrodes a nonmagical ferrous metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 6-inch cube of it. If the object is being worn or carried by a creature, the creature can make a DC 11 Dexterity saving throw to avoid the saliva, taking 1d4 acid damage on a failure.

If the target is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative –1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the *Rust Metal* trait.



Illustration by Josh Matamoros



Illustration by Esben Rasmussen

## GIANT TURTLE

*Huge giant (turtle), lawful good*

**Armor Class** 18 (natural armor)

**Hit Points** 162 (13d12 + 78)

**Speed** 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	22 (+6)	10 (+0)	18 (+4)	12 (+1)

**Saving Throws** Dexterity +6, Wisdom +7

**Skills** Athletics +10, Insight +7, Survival +7

**Senses** passive Perception 15

**Languages** Aquan, Common, Giant

**Challenge** 10 (5,900 XP)

**Hold Breath.** The giant turtle can hold its breath for 8 hours.

**Vigilant.** The giant turtle can't be surprised.

## ACTIONS

**Multiattack.** The giant turtle makes three fist or quarterstaff attacks.

**Fist.** *Melee Weapon Attack:* +11 to hit, reach 10 ft, one target. *Hit:* 14 (1d12 + 7) bludgeoning damage, and the creature must succeed a DC 17 Strength saving throw or be knocked prone.

**Quarterstaff.** *Melee Weapon Attack:* +11 to hit, reach 10 ft, one target. *Hit:* 17 (3d6 + 7) bludgeoning damage, or 20 (3d8 + 7) bludgeoning damage if used with two hands to make a melee attack.

**Shell Defense.** The giant turtle withdraws into its shell. Until it emerges, it gains a +4 bonus to AC and has advantage on Strength and Constitution saving throws. While in its shell, the giant turtle is prone, its speed is 0 and can't increase, it has disadvantage on Dexterity saving throws, it can't take reactions, and the only action it can take is a bonus action to emerge.

## REACTIONS

**Multiattack.** When an attacker the giant turtle can see makes an attack roll against a creature within 10 feet of the giant turtle, the giant turtle can impose disadvantage on the attack roll.

## GIBBY-OWL

*Small monstrosity, unaligned*

**Armor Class** 13

**Hit Points** 7 (2d6)

**Speed** 25 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	4 (-3)	12 (+1)	7 (-2)

**Skills** Acrobatics +4, Perception +3

**Senses** passive Perception 13

**Languages** —

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

**Flyby.** The gibby-owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

**Keen Sight.** The gibby-owl has advantage on Wisdom (Perception) checks that rely on sight.

**Strength of the Flock.** The gibby-owl has advantage on saving throws against being charmed or frightened conditions while within 30 feet of at least one other gibby-owl.

### ACTIONS

**Multiattack.** The gibby-owl makes two attacks with its talons. It makes its second attack at disadvantage.

**Talons.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d4 + 2 slashing damage.



Illustration by Toni Roads

Gibby-owls are so named for their hyena-like cries. They are pack scavengers, and will harry anything, even dangerous predators, in order to steal a meal, or as much of it as one can tear off and carry off in their sharp talons. They are nuisances to ranchers.



Illustration by Antonio J. Manzanedo

## GHOST HARVESTER

*Medium humanoid (any), chaotic evil*

**Armor Class** 12 (15 with mage armor)

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft.

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

**Senses** passive Perception 13

**Languages** any three languages

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

**Ethereal Strike (1/Turn).** When the ghost harvester hits a creature with a weapon attack, it can force the creature to make a DC 15 Charisma saving throw. On a failure, the target is transported to the borders of the ethereal plane for 1 minute. If the ghost harvester dies, all creatures it banished return to the plane they were transported from.

**Ghostly Curse.** When the ghost harvester slays a humanoid, it can use a bonus action to cause that person's spirit to rise from as a *ghost* under its control for 7 days, or until the ghost harvester is killed.

**Innate Spellcasting.** The ghost harvester's innate spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It can innately cast a number of spells, requiring no material components:

At will: *blindness/deafness*, *mage armor*

2/day each: *hex*, *negative energy flood*<sup>XGE</sup>, *vampiric touch*

1/day each: *blight*, *circle of death*, *etherealness*, *spirit guardians*

### ACTIONS

**Bone Club.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage plus 5 (1d8) necrotic damage

## GHOST RIDER

Medium undead, any alignment

**Armor Class** 16

**Hit Points** 65 (10d8 + 20)

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

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

**Skills** History +5, Insight +4, Perception +4

**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing and slashing from nonmagical attacks

**Damage Immunities** cold, necrotic, poison

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

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Any languages it knew in life

**Challenge** 8 (3,900 XP)

**Ethereal Sight.** The ghost rider can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

**Haunting Movement.** The rider can move through other creatures and objects as if they were difficult terrain. Creatures it passes through must succeed a DC 12 Constitution saving throw or take 3 (1d6) necrotic damage. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Innate Spellcasting.** The ghost's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast a number of spells, requiring no material components:

1/day each: *cause fear*, *detect thoughts*, *fear*, *find greater steed*, *vampiric touch*

**Ghostly Steed.** When the rider casts *find greater steed*, it summons a ghostly steed. The steed shares the statistics of a Pegasus, except its creature type is fiend. It shares the rider's alignment, resistances and immunities, and gains the benefits of the ghost rider's *ethereal sight* and *haunting movement* traits.

### ACTIONS

**Multiattack.** The ghost rider makes two ranged attacks with its Spectral Revolver or one with its Spectral Rifle.

**Spectral Revolver.** *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 8 (1d10 + 2) cold damage.

**Spectral Rifle.** *Ranged Weapon Attack:* +4 to hit, range 80/240 ft., one target. *Hit:* 8 (3d6 + 2) cold damage.

### LEGENDARY ACTIONS

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

**Ride.** The ghost rider moves up to its movement speed (or that of its Ghostly Steed, if it is mounted on it).

**Ethereal Jaunt.** The ghost rider moves up to half its movement speed, entering either the Ethereal Plane or the Material Plane. If mounted on its steed, the steed moves to the new plane with it.

**Ghostly Aim.** The ghost rider makes one attack with its spectral rifle or spectral revolver.

Ghost riders wander the endless deserts on unfinished business. Some are friendly, and offer their hard-earned wisdom, and others are inveterate tricksters, delighting in tormenting the living, as they might have done in life.

Yippie yi ooh!  
Yippie yi yay!  
Ghost riders in the sky!



Illustration by Carlos Fabián Villa



Illustration by Nate Hallinan



Illustration by David Ogilvie

## Let monsters help you tell a great story!

The gill-man could be an ocean dweller, or a river-dweller. Consider filling its environs with (giant) crocodiles, (swarms of) quippers, or dangerous insects. Perhaps it has an underwater lair with an air pocket below the surface where it takes its victims. Perhaps it's just misunderstood. Also consider its relationship to civilization, and how any of these might play out. The gill-man's origins and disposition to folk are entirely up to the dungeon master. The gill-man is a classic movie monster for a reason, and films like *the Shape of Water* have drastically altered how player might be likely to approach creatures like it!

## GILL-MAN

*Large humanoid, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 74 (7d10 + 35)

**Speed** 15 ft., fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	7 (-2)	8 (-1)	5 (-3)

**Skills** Athletics +8, Insight +2, Perception +2

**Damage Vulnerabilities** lightning

**Damage Resistances** poison

**Condition Immunities** poisoned, diseased

**Senses** blindsense 30 ft., darkvision 60 ft., passive Perception 12

**Languages** Aquan

**Challenge** 6 (2,300 XP)

**Cutaneous Breathing.** The gill-man can breathe water, and can hold its breath for four hours, after which time it must succeed a DC 12 Constitution saving throw at the start of each of its turn or become incapacitated by suffocation until the end of its turn.

**Echolocation.** The gill-man has blindsense to 30 feet and advantage on Wisdom (Perception) checks that rely on hearing while submerged in water.

## ACTIONS

**Multiattack.** The gill-man makes three attacks with its fins.

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

## REACTIONS

**Poison Spines.** The gill-man shoots a poison spine in response to an attack made by a creature within 30 feet of it.

**Ranged Weapon Attack:** +5 to hit, range 60 ft., one target.  
**Hit:** 1d12 poison damage.

## GREMLIN GUNNER

*Small fiend (devil), lawful evil*

**Armor Class** 11

**Hit Points** 14 (3d6 + 3)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	13 (+1)	10 (+0)	14 (+2)	11 (+0)

**Damage Resistances** fire

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Infernal

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

**Devil's Sight.** Magical darkness doesn't impede the gremlin's darkvision.

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

### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 15) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

**Rifle.** *Ranged Weapon Attack:* +4 to hit, range 80/240 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.



Illustration by Zach Causey



Illustration by Linda

## GRIGLING

*Tiny fey, chaotic neutral*

**Armor Class** 15

**Hit Points** 11 (3d4 + 3)

**Speed** 15 ft., fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	13 (+1)	9 (-1)	9 (-1)	14 (+2)

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

**Languages** Sylvan

**Challenge** 2 (450 XP)

**Familiar.** With the DM's permission, the find familiar spell can summon a grigling.

**Hive Telepathy.** Using telepathy, the grigling can communicate with any other griglings within 120 feet of it.

**Innate Spellcasting.** The grigling's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast a number of spells, requiring no material components:

At will: *dancing lights*

1/day each: *enlarge/reduce*, *invisibility*

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

### ACTIONS

**Bugaboo.** The grigling targets a creature it can see within 60 feet of it, which must succeed a DC 14 Constitution save or take 1d4 + 2 poison damage, and move 5 feet in a random direction. Roll a d4 for the direction: 1, north; 2, south; 3, east; or 4, west. This movement doesn't provoke opportunity attacks. If it fails its saving throw, it makes a new saving throw at the start of its turn, or suffers the effects of the bugaboo a second time.



Illustration by Gabriel Ramos

## GRIMALKIN PICKPOCKET

*Small humanoid (grimalkin), chaotic neutral*

**Armor Class** 14 (leather armor)

**Hit Points** 21 (6d6)

**Speed** 25 ft.

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

**Skills** Acrobatics +5, Deception +5, Perception +4, Sleight of Hand +8, Stealth +8

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Grimalkin

**Challenge** 1 (200 XP)

**Cunning Action.** On each of its turns, the pickpocket can use a bonus action to take the Dash, Disengage, or Hide action.

**Feline Agility.** The pickpocket can double its speed until the end of its turn. Once it uses this trait, it can't use it again until it moves 0 feet on one of its turns.

**Street Smart.** The pickpocket can move through a space of a Medium or larger creature.

**Sneak Attack (1/Turn).** The pickpocket 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 pickpocket that isn't incapacitated and the pickpocket doesn't have disadvantage on the attack roll.

## ACTIONS

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

### Player characters can be a grimalkin!

See: *Old Gus' Errata: Beastfolk*

## GRINDYLOW

*Small monstrosity, chaotic neutral*

**Armor Class** 13

**Hit Points** 21 (6d6 + 3)

**Speed** 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	10 (+0)	4 (-3)	8 (-1)	8 (-1)

**Skills** Athletics +3

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

**Languages** —

**Challenge** 1 (200 XP)

**Blood Frenzy.** The grindyflow has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**Water Breathing.** The grindyflow can breathe only underwater, but can hold its breath for up to ten minutes.

## ACTIONS

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



Illustration by Rob Powell

Grindyflow live in rivers and lakes, and will use their forearms to pull a prey drinking at the edge of the water under, where they are seized upon by the grindyflow and its brethren. Grindyflow are not well suited to life on land, but they are able to hold their breath and drag themselves upon the ground for short distances.





Illustration by Sam Nielson

## GRUGGISH WOMP

*Huge monstrosity, unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 126 (12d12 + 48)

**Speed** 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	18 (+4)	5 (-3)	12 (+1)	8 (-1)

**Senses** darkvision 60 ft., passive Perception 11

**Languages** —

**Challenge** 8 (3,900 XP)

**Amphibious.** The womp can breathe air and water.

### ACTIONS

**Multiattack.** The womp makes one attack with its tail and one with its tongue, and can also use its womping leap if it is available.

**Tail.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage, and the target must succeed a DC 12 Strength saving throw or be knocked prone.

**Tongue.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 11 (1d10 + 6) bludgeoning damage, and the target is swallowed if it is a Large or smaller creature. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the womp, and takes 7 (2d6) acid damage at the start of each of the womp's turns.

The womp's gullet can hold up to two creatures at a time. If the womp takes 30 damage or more on a single turn, the womp must succeed on a DC 17 Constitution saving throw at the end of that turn or lose its reaction and regurgitate all swallowed creatures, each of which falls prone in a space within 10 feet of the womp. If the womp dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

**Womping Leap (Recharge 4—6).** The womp makes a great leap up to 20 feet into the air, traveling a distance up to its movement speed. Creatures in the space where it lands must make a DC 15 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space. On a failure, the creature falls prone and takes 14 (4d8) bludgeoning damage. If the womp remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the womp. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 16 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the womp and is no longer restrained.



Illustration by Anarchic Fox

## HEXED SCARECROW

*Medium construct, neutral*

**Armor Class** 10 (padded armor)

**Hit Points** 22 (4d8 + 4)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	12 (+1)	3 (-4)	8 (-1)	1 (-5)

**Damage Vulnerabilities** fire

**Damage Resistances** bludgeoning, piercing, slashing from nonmagical attacks

**Damage Immunities** cold, poison, necrotic

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

**Senses** darkvision 60 ft., passive Perception 11

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

**Challenge** 1 (200 XP)

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

### ACTIONS

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

## HORSEFLY

*Medium or large beast, unaligned*

**Armor Class** 12 (leather armor)

**Hit Points** 20 (3d8 + 6)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	14 (+2)	3 (-4)	12 (+1)	5 (-3)

**Senses** tremorsense 10 ft., darkvision 120 ft., passive Perception 11

**Languages** —

**Challenge** 1/4 (50 XP)

**Bioluminescent.** The thorax of the horsefly glows dimly in a 5-foot radius.

**Shuffling Acceleration.** If the horsefly moves at least 40 ft in a straight line, it adds an additional 10 feet to its movement provided it continues along that same line.

### ACTIONS

**Corrosive Ichor.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 2) acid damage.



Illustration by James J. Krause

Horseflies are popular mounts among wastelanders. They are cheap to feed, easily reared and loyal to a fault.



Illustration by Nate Hallinan

Kamelon are smaller than their lizardfolk cousins, and gentler, standing only as tall as the average gnome. The few who are no doubt aware of a kamelon's ability to change the color of their skin to blend with their surroundings, and in fact many lands that host Kamelon villages never become aware of them at all.

Kamelon make their homes nestled into in the branches of thick jungle canopy, and their simple structures are scarcely visible to the untrained eye, blending in perfectly with the host tree's natural foliage. They rarely light fires, and most find them distracting and noisy.

The insides of their homes betray the mundane outer surroundings, and usually are filled with bright colors. Kamelon rarely wear clothing in their homes or among their own kind.

## KAMELON HUNTER

*Small humanoid, neutral*

**Armor Class** 15 (natural armor)

**Hit Points** 19 (4d6 + 4)

**Speed** 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	7 (-2)	14 (+2)	12 (+1)

**Skills** Perception +4, Stealth +6, Survival +4

**Senses** passive darkvision 60 ft. Perception 14

**Languages** Common, Kamelon

**Challenge** 2 (450 XP)

**Eye Alignment (Recharges after a Short or Long Rest).** The kamelon use a bonus action to focus its eyes on a creature or object it can see. Until the end of its next turn, it has advantage on the next weapon attack it make targeting that creature, provided it can still see it.

**Innate Spellcasting.** The kamelon's innate spellcasting ability is Wisdom (spell save DC 12). It can innately cast a number of spells, requiring no material components:

1/day each: *blur*, *invisibility*

### ACTIONS

**Quarterstaff.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 2 (1d8 + 1) bludgeoning damage.

**Tongue.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 2 (1d4) bludgeoning damage. If the target is Medium or smaller, it is pulled 5 feet toward the kamelon. If the target ends its turn within 5 feet of the kamelon, it can attack the creature with its a quarterstaff as a bonus action.

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 8 (1d6 + 3) piercing damage.

### Player characters can be a kamelon!

See: *Old Gus' Errata: Beastfolk*

## KELP THRESHER

*Gargantuan monstrosity, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 162 (12d20 + 48)

**Speed** 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+7)	12 (+1)	18 (+4)	4 (-3)	10 (+0)	5 (-3)

**Skills** Athletics +9, Perception +4

**Damage Vulnerabilities** lightning

**Damage Resistances** fire; bludgeoning and piercing from nonmagical weapons

**Senses** passive Perception 14

**Languages** —

**Challenge** 8 (3,900 XP)

**False Appearance.** While the kelp thresher remains motionless, it is indistinguishable from a large seaweed-covered rock, unless an observer succeeds on a DC 16 Intelligence (Investigation) check.

**Kelp Tentacles.** The thresher has six tentacles, and loses a tentacle if it sustains more than 15 slashing damage on a single turn. The thresher is able to restrain as many creatures as it has remaining tentacles using its Kelp Tentacle attack.

### ACTIONS

**Multiattack.** The thresher makes four attacks: Two with its claws, and two with its kelp tentacles.

**Claws.** The thresher grabs a Larger or smaller target within 5 feet of it with a claw. It can hold up to two creatures in this manner. The target creature makes an opposed Strength (Athletics) attack or Dexterity (Acrobatics) check to avoid the grapple. If a creature is already grappled by the thresher, they must succeed a DC 18 Strength saving throw or 16 (3d6 + 6) bludgeoning damage, or half as much on a success.

**Kelp Tentacle.** *Ranged Weapon Attack:* +4 to hit, range 30/40 ft., one target. *Hit:* 8 (1d4 + 6) slashing damage. The target becomes restrained (escape DC 14).

**Whirling Slash (Recharge 5—6).** The thresher whirls in a fast circle. Creatures within 15 feet of the thresher must make a DC 15 Dexterity saving throw, taking 14 (2d8 + 6) slashing damage on a failure, or half as much on a success. The thresher must have at least three remaining tentacles to perform this maneuver. When it does, any creatures grappled in its claws or tentacles must succeed a DC 16 Constitution saving throw or lose their reaction, and use their action on their next turn to retch and recover from dizziness.



Illustration by Austin Mengler

Kelp threshers reside on shorelines, soaking in the salty brine of the ocean until disturbed. To the casual observer, they do not present as much more than a bundle of jagged rocks covered in kelp.

When a prospective meal gets too close to them, however, their true nature is revealed as their armor plating grinds apart, revealing several lengthy tentacles and mighty claws which they use to grasp and strangle their prey before consuming it with their comparatively unimpressive and delicate jaws.

Threshers stay in shallow waters, and will attack ships if they are small enough and enough of the crew are on deck and visible.

*The ship drifted to full stop,  
and a hollow thud rang from the hull.  
Something grabbed Phineas by the leg  
and he suddenly disappeared,  
pulled into the thick fog.  
I threw open the catch to my holster  
and steeled my nerves.  
Two more of the crew  
disappeared from the deck.  
Overhead, their screams of fear  
filled the misty air,  
like swirling banshees.  
I pulled my knife and pistol  
And said a short prayer.  
And the battle was joined.*

## KUMOMITSU

*Large monstrosity, neutral evil*

**Armor Class** 17 (natural armor)

**Hit Points** 123 (13d10 + 52)

**Speed** 45 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	18 (+4)	14 (+2)	12 (+1)	12 (+1)

**Skills** Deception +5, Perception +7, Stealth +7

**Senses** darkvision 120 ft., tremorsense, 30 ft., passive Perception 18

**Languages** Any two languages

**Challenge** 7 (2,900 XP)

Kumomitsu are highly intelligent and prefer prey that is, as well. They hunt by invitation, luring creatures unfamiliar with their nature into their lairs with formality and hospitality. Or so the stories go. Precious few who have wandered into a kumomitu's den ever return.



Illustration by Apertus

**Mental Acuity.** The kumomitsu has advantage on saving throws against being charmed, and magic can't put it to sleep. Its brain allows it to concentrate on two spells at once. When the kumomitsu can cast a spell as a bonus action.

**Spellcasting.** The kumomitsu is a 5th-level spellcaster that uses Intelligence as its spellcasting ability (spell save DC 14, +7 to hit with spell attacks). The kumomitsu has the following spells prepared:

At will: *dancing lights*, *thaumaturgy*

1st level (4 slots): *faerie fire*, *sanctuary*, *sleep*

2nd level (3 slots): *darkness*, *hold person*, *web*

3rd level (3 slots): *feign death*, *nondetection*, *vampiric touch*

4th level (3 slots): *shadow of moi*<sup>XGE</sup>, *sickening radiance*<sup>XGE</sup>

5th level (2 slots): *dominate person*, *steel wind strike*<sup>XGE</sup>

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

**Light Sensitivity.** While in bright light, the kumomitsu has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Web Walker.** The kumomitsu ignores movement restrictions caused by webbing.

### ACTIONS

**Multiattack.** The kumomitsu makes three attacks, either with its bite or daikatana.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) piercing damage. The target must succeed a DC 13 Constitution saving throw or take 9 (2d8) poison damage and become poisoned until the end of their next turn.

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

**Webbing (Recharge 3—4).** The kumomitsu targets one creature within 15 feet of it that it can see. The target makes a Dexterity saving throw, the results of which determine the outcome:

1-3: The target becomes completely encased in webbing, and is incapacitated until the end of their next turn. Their restraints have an AC of 10 and 10 hit points. Once they are no longer paralyzed, they become restrained, and can break the webbing with a successful DC 15 Strength (Athletics) check.

4-7: The target becomes restrained. Their restraints have an AC of 10 and 5 hit points. They can break the webbing with a successful DC 12 Strength (Athletics) check.

8-11: The target is blinded. They can use their action on their turn to clear the webbing from their eyes if they have a free hand.

12-15: The target's movement speed is halved.

16+: The target escapes unaffected.



Illustration by Vincent Van Hoof

## LETICHE

*Medium undead, chaotic evil*

**Armor Class** 13 (natural armor)

**Hit Points** 19 (3d10 + 3)

**Speed** 25 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	7 (-2)	10 (+1)	5 (-3)

**Saving Throws** Wis +2

**Skills** Stealth +3

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** passive Perception 13

**Languages** any one language (usually Common)

**Challenge** 2 (450 XP)

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

## ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 13 (2d10 + 2) piercing damage, and the target must succeed a DC 12 Strength saving throw or be grappled in the letiche's jaws (escape DC 12). Until the target dies or is freed, the letiche can't bite another target.

## LUDAI

*Medium humanoid, neutral*

**Armor Class** 10

**Hit Points** 23 (3d8 + 9)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	7 (-2)	12 (+1)	8 (-1)

**Damage Resistances** poison

**Senses** passive Perception 13

**Languages** Common, Ludai

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

## ACTIONS

**Pike.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage.

**Slime.** Slick slime covers the ground in a 10-foot square centered on a point within 30 feet of the ludai and turns it into difficult terrain for the duration. If a creature starts its turn in the area, it must succeed on a DC 11 Dexterity saving throw or fall prone.



Illustration by Theme Finland

### Player characters can be a ludai!

See: *Old Gus' Errata: Beastfolk*

## MAGIC MIRROR

*Medium construct, neutral*

**Armor Class** 14 (natural armor)

**Hit Points** 66 (12d8 + 12)

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

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	12 (+1)	16 (+3)	24 (+7)	15 (+2)

**Skills** History +9, Insight +10, Perception +13

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** necrotic, poison

**Damage Resistances** acid, fire, radiant

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

**Senses** darkvision 120 ft., truesight 60 ft., passive Perception 23

**Languages** the languages of its creator

**Challenge** 5 (1,800 XP)

Unlike most constructs, a magic mirror is inhabited by a true consciousness, usually an imprisoned demon, celestial or other supernatural entity with the power of foresight. A magic mirror is a valuable asset, and the few remaining in the world tend to be bound in service to the wealthy and powerful.



Illustration by Trevor Roth

**Death Burst.** When the mirror dies, it explodes in a burst of light and shards of glass. Each creature within 15 feet of it must then make a DC 15 Constitution saving throw. On a failure, a creature takes 3d6 radiant damage and 2d6 slashing damage and is blinded. On a success, a creature takes half the amount and isn't blinded. A blinded creature can repeat the saving throw on each of its turns, ending the effect on itself on a success.

**False Appearance.** While the mirror remains motionless, it is indistinguishable from an ordinary mirror, even to creatures benefiting from the detect magic spell or similar magic.

**Innate Spellcasting.** The mirror's spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). The mirror can innately cast the following spells, without material components:

At will: *arcane eye*, *guidance*, *comprehend languages*, *identify*  
2/day each: *augury*, *detect thoughts*, *divination*, *legend lore*, *locate object*, *locate creature*, *scrying*

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

**Reflective Surface.** Spells that create beams of energy (for example, the *eldritch blast* and *fire ray* spells) have disadvantage on their attack rolls to hit the mirror.

### ACTIONS

**Hall of Mirrors.** The mirror chooses one creature it can see within 60 feet of itself, and creates a translucent duplicate of the target in an unoccupied space it can see within 60 feet of the mirror. The reflection is identical in every way to its original, except its eyes are hollowed out, lacking pigmentation and pupils, and the eye sockets filled with green swirls of mist.

As soon as the duplicate appears, it takes the Attack or casts one cantrip, using the same attack bonuses and damage dice as those of its original counterpart. Any damage the original attack or spell would deal is instead force damage. After the attack or cantrip is resolved, the duplicate vanishes as quickly as it appeared, leaving only a puff of faintly glowing green smoke.

### REACTIONS

**Spell Reflection.** When a creature the mirror can see casts a spell that targets a single creature the mirror can see, the mirror can move up to half its movement speed to interpose itself between the caster and the target. If the spell requires a saving throw, the caster and the mirror each make a spellcasting ability check. If the caster wins the contest, the spell targets the mirror. If the mirror wins the contest, the spell is reflected back toward the caster, who must make a saving throw against their own spell save DC or be affected by the spell. If the spell requires concentration, the mirror concentrates on the spell instead.

If the spell requires an attack roll, the mirror deflects the spell, choosing a new target within the reflected spell's range, making a new attack roll using its own spell attack bonus. If the reflected spell creates a beam of energy (for example the *fire ray* or *eldritch blast* spells), the mirror has advantage on the roll. The damage for the reflected attack is identical to those of original spell.



Illustration by Tom Harrison

Mammoth rats are the bane of farmers, granaries and anyone whose livestock depends feed from on a silo. They can smell food from across a dusty plain from three miles away, and can trample through most anything or anyone that gets in their way: fencing, barns, silos, animals, and of course, folk.

## MAMMOTH RAT

*Huge beast, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 95 (9d12 + 45)

**Speed** 45 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	4 (-3)	4 (-3)	12 (+1)	8 (-1)

**Skills** Perception +4, Survival +4

**Damage Resistances** cold, poison

**Senses** darkvision 60 ft., passive Perception 12

**Languages** —

**Challenge** 5 (1,800 XP)

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

**Battering Charge.** If the mammoth moves at least 20 ft. straight toward a creature and then hits it with a ram 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 mammoth can make one *Swipe* attack against it as a bonus action.

### ACTIONS

**Ram.** *Melee Weapon Attack:* +8 to hit, range 10ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

**Swipe.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone creature. *Hit:* 21 (3d10 + 5) slashing damage.

## MANTISAUR

*Large monstrosity, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 85 (10d10 + 20)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	3 (-4)	12 (+1)	5 (-3)

**Saving Throws** Dex +4, Con +5

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

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

**Languages** —

**Challenge** 4 (1,100 XP)

**Leap.** If the mantisaur moves 15 feet in a straight line, it can jump 20 feet in any direction as a bonus without the need to make an ability check.

### ACTIONS

**Multiattack.** The mantisaur makes two attacks with its foreceps.

**Forceps.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 4) slashing damage.

### REACTIONS

**Revening Spines (6/Day).** In response to damage from an incoming attack, the mantisaur can launch one of its spines from its chest cavity at its attacker. *Ranged Weapon Attack:* +6 to hit, range 40 ft., one target. *Hit:* 6 (1d6 + 2) piercing damage.



Illustration by Kate Pfeilschiefter





Illustration by Izzy Medrano

## MINE GHAST

*Small undead, neutral evil*

**Armor Class** 13

**Hit Points** 16 (3d6 + 6)

**Speed** 25 ft.

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

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands Common but can't speak

**Challenge** 2 (100 XP)

**Turn Defiance.** Undead within 15 feet of it have advantage on saving throws against effects that turn undead.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage.

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) slashing damage. If the target is not undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed until the end of their next turn.

**Sickening Burst (Recharge 5—6).** The ghost emits a 10-foot radius cloud of stench. Creatures within in the area must succeed on a DC 10 Constitution saving throw or be poisoned until the end of their next turn.

## MINE STRIDER

*Huge beast, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 138 (12d12 + 60)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	20 (+5)	3 (-4)	12 (+1)	5 (-3)

**Senses** darkvision 120 ft., passive Perception 11

**Languages** —

**Challenge** 7 (2,900 XP)

### ACTIONS

**Stomp.** *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

**Acid Spurt (Recharge 5—6).** The strider exhales acid in a 60-foot line that is 5 feet wide. Each creature in the line must make a DC 15 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much on a success.



Illustration by Jose Arias



Illustration by Jesse Sandifer

Molten elementals are products of a most unusual union: that between an elemental of fire and earth.

Like most elementals, they prefer environs that mirror their form, usually in the bellies of volcanos or deep underground where rivers of magma flow. They are occasionally carried to the surface in violent eruptions, but seldom last long on the surface, hardening into immobile, brittle stone. A few islands with regularly volcanic activity are peppered with these still statues, weathered by the ages.

*The island was quite hospitable, and we had mistakenly thought the lumped forms to be the remains of giants – that is, until the ground rumbled and the volcano erupted. Without any warning, we were surrounded by rock and fire raining down from the sky, and to the group's shock, some of the fiery lumps began a lumbering locomotion, as if they wanted to give us all a big, fiery... hug. No thanks!*

*We escaped behind a waterfall, soaking our burns in the cool, clear water to wait the eruption out. The gaggle of lava monsters waited patiently at the shoreline, with no sign of intent to leave. Suddenly, the skies opened up and it began to rain. Screams of pain filled our ears, audible even over the rush of the waterfall, and soon there were no monsters, only a new set of volcanic rocks on the shore of the river. The seared flesh on my left arm throbbed, leaving me to wonder if water felt as painful for them as fire does for us.*

## MOLTEN ELEMENTAL

*Large elemental, neutral*

**Armor Class** 15 (natural armor)

**Hit Points** 150 (12d10 + 84)

**Speed** 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	24 (+7)	5 (-3)	10 (+0)	5 (-3)

**Damage Vulnerabilities** cold

**Damage Resistances** bludgeoning, piercing, slashing from nonmagical attacks

**Damage Immunities** fire, poison

**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, unconscious

**Senses** darkvision 60 ft., tremorsense 30 ft., passive Perception 10

**Languages** Terran, Ignan, Primordial

**Challenge** 7 (2,900 XP)

**Illumination.** The elemental sheds dim light in a 10-foot radius.

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

**Siege Monster.** The elemental deals double damage to objects and structures.

**Water Susceptibility.** For every 5 ft. the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage. If it takes more than 24 cold damage on a single turn, it loses its reaction, and its movement speed is reduced by half until the end of its next turn.

### ACTIONS

**Multiattack.** The elemental makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (2d8 + 5) bludgeoning damage + 7 (1d12) fire damage.

**Vulcan Stride.** The elemental moves up to its speed in a straight line. During this move, it can enter medium or smaller creatures' spaces. A creature whose space the magma elemental enters must make a DC 13 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the elemental's path. On a failed save, the creature falls prone and takes 7 (2d6) bludgeoning damage and 10 (3d6) fire damage.

**Eruption (Recharge 5—6).** The elemental erupts a shower of rocks and lava. All creatures other than the elemental within a 20-foot radius of it must succeed on a DC 15 Dexterity saving throw or take 3d6 bludgeoning damage + 3d6 fire damage, or half as much on a success.



Illustration by Felipe Escobar Bravo

Many animals are endangered or have gone extinct entirely, but new inheritors have stepped to fill their space in the food chain. Even gentle creatures have had to make changes to adapt to the world's many changes.

Moosociraffe travel in family groups of 3 or 4, and defend one another against predators with wary eyes, ears, and with antler and hoof if the need arises. Their impressive racks measure 10 feet across, and they can kill a caecuraptor with a single stomp of their mighty hooves.

## MOOSOCIRAFFE

*Huge beast, unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 105 (10d12 + 40)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	19 (+4)	2 (-4)	10 (+0)	6 (-2)

**Senses** passive Perception 10

**Languages** —

**Challenge** 5 (1,800 XP)

**Trampling Charge.** If the moosociraffe 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 13 Strength saving throw or be knocked prone. If the target is prone, the moosociraffe can make one stomp attack against it as a bonus action.

### ACTIONS

**Gore.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage.

**Stomp.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one prone creature. *Hit:* 22 (3d10 + 6) bludgeoning damage

### REACTIONS

**Antlered Vigilance.** The moosociraffe adds 2 to its AC against one melee attack that would hit it. If the attack misses, the moosociraffe makes one gore attack against its attacker.



Illustration by Sara Polo



Illustration by Luka Milosevic

Nixies are curious, secretive fey that despite their solitude, but paradoxically love tricks and pranks. They usually live in large mushrooms, or eccentric-looking trees, and will punish trespassers without warning, exploiting their unwanted company's deepest desires or fears. They understand little of— and indeed care even less about— mortal folk's ways or desires, and will bend or distort them to their own whims with little regard for personal or social boundary, even without provocation of any kind. Most nixies will only treat with a mortal who has somehow managed to best the nixie at their own game.

### Player characters can be a nixie!

See: *Old Gus' Errata: Heroes of the Multiverse*

Additionally, you can substitute any of the spells on the faerie class' spell list for any of the spells the nixie knows, including any of the original faerie spells that appear in the document.

## NIXIE

Tiny fey, chaotic evil

**Armor Class** 16

**Hit Points** 54 (12d4 + 12)

**Speed** 15 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	14 (+2)	11 (+1)	12 (+1)	17 (+3)

**Saving Throws** Dex +6, Cha +7

**Skills** Deception +7, Insight +5, Perception +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Sylvan

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

**Glamorous Defense.** While the nixie is wearing no armor and wielding no shield, its AC includes its Charisma modifier (included in its AC).

**Magic Weapons.** The nixie's weapon attacks are magical.

**Nightmare Delirium (2/Day).** As a bonus action, the nixie can plunge a creature it has put to sleep, charmed, frightened or confused into a delirious nightmare. The target becomes lost, seeing and hearing only itself and the nightmare. To the target, time seems to slow down, and they experience an hour's passing for every six seconds they endure the nightmare. On subsequent turns, the nixie can use its bonus action change the effect upon the creature, choosing from charmed, confused (as if under the effects of the *confusion* spell), frightened or unconscious. The nightmare ends if the target takes damage, or it makes a saving throw against an effect other than the spell. The creature then becomes immune this ability for 24 hours.

**Spellcasting.** The nixie is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The nixie knows the following spells:

Cantrips (at will): *dancing lights*, *minor illusion*, *infestation*<sup>XGE</sup>, *vicious mockery*

1st level (4 slots): *command*, *detect thoughts*, *dissonant whispers*, *sleep*, *spiritual weapon*

2nd level (3 slots): *crown of madness*, *phantasmal force*, *magic mouth*, *silence*

3rd level (3 slots): *counterspell*, *fear*, *hypnotic pattern*

4th level (3 slots): *confusion*, *phantasmal killer*

5th level (2 slots): *dominate person*, *synaptic static*<sup>XGE</sup>

6th level (1 slot): *eyebite*, *Otto's irresistible dance*

## ACTIONS

**Distracting Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (3d10) piercing damage, and the target must succeed a DC 15 Wisdom saving throw or lose their reaction. Additionally, the first attack the target makes on its next turn is made at disadvantage.

## OUTLAWS

As has ever been the case, outlaw gangs patrol the vast wildernesses, looking for travelers, caravans – or if they are particularly bold, even moving trains to rob. Outlaws tend to be impressed with their ability to survive in the wastelands, and the more successful outlaw clans have managed to tame the giant boar that roam them, forming a tenuous but symbiotic relationship with the beasts.

Bandits make their camps in canyons, caves or by fortify long-deserted structures. Over time, a successful troupe might become as close-knit as a family or as regimented as a military. Each gang is unique and often adopts a signature identifier, for example a bright red sash. Others are more clandestine operations, rolling through town as mummers or traveling salespeople, quietly plying their trades of extortion, robbery and thievery and splitting town before the locals get wise.

### OUTLAW GANG LEADER

*Medium humanoid (any race), any non-lawful alignment*

**Armor Class** 15 (studded leather armor)

**Hit Points** 65 (10d8 + 20)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	12 (+1)	11 (+0)	14 (+2)

**Skills** Intimidation +4, Perception +2, Survival +2

**Senses** passive Perception 12

**Languages** any two languages (usually Common)

**Challenge** 3 (700 XP)

**Expert Rider.** The bandit has advantage on ability checks or saving throws that would result in them being forcibly dismounted and always lands on their feet if they fail.

### ACTIONS

**Multiattack.** The bandit makes two attacks with its revolver, or one attack with its rifle.

**Revolver.** *Ranged Weapon Attack:* +5 to hit, range 30/90 ft., one target. *Hit:* 6 (1d8 + 3) piercing damage.

**Rifle.** *Ranged Weapon Attack:* +5 to hit, range 80/240 ft., one target. *Hit:* 8 (1d12 + 3) piercing damage.

**Rope.** The bandit can rope a Large or smaller creature within 20 feet of it. The target must succeed a DC 13 Strength or Dexterity (its choice) saving throw or be restrained.

### REACTIONS

**Sacrifice.** When the bandit is hit by an attack, it can swap places with a friendly creature within 5 feet of it, causing that creature to be hit instead.

Outlaws are everywhere, but every gang has its rules, and folk living hard in the wilds need something to hold them together as a society. Some achieve this by being racially united, and others take a more egalitarian approach. Leadership in an outlaw gang is as likely to be won with words as it is with weapons. The sands of the wastes eventually take everything to ruin, though. Leaders die, their chief lieutenants are arrested, betrayed or killed, and the outlaws scatter to reorganize, or sneak back into and integrate with common folk, hauling as much ill-gotten gains as they can.

The bandits that manage to rise through the constantly shifting ranks make fearsome adversaries, especially if they have managed to organize a group of bandits who are truly loyal, and not simply looking to stage a coup against the current leadership.

Bandits employ various methods: some might pose as lost travelers begging for assistance, then turn on those who stop to help them. Others prefer a good old-fashioned hold-up, but avoid any unnecessary bloodshed (or wasted ammunition). A few have no regard for anything at all, employing the use of explosives or simply launching an all-out assault against their targets, leaving nothing behind but splintered wood and bone.



Illustration by Karsten Schreurs



Illustration by Ivan Smirnov

## OUTLAW

*Medium humanoid (any race), any non-lawful alignment*

**Armor Class** 12 (leather armor)

**Hit Points** 12 (2d8 + 4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	8 (-1)	8 (-1)	10 (+0)

**Skills** Intimidation +2, Perception +1, Survival +1

**Senses** passive Perception 11

**Languages** any two languages (usually Common)

**Challenge** 1/4 (50 XP)

## ACTIONS

**Revolver.** *Ranged Weapon Attack:* +3 to hit, range 30/90 ft., one target. *Hit:* 6 (1d6 + 1) piercing damage.

**Rifle.** *Ranged Weapon Attack:* +3 to hit, range 80/240 ft., one target. *Hit:* 8 (1d10 + 1) piercing damage.

**Rope.** The bandit can rope a Large or smaller creature within 20 feet of it. The target must succeed a DC 11 Strength or Dexterity (its choice) saving throw or be restrained.

## OUTLAW DEMOLITIONIST

*Medium humanoid (any race), any non-lawful alignment*

**Armor Class** 13 (studded leather armor)

**Hit Points** 19 (3d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	12 (+1)	8 (-1)	10 (+0)

**Senses** passive Perception 11

**Languages** any two languages (usually Common)

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

**Volatile.** If the demolitionist takes more than 8 fire damage on a turn, it must succeed DC10 Dexterity saving throw or explode. All creatures in a 15-foot radius of the demolitionist must then succeed a DC 12 Dexterity saving throw or take 10 (3d6) thunder damage.

## ACTIONS

**Mortar.** The demolitionist launches an impact grenade to a point within 60 feet of itself. Creatures in the area must make a DC 12 Dexterity saving throw, taking 10 (3d6) thunder damage on a failure, or half as much on a success.

## OUTLAW GOBLIN MUSKETEER

*Small humanoid (goblinoid), lawful evil*

**Armor Class** 15 (hide armor)

**Hit Points** 23 (5d6 + 6)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+3)	14 (+2)	12 (+1)	8 (-1)	8 (-1)	10 (+0)

**Skills** Nature +1, Stealth +6

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Orc

**Challenge** 2 (200 XP)

**Fire Bullet (3/Day).** The goblin can use a bonus action to load its musket with an explosive pellet. If the next attack it makes with its musket hits, the attack deals an additional 2 fire damage.

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

### ACTIONS

**Multiattack.** The goblin makes two attacks with its scimitar. The second attack has disadvantage.

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

**Musket.** *Ranged Weapon Attack:* +4 to hit, range 80/240 ft., one target. *Hit:* 5 (1d10 + 2) piercing damage.

### REACTIONS

**Duck and Cover.** The goblin adds 3 to its AC against one attack that would hit it. To do so, the goblin must be able to see its attacker.



Illustration by Maria Trepalina



Illustration by Javier Charro

## OUTLAW ORC MARAUDER

*Medium humanoid (orc), chaotic neutral*

**Armor Class** 13 (hide armor)

**Hit Points** 26 (3d8 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	9 (-1)	10 (+0)	9 (-1)

**Skills** Athletics +5, Intimidation +1, Stealth +4

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Orc

**Challenge** 1 (200 XP)

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

### ACTIONS

**Multiattack.** The orc makes two attacks, choosing from its sabre or one shotgun (if available).

**Sabre.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) slashing damage.

**Shotgun (Reload 4—6).** Creatures in a 15-foot cone must succeed a DC 12 Dexterity saving throw or take 2d6 piercing damage.

## OUTLAW SCORPION

Medium humanoid (any), chaotic evil

**Armor Class** 14 (leather armor)

**Hit Points** 43 (5d8 + 20)

**Speed** 30 ft.

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

**Skills** Acrobatics +5, Stealth +7

**Damage Resistances** poison

**Senses** darkvision 120 ft., passive Perception 10

**Languages** any two languages (usually Common)

**Challenge** 3 (700 XP)

### ACTIONS

**Multiattack.** The orc makes two attacks with its acid pellets.

**Acid Pellet.** *Ranged Weapon Attack:* +3 to hit, range 80/240 ft., one target. *Hit:* 8 (1d12 + 3) acid damage.

**Stink Bomb.** The bandit lobs a grenade up to 40 feet away from itself to a point it can see. Creatures within 10 feet of the impact point must succeed a DC 13 Constitution saving throw or be incapacitated until the end of their next turn. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.



Illustration by Yelim Kim

## OUTLAW SURVIVOR

Medium humanoid (any), chaotic evil

**Armor Class** 15 (studded leather armor)

**Hit Points** 53 (7d8 + 21)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	10 (+1)	12 (+1)	13 (+1)

**Skills** Athletics +5, Intimidation +7, Perception +7, Stealth +7

**Senses** passive Perception 17

**Languages** any two languages (usually Common)

**Challenge** 4 (1,100 XP)

**Killer Instinct.** During its first turn, the outlaw survivor has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the outlaw survivor scores against a surprised creature is a critical hit. Additionally, the outlaw survivor ignores the benefits granted to creatures behind half and three-quarters cover.

**Evasion.** If the outlaw survivor is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the outlaw survivor instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Sneak Attack (1/Turn).** The outlaw survivor deals an extra 14 (4d6) 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 outlaw survivor that isn't incapacitated and the outlaw survivor doesn't have disadvantage on the attack roll.

### ACTIONS

**Multiattack.** The outlaw survivor makes two attacks with its rifle or hatchet.

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

**Scoped Rifle.** *Ranged Weapon Attack:* +7 to hit, range 160/480 ft., one target. *Hit:* 10 (3d6 + 3) piercing damage.

Some bandits live to see much of the wastelands and territories the world has to offer. They may occasionally manage to scavenge pre-war weaponry, or just become hardened by their years of experience evading the law, and wearing trophies of those foolish lawmen who dared cross them. These especially dangerous career criminals are not likely to go quietly and will do whatever it takes to survive, including betraying their own.



## OWLBEAR, CUB

*Medium monstrosity, unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 23 (3d10 + 6)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	4 (-3)	12 (+1)	7 (-2)

**Skills** Athletics, +4, Perception +3

**Senses** darkvision 60 ft., passive Perception 14

**Languages** —

**Challenge** 1/2 (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:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.



Illustration by Kaek Starkiller

## OWLBEAR, DOMESTICATED

*Large monstrosity, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 38 (5d10 + 10)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	3 (-4)	14 (+2)	7 (-2)

**Skills** Athletics, +6, Perception +4

**Senses** darkvision 60 ft., passive Perception 14

**Languages** —

**Challenge** 1 (200 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 creature. *Hit:* 9 (1d8 + 4) piercing damage.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 4) slashing damage.

In parts of the world where mules, oxen, donkeys and other useful beasts of burden went extinct, those in need had to come up with creative solutions to their dying stock. An ambitious program of breeding hardier animals, and even monsters into domestication was instituted. After two centuries careful breeding and at least six dozen lost limbs, the domestic owlbear has become one of the most successful such endeavors.

The breed is less bulky than wild owlbears, comfortable to ride, and only slightly slower than a warhorse. Their claws and beak are still lethal weapons, but their disposition is thankfully more akin to that of a horse. Owlbears do not tolerate mistreatment, and those that forget this and neglected or forget to feed an owlbear, receive quick, potentially lethal reminders.

Domestic owlbear cubs learn to remember folk they interact with early, and are favorite first mounts for children that grow up around them. They can lead a working life for over three decades, have excellent memories, and take to rewarding work early, becoming valued beasts of burden, and developing deep and abiding friendships among those they have known.



Illustration by Filip Acovic

## PALE RIDER

*Medium undead, chaotic evil*

**Armor Class** 14 (studded leather armor)

**Hit Points** 51 (6d8 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	18 (+4)	10 (+0)	14 (+2)	14 (+2)

**Skills** Perception +3, Stealth +4

**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

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

**Languages** the languages it knew in life

**Challenge** 4 (1,100 XP)

**Skeletal Mount.** The rider is aided by a warhorse skeleton, which obeys its commands.

**Life Drain.** As a bonus action, the pale rider imbues its next shot with life-draining magic. If the next attack the rider makes with its revolver hits, the target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This 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 by the attack rises 24 hours later as a zombie under the rider's control, unless the humanoid is restored to life or its body is destroyed. The rider can have no more than twelve zombies under its control at one time, and can fuse three zombies into a new warhorse skeleton whenever it completes a long rest.

## ACTIONS

**Multiattack.** The rider makes two attacks with its revolver.

**Revolver.** *Ranged Weapon Attack:* +5 to hit, range 50/100 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

## PANGOLOSAUR

*Medium beast, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 45 (6d8 + 18)

**Speed** 30 ft., burrow 10 ft.

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

**Damage Resistances** piercing from nonmagical attacks

**Senses** darkvision 60 ft., tremorsense 10 ft., passive

**Perception** 10

**Languages** —

**Challenge** 4 (1,100 XP)

**Rolling Charge.** If the pangolosaur moves 20 ft. in a straight line, and uses its *Ball Up* action, it can continue its movement and crash into any Large or smaller targets in a line, each of which must succeed on a DC 13 Dexterity saving throw or take 2d8 bludgeoning damage and be knocked prone.

## ACTIONS

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

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

**Tail.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

**Ball Up.** The pangolosaur maneuvers its heaviest armor plates, resisting all piercing, bludgeoning and slashing damage until the start of its next turn. During this time, it loses its reaction.



Illustration by Kylie Langton



Illustration by Dave Oliver

Born of biological weapon experiments, the phasing shambler escaped its bonds and sought refuge in one of the few remaining forests or jungles.

These lonesome creatures will adopt a wilderness and protect it, allowing only natural growth to take place, and allowing no unnecessary conflict to take place there. Predators quickly learn to avoid these areas, and some seeking a pristine wilderness to hold a duel find their opponents simply vanished into thin air, never to be heard from again.

*The canopy was filled with the sounds of buzzing of insects and song of birds- a sound unfamiliar to most folk, these days. Percy and Aidan were arguing, as always. No gripe was too small: which path to take, which side of the riverbank to follow, you name it.*

*I pressed on ahead, determined to listen to the squawking birds, and not the squawking humans, when Aidan's cry of surprise cut through the cacophony. I spun on my heel to find Percy just... missing.*

## PHASING SHAMBLER

*Large plant monstrosity, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 136 (16d10 + 48)

**Speed** 20 ft, Swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	6 (-2)	10 (+0)	5 (-3)

**Skills** Stealth +3

**Damage Resistances** cold; bludgeoning, piercing, slashing from nonmagical attacks

**Damage Immunities** lightning, necrotic, poison

**Condition Immunities** blinded, deafened, exhaustion

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

**Languages** —

**Challenge** 6 (2,300 XP)

**Necrotic and Lightning Absorption.** Whenever the shambler is subjected to lightning or necrotic damage, it takes no damage and regains a number of hit points equal to half the damage dealt.

**Ethereal Jaunt.** As a bonus action, the shambler can magically enter the Material Plane or the Ethereal Plane using 10 feet of its movement speed. If a creature is engulfed within the shambler, it travels with the shamble to its new plane.

### ACTIONS

**Multiattack.** The shambler makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the shambler Engulfs it.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 5) bludgeoning damage.

**Engulf.** The shambler engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the mound's turns or take 13 (2d8 + 4) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can engulf only one creature at a time, and can release an engulfed creature using an action.

### REACTIONS

**Furious Defense.** After a creature the shambler can see is dealt damage by a foe within 10 feet of the shambler, the shambler makes a slam against that foe, gaining the *reach* property for the attack.

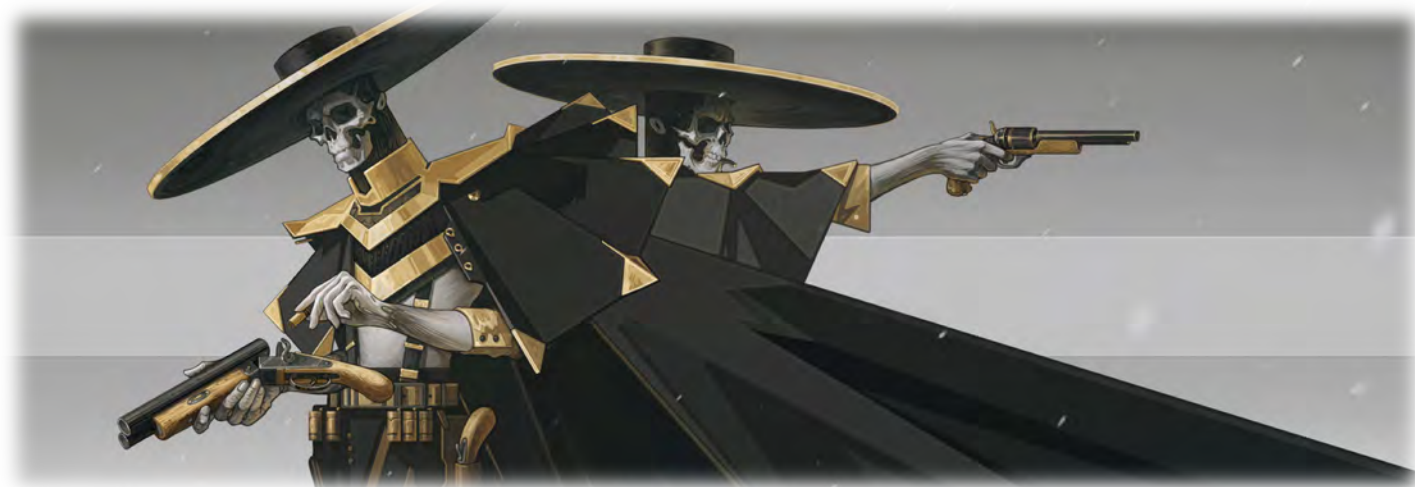


Illustration by Natali Kayurova

## PISTOLERO MUERTO

*Medium undead, lawful evil*

**Armor Class** 17 (studded leather armor)

**Hit Points** 162 (19d8 + 76)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	18 (+4)	12 (+1)	16 (+3)	18 (+4)

**Senses** darkvision 120 ft., passive Perception 13

**Languages** Abyssal, Common

**Challenge** 17 (18,000 XP)

**Incorporeal Form.** The pistolero can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the pistolero or hits it with a melee attack while within 5 feet of it takes 9 (2d8) necrotic damage. In addition, the pistolero 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 9 (2d8) necrotic damage.

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

**Marshal Undead.** Unless the pistolero is incapacitated, it and undead creatures of its choice within 60 feet of it have advantage on saving throws against features that turn undead.

**Smiting Bullets.** The pistolero is able to deliver smiting spells and attacks with its revolver attacks.

**Undead Nature.** The pistolero doesn't require air, food, drink, or sleep.

## ACTIONS

**Multiattack.** The pistolero makes three longsword attacks.

**Revolver.** *Ranged Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 5) piercing damage plus 18 (4d8) necrotic damage.

**Shotgun.** The pistolero unleashes a deathly mist from its shotgun in a 15-foot cone. Each creature in the area must succeed a DC 18 Constitution saving throw or take 21 (6d6) necrotic damage.

**Deathly Orb (1/Day).** The pistolero hurls a magical ball of fire that explodes at a point it can see within 120 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 18 Strength saving throw. The sphere spreads around corners. A creature takes 35 (10d6) force damage and 35 (10d6) necrotic damage on a failed save and is pulled up to 20 feet toward the orb's center, or half as much damage on a successful one and isn't pulled.

**Spellcasting.** The pistolero is a 19th-level spellcaster whose spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It has the following paladin spells prepared:  
 1st level (4 slots): *command*, *compelled duel*, *wrathful smite*  
 2nd level (3 slots): *hold person*, *shadow blade* XGE  
 3rd level (3 slots): *dispel magic*, *spirit guardians*  
 4th level (3 slots): *staggering smite*, *shadow of moil* XGE  
 5th level (2 slots): *enervation* XGE, *negative energy flood* XGE

## REACTIONS

**Dancing Dodge.** The pistolero adds 6 to its AC against one weapon attack that would hit it.



Illustration by B.R. Guthrie

## QUILLRAT

*Huge monstrosity, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 94 (9d12 + 36)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	17 (+3)	3 (-4)	11 (+0)	5 (-3)

**Senses** passive Perception 10

**Languages** —

**Challenge** 6 (2,300 XP)

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

**Spiked Body.** A creature that touches the quillrat or hits it with a melee attack while within 5 feet of it takes 5 (1d10) piercing damage.

## ACTIONS

**Multiattack.** The quillrat makes two attacks, one with its bite, and one with its tail.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage. The target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the quillrat can make one additional bite attack against it as a bonus action.

**Tail.** Each creature within 10 feet of the quillrat must succeed on a DC 15 Dexterity saving throw or take 7 (2d6) slashing damage.

## LEGENDARY ACTIONS

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

**Revening Quills (12/Day).** *Ranged Weapon Attack:* +6 to hit, range 40/80 ft., one target. *Hit:* 6 (1d6 + 4) piercing damage.



Illustration by Tiago Silvério

## SANDWORMS

No matter what you call them – death worm, graboid, junundu, minhocão, thresher maw, tunnel demon, or just plain old “sandworm”, these creatures are the bane of the caravans that brave the oceans of yesteryear. You never know how many, or of what size there will be. They arrive from below and drag anything they can down into the sand with them using their massive jaws.

Diviners promise sandworm-free routes through the deserts, but in truth, most of these are charlatans.

### SANDWORM, ADULT

*Huge beast, unaligned*

**Armor Class** 11 (natural armor)

**Hit Points** 105 (10d12 + 40)

**Speed** 30 ft., burrow 35 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	7 (-2)	19 (+4)	2 (-5)	7 (-2)	3 (-4)

**Senses** tremorsense 60 ft. passive Perception 9

**Languages** —

**Challenge** 7 (2,900 XP)

**Devourer.** If the worm takes 30 damage or more on a single turn, it must succeed on a DC 21 Constitution saving throw or regurgitate 1d4 swallowed creatures, which fall prone in a space within 10 feet of the worm.

#### ACTIONS

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 5) piercing damage. If the target is a large or smaller creature, it must succeed on a DC 13 Dexterity saving throw or be devoured by the worm. A devoured creature is blinded and restrained, has total cover against attacks and other effects outside the worm, and takes 7 (3d4) acid damage at the start of each of its turns.

### SANDWORM, ANCIENT

*Gargantuan beast, unaligned*

**Armor Class** 10 (natural armor)

**Hit Points** 198 (12d20 + 72)

**Speed** 50 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	22 (+6)	2 (-5)	10 (+0)	4 (-3)

**Senses** tremorsense 120 ft. passive Perception 10

**Languages** —

**Challenge** 12 (13,900 XP)

**Devourer.** If the worm takes 30 damage or more on a single turn, it must succeed on a DC 21 Constitution saving throw or regurgitate 1 swallowed creature, which fall prone in a space within 10 feet of the worm.

#### ACTIONS

**Multiattack.** The worm makes two attacks with its bite.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the worm. A devoured creature is blinded and restrained, has total cover against attacks and other effects outside the worm, and it takes 21 (6d6) acid damage at the start of each of its turns.

### SANDWORM, INFANT

*Large beast, unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 51 (6d10 + 18)

**Speed** 30 ft., burrow 25 ft.

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

**Senses** tremorsense 40 ft. passive Perception 8

**Languages** —

**Challenge** 2 (250 XP)

#### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 5) piercing damage. If the target is a medium or smaller creature, it must succeed on a DC 13 strength saving throw or be knocked prone.



Illustration by Andrey Filimonov

Sasquatches are hirsute giants that live solitary lives in deep wildernesses. They are avid explorers and know every animal, rock and tree of their territory. This makes them expert trackers, and they make long observations of anyone visiting their territory. While not thought of as particularly intelligent, yetifolk are quite clever, and can rig deadly traps made from trees, vines and rocks. If confronted with an attack, they lead their foes toward their carefully prepared traps. A sasquatch's lair, may have dangerous creatures, chasms, or precariously placed rocks or other hazards to deter invaders.

Their diet is vegetarian and while they generally docile, and some have been known to be friendly or helpful to lost travelers, they are more often known for their propensity attack humanoid hunters or lumberjacks that play their trade in the sasquatch's territory.

Sasquatch also have considerable spellcasting abilities, and may enlist the aid of the natural world in their defense.

## SASQUATCH

*Large giant, neutral good*

**Armor Class** 14 (natural armor)

**Hit Points** 114 (12d10 + 48)

**Speed** 40 ft, climb 40 ft.

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

**Saving Throws** Str +8, Con +7, Wis +5

**Skills** Athletics +8, Nature +3, Perception +5, Survival +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** understands Giant and Sylvan but can't speak

**Challenge** 8 (3,900 XP)

**Innate Spellcasting.** The sasquatch's spellcasting ability is Wisdom (spell save DC 14). The sasquatch can innately cast the following spells, requiring no material components:

At will: *barkskin*, *druidcraft*, *jump*, *longstrider*

1/day each: *commune with nature*, *entangle*, *enlarge/reduce*, *fog cloud*, *nondetection*, *pass without trace*, *spike growth*

### ACTIONS

**Multiattack.** The sasquatch makes three fist attacks, or one rock attack.

**Fist.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

**Rock.** *Ranged Weapon Attack:* +5 to hit, range 30/90 ft., one target. *Hit:* 16 (4d6 + 2) bludgeoning damage.

### REACTIONS

**One with the Worldsoul.** The sasquatch chooses one beast friendly to it that it can see within 30 feet of it. If the beast can hear the sasquatch, the beast uses its reaction to make one melee attack against a target of the sasquatch's choice.

### Player characters can be a yetifolk!

See: *Old Gus' Errata: Plantfolk, Undead and Other Oddities*, and the Abominable Yeti, which appears in the Monster Manual.



Illustration by Sandra Duchiewicz

Sidhe are fey with affinity for wind and water and all things that flow and move. They tend to speak swiftly and act even swifter. Sidhe prefer areas with access to rivers, lakes, and waterfalls, coastal cliff sides and open, windy plains, and mark their territories for other fey to enjoy or avoid dependent upon their affiliation.

Courtly sidhe are officious, and extraordinarily loyal to the archfey they serve, although as they grow and change over the course of their lives, they may switch courts several times.

### Player characters can be a sidhe!

See: *Old Gus' Errata: Heroes of the Multiverse*

Additionally, you can substitute any of the spells on the faerie class' spell list for any of the spells the sidhe knows, including any of the original faerie spells that appear in the document.

## SIDHE

*Small fey, any lawful alignment*

**Armor Class** 17

**Hit Points** 61 (11d6 + 22)

**Speed** 35 ft., fly 50 ft. (hover), swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	12 (+1)	14 (+2)	18 (+4)

**Saving Throws** Dex +6, Cha +9

**Skills** Arcana +9, Perception +6, Persuasion +8

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Common, Druidic, Elvish, Sylvan

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

**Amphibious.** The sidhe can breathe air and water.

**Glamorous Defense.** While the sidhe is wearing no armor and wielding no shield, its AC includes its Charisma modifier (included in its AC).

**Magic Weapons.** The sidhe's weapon attacks are magical.

**Spellcasting.** The sidhe is a 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The sidhe knows the following spells:

Cantrips (at will): *friends*, *mage hand*, *sword burst*<sup>SCAG</sup>, *prestidigitation*

1st level (4 slots): *charm person*, *catapult*<sup>XGE</sup>, *chaos bolt*<sup>XGE</sup>, *create or destroy water*, *fog cloud*

2nd level (3 slots): *enhance ability*, *gust of wind*, *misty step*, *warding wind*<sup>XGE</sup>

3rd level (3 slots): *blink*, *slow*, *haste*, *wind wall*

4th level (3 slots): *freedom of movement*, *polymorph storm sphere*<sup>XGE</sup>

5th level (2 slots): *geas*, *wall of water*

6th level (1 slots): *conjure fey*, *wind walk*

### ACTIONS

**Dagger.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4+3) piercing damage.

### REACTIONS

**Flowing Favors.** When a creature the sidhe can see makes an attack roll, ability check, or saving throw, and the results of the roll have not been announced, the sidhe can roll 2d4 and apply the result as bonus or a penalty to the triggering roll.





Illustration by Margo Zakharova

Sprigs are fey with an intense kinship with living plants, and preferring to live among or even inside them. They consort with dryads on behalf of the courts, and defend their favored plants with wild ferocity.

### Player characters can be a sprig!

See: *Old Gus' Errata: Heroes of the Multiverse*

Additionally, you can substitute any of the spells on the faerie class' spell list for any of the spells the sprig knows, including any of the original faerie spells that appear in the document.

## SPRIG

*Small fey, neutral*

**Armor Class** 16

**Hit Points** 78 (12d6 + 36)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (10)	14 (+2)	16 (+3)	10 (+0)	14 (+2)	17 (+3)

**Saving Throws** Dex +6, Cha +8

**Skills** Nature +8, Perception +6

**Damage Resistances** poison

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Common, Druidic, Elvish, Sylvan

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

**Glamorous Defense.** While the sprig is wearing no armor and wielding no shield, its AC includes its Charisma modifier (included in its AC).

**Magic Weapons.** The sprig's weapon attacks are magical.

**Speak with Plants.** The sprig can communicate with plants as if they shared a language.

**Corrosive Ichor.** When the sprig hits a creature with its *thorn whip*, it can expend a spell slot to spray the target with ichor as a bonus action, dealing an additional acid damage to the target. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, up to a maximum of 10d8.

**Spellcasting.** The sprig is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The sprig knows the following spells:

Cantrips (at will): *dancing lights*, *druidcraft*, *message*, *thorn whip*

1st level (4 slots): *entangle*, *healing word*, *goodberry*, *ray of sickness*, *snare*

2nd level (3 slots): *Melf's acid arrow*, *misty step*, *spike growth*

3rd level (3 slots): *daylight*, *plant growth*

4th level (3 slots): *charm monster*<sup>XGE</sup>, *grasping vine*

5th level (2 slots): *awaken*, *insect plague*, *wrath of nature*

6th level (1 slot): *true seeing*, *wall of thorns*

## ACTIONS

**Entangling Arrow.** *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one creature. *Hit:* 5 (1d6+2) piercing damage, and the target must succeed a DC 15 Strength saving throw or have their movement speed reduced by half, as entangling vines encircle their limbs.



Illustration by Nate Hallinan

Stone trolls are hirsute, horned giants of fey ancestry whose skin and hair pigmentations range from a limestone-like grey-green or sandy brown, to deep blue (a particularly revered shade among their kind).

The most ancient of stories make mention of trolls, which often play one of two roles in these stories: the first as powerfully strong monster, the second as extremely honor-bound protector. Stone trolls have a long tradition of joining organizations or groups and protecting them until their end, or they may choose to be the protector of the weak or oppressed, or anyone that fate appears to have abandoned.

Stone trolls' fey nature actually seem them draw strength from keeping their promises, and when this duty-bound nature places them at odds with an adversary who is all too happy to paint the troll as a monster to be slain, this results in complications to their public reputation. A troll who breaks an oath loses some of their strength until they have redeemed themselves.

Stone trolls love to work that takes advantage of their natural-born talents. They prefer work over relaxation, and tend to lead simple lives of duty and service.

### Player characters can be a stone troll!

See: *Old Gus' Errata: Fey Folk*

## STONE TROLL

*Large giant, lawful neutral*

**Armor Class** 16 (natural armor)

**Hit Points** 112 (9d10 + 63)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	24 (+7)	7 (-2)	9 (-1)	10 (+0)

**Skills** Athletics +9, Perception +2

**Damage Resistances** fire

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Giant, Sylvan

**Challenge** 8 (3,900 XP)

**Fey Ancestry.** The troll has advantage on saving throws against being charmed, and magic can't put it to sleep.

**Innate Spellcasting.** The troll's innate spellcasting ability is Wisdom (spell save DC 14). The giant can innately cast the following spells, requiring no material components:

At will: *stoneskin*, *Maximillian's earthen grasp*<sup>XGE</sup>

1/day each: *meld into stone*, *wall of stone*

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

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

**Way of the Stone Fist.** When the troll hits a creature with its fist, it can use a bonus action to force the target to make a DC Strength saving throw. If the target fails, the troll pushes them up to 15 feet away from itself.

### ACTIONS

**Multiattack.** The sasquatch makes three fist attacks, or one rock attack.

**Fist.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

**Rock.** *Ranged Weapon Attack:* +6 to hit, range 30/90 ft., one target. *Hit:* 16 (4d6 + 2) bludgeoning damage.

### REACTIONS

**Strength of Honor.** When the troll is struck by a melee attack, it can immediately make one fist attack against its attacker. If the attack hits, the attack does an additional amount of damage equal to half that the troll sustained.



Illustration by Giant-Eater

## SHARKIN

*Medium monstrosity, neutral evil*

**Armor Class** 14 (natural armor)

**Hit Points** 26 (4d8 + 4)

**Speed** 30 ft, swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	6 (-2)	8 (-1)	5 (-3)

**Condition Immunities** unconscious

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

**Languages** —

**Challenge** 2 (450 XP)

**Blood Scenting.** The sharkin has advantage on Wisdom (Perception) checks that rely on smell.

**Reckless.** At the start of its turn, the sharkin 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.

**Aquatic Agility.** If the sharkin swims on its turn in combat, it can double its speed until the end of the turn. Once it uses this trait, it can't use it again until its moves 0 feet on one of its turns.

**Sharkskin.** Creatures that hit the sharkin with an unarmed strike take 1d4 slashing damage.

### ACTIONS

**Multiattack.** The sharkin makes two bite attacks.

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

## SHARKIN ALPHA

*Large monstrosity, neutral evil*

**Armor Class** 15 (natural armor)

**Hit Points** 45 (7d8 + 14)

**Speed** 40 ft, swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	6 (-2)	8 (-1)	5 (-3)

**Condition Immunities** unconscious

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

**Languages** —

**Challenge** 3 (700 XP)

**Blood Scenting.** The sharkin has advantage on Wisdom (Perception) checks that rely on smell.

**Blood Frenzy.** The sharkin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

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

1/day: *tidal wave*

**Sharkskin.** Creatures that hit the sharkin with an unarmed strike take 1d4 slashing damage.

### ACTIONS

**Multiattack.** The sharkin makes two bite attacks.

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



Illustration by Giant-Eater

## SLUG SPIDER

*Large beast, unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 68 (8d10 + 24)

**Speed** 25 ft., climb 25 ft.

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

**Skills** Athletics +3, Stealth +5

**Senses** blindsight 10 ft. darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 3 (700 XP)

**Spider Climb.** The 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 spider ignores movement restrictions caused by webbing.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 13 (3d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

**Slime.** Slick slime covers the ground in a 10-foot square centered on a point within 30 feet of the spider, becoming difficult terrain for the duration. If a creature starts its turn in the area, it must succeed on a DC 14 Dexterity saving throw or fall prone.

**Web (Recharge 5–6).** *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing (escape DC 14), and the spider can, as a bonus action pulls the target toward itself, at a distance up to its remaining movement speed. If, at the end of this movement, the target is within the reach of the spider, it can attempt to bite the restrained target. The webbing can also be attacked and destroyed (AC 11; hp 8; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).



Illustration by Sarah Jane Bates

## SLUG SPIDERLING

*Small beast, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 10 (3d6)

**Speed** 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

**Skills** Stealth +5

**Senses** blindsight 10 ft. darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 1/4 (50 XP)

**Spider Climb.** The 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 spider ignores movement restrictions caused by webbing.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 13 (3d8) poison damage on a failed save, or half as much damage on a successful one.

**Slime (Recharge 5–6).** Slick slime covers the ground in a 10-foot square centered on a point within 30 feet of the spider, becoming difficult terrain for the duration. If a creature starts its turn in the area, it must succeed on a DC 14 Dexterity saving throw or fall prone.

# TATANKA

*Gargantuan celestial, neutral*

**Armor Class** 20 (natural armor)

**Hit Points** 526 (27d20 + 243)

**Speed** 120 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	9 (-1)	28 (+9)	8 (-1)	27 (+8)	11 (+0)

**Saving Throws** Dex +8, Int +8, Cha +9

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

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, unconscious

**Senses** truesight 120 ft. passive Perception 18

**Languages** Celestial, Druidic, Primordial, Terran

**Challenge** 25 (75,000 XP)

**Earthen Movement.** The tatanka can burrow through nonmagical, unworked earth and stone. While doing so, the tatanka doesn't disturb the material it moves through. Additionally, it can move across difficult terrain made of earth, stone, snow or ice without expending extra movement.

**Innate Spellcasting.** The tatanka's innate spellcasting ability is Wisdom (spell save DC 24, +16 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *erupting earth*<sup>XGE</sup>, *speak with animals*, *speak with plants*  
2/day each: *bones of the earth*<sup>XGE</sup>, *commune*, *commune with nature*,  
*control weather*, *earthquake*

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

**Siege Monster.** The tatanka deals double damage to objects and structures.

## ACTIONS

**Multiattack.** The tatanka can use its Frightful Presence. It can then use its bellow and charge attacks.

**Bellow.** The tatanka unleashes a mighty roar in a 120-foot cone. Creatures in the area who can hear it must make a DC 24 Constitution saving throw, taking 27 (4d10) thunder damage on a failure, or half as much on a success.

**Charge.** The tatanka moves up to its speed in a straight line. During this move, it can enter Huge or smaller creatures' spaces. A creature whose space the tatanka enters must make a DC 20 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the tatanka's path. On a failed save, the creature falls prone and takes 52 (8d12) bludgeoning damage.

If the tatanka remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the tatanka. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 20 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the tatanka and is no longer restrained.

**Frightful Presence.** Each creature of the tatanka's choice that is within 120 feet of the tatanka and aware of it must succeed on a DC 16 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 tatanka's Frightful Presence for the next 24 hours.

## LEGENDARY ACTIONS

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

**Erupting Earth.** The tatanka casts the *erupting earth*<sup>XGE</sup> spell.

**Avalanche (costs 2 Actions).** An avalanche of snow and ice pounds to the ground in a 30-foot-radius, 1-mile-high cylinder centered on a point the tatanka can see. Each creature in the area must make a Dexterity saving throw. A creature takes 9 (2d8) bludgeoning damage and 14 (4d6) cold damage on a failed save, or half as much damage on a successful one. Flying creatures who fail their saving throw fall to the surface.

**Stone Aurochs Herd (Costs 3 Actions).** The tatanka summons a herd of stone aurochs in a line that is 300 feet long and 30 feet wide. Objects in that area take 22 (4d10) thunder damage. Each creature there must succeed on a DC 21 Dexterity saving throw or take 22 (4d10) bludgeoning damage and be flung up to 60 feet in a direction away from the line. If a thrown target collides with an immovable object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown before impact. If the target would collide with another creature instead, that other creature must succeed on a DC 19 Dexterity saving throw or take the same damage and be knocked prone.



Illustration by Aaron Miller



Illustration by Te Hu

Generations of breeding and training have caused these elephants to attain some of the primal strength and mighty tusks of their mammoth ancestors, while enhancing their intelligence and ability to bond with creatures not of their own kind.

War elephants are trained to wear barding designed to protect their head, neck, chest, and body. Any type of armor shown on the Armor table can be purchased as barding. The cost to armor a war elephant is sixteen times the equivalent armor made for humanoids, and it weighs eight times as much.

Additionally, some war elephants are trained in the use of additional weaponry which further increases their effectiveness as cavalry.

## WAR ELEPHANT

*Huge beast, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 105 (10d12 + 40)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	19 (+4)	4 (-3)	12 (+1)	7 (-2)

**Senses** passive Perception 10

**Languages** —

**Challenge** 6 (2,300 XP)

**Trampling Charge.** If the elephant moves at least 20 ft. straight toward a creature and then hits it with a gore 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 mammoth can make one stomp attack against it as a bonus action.

### ACTIONS

**Gore.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage.

**Stomp.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one prone creature. *Hit:* 23 (3d10 + 6) bludgeoning damage.

### Variants: War Elephant Weaponry

Depending on their training and additional equipment in addition to their barding, a war elephant might be trained to perform an additional action, choosing from the following:

**Battle Howdah.** This carriage provides half-cover for up to six Small or Medium creatures. The howdah usually crewed by creatures wielding bows or other ranged weapons. It costs 150 gp to produce.

**Battering Tusks.** The mammoth thrusts its mighty tusks in a 10-foot cone. Creatures in the area must succeed on a DC 17 Strength saving throw or take 13 (3d8) bludgeoning damage and if they are Large or smaller, creatures that fail this saving throw are pushed 15 feet away from the elephant. Reinforced tusk costs 80 gp to produce and weighs 40 lbs.

**Impaling Dance.** The elephant swings its legs wildly around. Creatures within 5 feet of the elephant must succeed a DC 15 Dexterity saving throw or take 2d8 piercing damage, and if they are medium or smaller, become impaled upon the spikes on the elephant's barding. A creature can disentangle itself from the spikes by succeeding on a DC 10 Strength check. The elephant must be wearing at least studded leather armor, and the additional weaponry costs an additional 120 gp to produce and weighs 160 lbs.



Illustration by Billy Christian

## WASTEROACH

*Tiny beast, unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 7 (2d4 + 2)

**Speed** 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	8 (-1)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

**Saving Throws** Con +3, Dex +1

**Damage Resistances** poison

**Senses** blindsight 20 ft., passive Perception 8

**Languages** —

**Challenge** 1/4 (50 XP)

**Familiar.** With the DM's permission, the *find familiar* spell can summon a wasteroach.

**Recessive Bioluminescence.** A wasteroach has a 1d10 chance of glowing dimly in a 5-foot radius, shedding an eerie green light. Glowing wasteroaches add an additional 5 ft. to their base movement and climbing speed, and gain the multiattack properly, making two bite attacks on their turn, and take two *confounding flutter* reactions, raising their AC by 2 a second time.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target.  
*Hit:* 1 piercing damage plus 2 (1d4) poison damage.

### REACTIONS

**Confounding Flutter.** The wasteroach make a short hopping flight, making it difficult to target. It raises its AC by 2 until the start of its next turn. This additional AC applies only to ranged attacks.

Wasteroaches and wastes drakes make up some of the most successful and numerous creatures on the wastes, with each feeding upon the other, in time.

## WASTES DRAKE

*Small dragon, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 30 (4d8 + 12)

**Speed** 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	4 (-3)	10 (+0)	7 (-2)

**Skills** Perception +2

**Senses** darkvision 60 ft., passive Perception 12

**Languages** understands Draconic but can't speak

**Challenge** 2 (450 XP)

**Pack Tactics.** The wastes drake has advantage on an attack roll against a creature if at least one ally is within 5 feet of the creature and the ally isn't incapacitated.

### ACTIONS

**Multiattack.** The drake attacks twice, with its bite.

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



Illustration by Ekaterina Yastrubetskaya



Illustration by Quentin Ghion

## UNLEASHED HORRORS

The world's more penitent of religions share a common refrain: that folk failed to respect the world and its delicate balance and the horrors we unleashed upon it are of our own making.

In their hubris, the great and ancient societies unleashed all manner of horrors upon the world: unstoppable hungers, terrible and twisted betrayals of the living nature and of earth, air and water in their wake.

Some of the world's most storied leaders even recruited assistance from the depths of the hells themselves, unleashing further ills: plague, some of these horrors still labor, trapped when the societies that recruited them collapsed. Others still present ongoing problems, making regular cycles around the wastes in an unending war against life itself.

*All Creatures know that some must die  
That all the rest may take and eat;  
Sooner or later, all transform  
Their blood to wine, their flesh to meat.  
But Man alone seeks Vengefulness,  
And writes his abstract Laws on stone;  
For this false Justice he has made,  
He tortures limb and crushes bone.  
Is this the image of a god?  
My tooth for yours, your eye for mine?  
Oh if Revenge did move the stars  
Instead of Love, they would not shine.*

*~Margaret Atwood,  
The Year of the Flood*





Illustration by Raluca Marinescu

Wastelands being already notoriously short on water, the waters that do exist are often brackish, and impure. Water elementals are rare, and the few who exist will not hesitate to protect the moisture they have collected around themselves, no matter how little there is or how foul it is.

### Purification Rituals and Group Casting

Some adventurers might not want to turn attack an elemental in clear need, so consider if something could be done to purify a befouled elemental or their environment!

Perhaps a dam could be cleared, an infestation of plagued creatures removed, or an ancient curse lifted.

Additionally, *Cure Poison or Disease*, or the *Purify Food and Drink* are spells that might be able to purify a water source – temporarily, or especially when cast repeatedly or in a group of clerics, paladins, druids or the even bards or other individual capable of ritual casting such spells.

## BEFOULED ELEMENTAL

*Large elemental, neutral*

**Armor Class** 18 (natural armor)

**Hit Points** 162 (13d10 + 91)

**Speed** 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	5 (-3)	10 (+0)	8 (-1)

**Damage Resistances** acid; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison, acid

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Aquan

**Challenge** 8 (3,900 XP)

**Freeze.** If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

**Undertow.** As a bonus action when the elemental is underwater, it can cause all water within 60 feet of it to be difficult terrain for other creatures until the start of its next turn.

**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.

### ACTIONS

**Multiattack.** The elemental makes two acid spray attacks.

**Acid Spray.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (3d8 + 4) acid damage.

**Befouling Suffocation (Recharge 4–6).** Each creature adjacent to the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it makes a DC 14 Constitution saving throw. The creature takes 14 (4d6) poison damage and is poisoned for 1 minute. On a successful save, they take half as much and aren't poisoned. If a creature remains poisoned by the elemental's befouling for 1 minute, the poisoned creature must repeat the saving throw. On a failure, the creature takes 14 (4d6) poison damage and is poisoned until it finishes a long rest.



Illustration by Grzegorz Rutkowski

## THE BLOB

*Gargantuan ooze, unaligned*

**Armor Class** 8

**Hit Points** 247 (17d20 + 68)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	18 (+4)	1 (-5)	6 (-2)	2 (-4)

**Damage Immunities** acid, cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks

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

**Senses** blindsight 60 ft., passive Perception 8

**Languages** —

**Challenge** 10 (5,900 XP)

**Acidic Form.** A creature that starts its turn inside the blob makes a DC 18 Constitution saving throw, and takes 18 (5d6) acid damage on a failure, and half as much on a success. The blob's substance is considered difficult terrain.

**Corrode Metal.** Any nonmagical weapon made of metal that hits the blob corrodes. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage. The blob can eat through 8-inch-thick, nonmagical metal in 1 round.

**Damage Division.** If the blob takes more than 15 damage on a single turn, a gray ooze appears in the nearest available space to the blob.

**Siege Monster.** The blob deals double damage to objects and structures.

## ACTIONS

**Engulf.** The blob moves up to its speed in a straight line. During this move, it can enter Huge or smaller creatures' spaces. A creature whose space the blob enters must make a DC 18 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the blob's path. On a failed save, the creature is engulfed into the blob, taking 25 (7d6) acid damage. If the target is wearing nonmagical metal armor, its armor is corroded and takes a permanent and cumulative –1 penalty to the AC it offers. Armor is destroyed if the penalty reduces its AC to 10.



Illustration by Kate Laird

## BROWN JENKIN

*Tiny fiend (demon), chaotic evil*

**Armor Class** 16

**Hit Points** 45 (10d4 + 20)

**Speed** 20 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	14 (+2)	20 (+5)	12 (+1)	16 (+3)

**Skills** Arcana +8, Perception +4, Stealth +7

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Speaks and understands all languages, telepathy 30 ft.

**Challenge** 4 (1,100 XP)

**Innate Spellcasting.** The brown jenkin's innate spellcasting ability is Intelligence (spell save DC 16). It can innately cast a number of spells, requiring no material components:

1/day each: *calm emotions*, *confusion*, *contact other plane*, *dimension door*, *divination*, *greater invisibility*, *sending*

**Magic Resistance.** The brown jenkin has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d4 + 5) piercing damage plus 2 (1d4) psychic damage.

### REACTIONS

**Dimensional Burrow.** The brown jenkin vanishes in response to harm, turning invisible and teleporting up to 60 feet to an unoccupied space it is familiar with, remaining invisible until the start of its next turn.

## BYAHKEE

*Large fiend (demon), chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 68 (8d10 + 24)

**Speed** 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	16 (+3)	12 (+1)	6 (-2)

**Damage Resistances** fire; bludgeoning, piercing and slashing from nonmagical attacks that aren't silvered

**Condition Immunities** charmed, poisoned

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Understands abyssal but can't speak

**Challenge** 5 (1,800 XP)

**Innate Spellcasting.** The byahkee's innate spellcasting ability is Intelligence (spell save DC 14). It can innately cast a number of spells, requiring no material components:

2/day each: *blur*, *fear*, *mirror image*, *modify memory*

**Poison Absorption.** If the byahkee would take poison damage, it gains a temporary hit points equal to the amount of damage instead.

**Shadow Blend.** While in dim light or darkness, the byahkee can use a bonus action to become invisible, along with anything it is wearing or carrying. The invisibility lasts until the attacks, is in bright light, or is incapacitated.

### ACTIONS

**Multiattack.** The byahkee makes three attacks: choosing between its claws and tail spikes.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

**Tail Spike.** *Ranged Weapon Attack:* +5 to hit, range 100/200 ft., one target. *Hit:* 7 (1d6 + 3) poison damage.



Illustration by K.L. Turner

## CENTAUR CAMBION

*Large humanoid fiend (demon), chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 82 (11d8 + 33)

**Speed** 55 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	9 (-1)	13 (+1)	16 (+3)

**Saving Throws** Str +7, Con +6, Wis +4, Cha +6

**Skills** Athletics +7, Perception +4, Survival +4

**Damage Resistances** cold, fire, lightning, poison; bludgeoning, piercing and slashing from nonmagical attacks

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Abyssal, Common, Sylvan

**Challenge** 6 (2,300 XP)

**Charge.** If the centaur cambion moves at least 30 ft. straight toward a target and then hits it with a pike attack on the same turn, the target takes an extra 3 (1d6) fire damage.

### ACTIONS

**Multiattack.** The centaur cambion makes three attacks: two with its pike and one with its hooves, or three with its fire ray.

**Pike.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 4) piercing damage plus 2 (1d4) fire damage.

**Hooves.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 4) bludgeoning damage.

**Fire Ray.** *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 6 (1d10) fire damage.



Illustration by Aaron Nakahara

Centaur served as cavalry in several of the great wars, greatly reducing their numbers. Some tribes made unearthly pacts to keep their people alive, and now wander the wastes, waging war on existence itself.



Illustration by Felipe Escobar Bravo

## CHUPACABRA

*Small fiend (demon), chaotic evil*

**Armor Class** 14

**Hit Points** 33 (6d6 + 12)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	11 (+0)	10 (+0)	8 (-1)

**Saving Throws** Dex +4, Con +4, Wis +2

**Skills** Perception +2, Stealth +4

**Senses** darkvision 120 ft., passive Perception 12

**Languages** —

**Challenge** 2 (450 XP)

**Cowardice.** If the chupacabra used the dash action on its turn, it can hide as a bonus action.

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

**Gutwrench.** It takes 1d4 days for gutwrench symptoms to manifest in an infected creature. Symptoms include vomiting, fatigue and hair loss. The infected creature suffers one level of exhaustion, and it regains only half the normal number of Hit Points from spending hit dice or from finishing a long rest, and cannot recover from their exhaustion. At the end of each long rest, an infected creature can make a DC 13 Constitution saving throw. On a successful save, the creature recovers from the disease.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is beast or humanoid, it must succeed on a DC 12 Constitution saving throw or contract the chupacabra's *gutwrench* disease.



Illustration by Andrey Naumov

Democrocs resemble demonic lizardfolk or dragonborn, with long, sharp claws complimenting their enormous jaws.

While democrocs do not need to eat to survive, they sure seem to enjoy it. They wander the wastes in search of any and anything they can roast alive and devour. They are usually solitary creatures, but sometimes form dangerous packs, bolstering one another's ferocious resolve with a fearsome howl.

Democrocs were long thought to have little more than bestial intelligence, but there are reports of democroc who vampires, and some democrocs will take instructions from them.

## DEMOCROC

*Medium fiend (demon), chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 85 (10d10 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	6 (-2)	10 (+0)	9 (-1)

**Skills** Athletics +6, Intimidation +3

**Senses** passive Perception 10

**Languages** Understands abyssal, but can't speak

**Challenge** 6 (1,800 XP)

**Grappler.** The democroc has advantage on attack rolls against any creature grappled by it.

### ACTIONS

**Multiattack.** The democroc makes two longsword attacks with its bite or claws.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the democroc can't bite another target.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 21 (2d8 + 4) slashing damage.

**Bolstering Howl (Recharge 4–6).** The democroc releases a mighty roar, and any other democrocs within 30 feet of it that can hear are enraged, resisting all damage except lightning damage until the end of their next turn.

**Fire Breath (Recharge 5–6).** The democroc exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one. The democroc cannot use this ability if it is using its jaws to grapple a creature.



Illustration by Pavel Vophira



Illustration by Juan Manuel Almirón

## DEVOURED DEVOURER

*Small undead, chaotic evil*

**Armor Class** 13

**Hit Points** 10 (3d4 + 3)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

**Condition Immunities** charmed

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Understands any languages it knew in life

**Challenge** 1/8 (25 XP)

**Tittering Laughter.** At the start of each of its turns, the devourer emits a stifled giggle. Creatures within 30 feet of the devourer with a passive perception of 13 or higher hear it.

**Siege Monster.** The devourer's deals double damage to objects and structures.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

*Hit:* 5 (1d4 + 3) piercing damage plus 3 (1d6) necrotic damage.

## FLESH-SPIDER

*Tiny fiend (demon), chaotic evil*

**Armor Class** 14

**Hit Points** 10 (4d4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

**Damage Immunities** poison

**Condition Immunities** charmed, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

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

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

*Hit:* 7 (2d4 + 2) piercing damage. The target must succeed on a DC 11 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.



Illustration by Joe Slucher

Flesh-spiders are so named for their lack of a carapace, and their thorax instead is reminiscent of a pestilent fleshy growth. Their bite paralyzes their prey, as they devour as much of it as possible until the body rallies or dies. Flesh-spiders refuse to eat the flesh of anything other than living creatures.



Illustration by Candice Li

## GIANT VARKIND

*Huge giant, chaotic neutral*

**Armor Class** 16 (natural armor)

**Hit Points** 105 (10d10 + 50)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	21 (+5)	12 (+1)	13 (+1)	8 (-1)

**Saving Throws** Dex +4, Con +8, Wis +4

**Senses** passive Perception 10

**Languages** Common, Giant

**Challenge** 9 (5,600 XP)

**Relentless (Recharges after a Short or Long Rest).** If the giant takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

### ACTIONS

**Multiattack.** The giant makes two maul attacks.

**Maul.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) bludgeoning damage. The target must succeed on a DC 19 Strength saving throw or be knocked prone.

**Rock.** *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

### REACTIONS

**Stunning Squeal (Recharge 5—6).** In response to damage, the giant makes pained squeal. Creature within 30 feet of the giant that can hear it must make a DC 14 Constitution saving throw. If they fail, they are stunned until the end of the giant's next turn. If they succeed, they aren't stunned and are immune to the giant's squeal for the next 24 hours.

## GUMBEROO

*Large monstrosity, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 52 (8d10 + 8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	6 (-2)	10 (+0)	7 (-2)

**Damage Vulnerabilities** fire, thunder

**Condition Immunities** exhaustion, frightened, petrified

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

**Languages** —

**Challenge** 3 (1,100 XP)

**Fire Hazard.** Once a gumberoo has been reduced to half its hit points, its tail begins to glow, shedding dim light in a 5-foot radius. For the duration, each time the gumberoo takes fire damage, it rolls a constitution saving throw DC 8 + half the fire damage taken. If it fails, it explodes in a fiery ring. Each creature within 30 feet of the exploding gumberoo must make a DC 12 dexterity saving throw, take 6d6 fire damage on a failed save, or half as much on a success.

**Echolocation.** The gumberoo can't see or use its blindsight while deafened.

### ACTIONS

**Multiattack.** The gumberoo makes two attacks with its forelegs.

**Foreleg.** *Melee weapon attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 4) slashing damage.



Illustration by Toni Puumalainen

The few remaining forests in the world are carefully managed, and the gumberoo is among the least welcome of intruders into these precious enclaves.



Illustration by Linda

## HANDFLY

*Small aberration, chaotic neutral*

**Armor Class** 15 (natural armor)

**Hit Points** 28 (5d6 + 10)

**Speed** 15 ft., fly 35 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	7 (-2)	14 (+2)	6 (-2)

**Skills** Acrobatics +5, Athletics +1

**Senses** darkvision 60 ft., passive Perception 12

**Languages** —

**Challenge** 2 (450 XP)

**Four-handed.** The handfly has four hands. If it takes more than 9 damage on a single turn, it loses a hand.

### ACTIONS

**Multiattack.** The handfly can make attacks with any weapons it is holding (-1 to hit, -1 to damage).

**Grab (requires 2 empty hands).** The handfly grabs at a n object within reach. If the object is being held by another creature, they must succeed a DC 9 Strength saving throw or lose the object to the handfly's grasp.

## HOWLING MANTICORE

*Huge monstrosity, chaotic evil*

**Armor Class** 12 (leather armor)

**Hit Points** 95 (9d12 + 36)

**Speed** 60 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	19 (+4)	7 (-2)	12 (+1)	8 (-1)

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common

**Challenge** 5 (1,800 XP)

**Tail Spike Regrowth.** The manticore has twenty tail spikes. Used spikes regrow when the manticore finishes a long rest.

### ACTIONS

**Multiattack.** The manticore makes three attacks: one with its bite and two with its claws or three with its tail spikes.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

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

**Tail Spike.** *Ranged Weapon Attack:* +7 to hit, range 100/200 ft., one target. *Hit:* 8 (2d8 + 4) piercing damage + 6 (1d10) poison damage.

**Howl (Recharge 5—6).** The manticore howls, audible out to 300 feet. Each creature in a 30-foot cone must make a Constitution saving throw, taking 13 (3d8) thunder damage on a failure and half the amount on a success.



Illustration by Vincent Van Hoof



## IT THAT RIDES AS ONE

*Large aberration, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 204 (24d10 + 72)

**Speed** 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	17 (+3)	8 (-1)	18 (+4)	14 (+2)

**Skills** Intimidation +7, Insight +9, Perception +9

**Damage Resistances** fire; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** cold, poison

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

**Senses** blindsight 120 ft., passive Perception 19

**Languages** Abyssal, Common, telepathy 120 ft.

**Challenge** 15 (13,000 XP)



Illustration by Mike Lim

**Eldritch Sight.** It that rides as one can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

**Innate Spellcasting.** It that rides as one's innate spellcasting ability is Wisdom (spell save DC 17). It that rides as one can innately cast the following spells, requiring no material components:

At will: *jump*

1/day: *Evard's black tentacles*, *maddening darkness*<sup>XGE</sup>, *mental prison*<sup>XGE</sup>

**Magic Resistance.** It that rides as one has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** It that rides as one's weapon attacks are magical.

**Mind-Breaking Touch.** When it that rides as one hits a creature with a melee attack, the target has disadvantage on Wisdom saving throws until the end of it that rides as one's next turn.

**Spider Climb.** It that rides as one can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

### ACTIONS

**Multiattack.** It that rides as one makes three attacks: one with its bite, one with its hooves and one with its tentacles, if they are unoccupied. Alternately, it that rides as one makes four attacks with its eldritch beam.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 6) bludgeoning damage. If the attack hits, it that rides as one regains a number of hit points equal to half the damage dealt to it.

**Hooves.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

**Tentacles.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage, and the target is grappled (escape DC 18) if it is a Large or smaller creature. Until this grapple ends, the target is restrained and takes 11 (2d6 + 4) psychic damage at the start of each of it that rides as one's turns. It that rides as one can maintain no more than two such grappled targets at once.

**Eldritch Beam.** *Ranged Spell Attack:* +9 to hit, range 300 ft., one target. *Hit:* 16 (1d12 + 4) force damage, and it that rides as one can move the target 10 feet in a straight line closer to itself.

**Maddening Presence.** It that rides as one targets one creature it can see within 60 feet of it. If the target can see or hear the horror, the target must make a DC 17 Wisdom saving throw. On a failed saving throw, the target becomes paralyzed until the end of its next turn. If a creature's saving throw is successful, the creature is immune to it that rides as one's Maddening Presence for the next 24 hours.

## JORO-GUMO

*Large fiend (demon), chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 138 (18d10 + 39)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+1)	15 (+2)	10 (+1)	12 (+1)	20 (+5)

**Skills** Intimidation +9, Insight +5, Perception +5

**Damage Resistances** fire; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** acid, poison

**Condition Immunities** charmed, poisoned, paralyzed

Senses passive Perception 15

**Languages** Abyssal, Common, telepathy 60 ft.

**Challenge** 10 (5,900 XP)

**False Appearance.** As an action, the joro-gumo can assume the form of a young humanoid woman holding a baby. A successful DC 17 Intelligence (Investigation) check reveals the illusion. If a creature unaware of the joro-gumo's true nature comes within 10 feet of the joro-gumo, it can make a surprise attack with its scythe against the creature, revealing the illusion. When it does so, the illusory baby dissolves into 1d4 flesh-spiders.

**Flesh-Spiders.** If the joro-gumo takes more than 10 piercing, bludgeoning or slashing damage on a single turn, it bleeds out 1d2+1 additional flesh-spiders, which appear in the nearest available space to the joro-gumo.

**Innate Spellcasting.** The joro-gumo's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The joro-gumo can innately cast the following spells, requiring no material components:

2/day each: *lightning bolt*, *chain lightning*

**Magic Resistance.** The joro-gumo has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The joro-gumo's weapon attacks are magical.

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

### ACTIONS

**Multiattack.** The joro-gumo makes two attacks with its scythe or ball lightning.

**Scythe.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage. If the attack hits, the joro-gumo regains a number of hit points equal to half the damage dealt to it.

**Shock Bolt.** *Ranged Spell Attack:* +9 to hit, range 60/120 ft., one target. *Hit:* +10 (2d6 + 5) lightning damage.

**Poison Breath (Recharge 5–6).** The joro-gumo exhales a poisonous cloud in a 15-foot cone. Each creature in the area must make a DC 13 Constitution saving throw, taking 32 (7d8) acid damage on a failed save, or half as much damage on a successful one.



Illustration by Christophe Bastin

Joro-Gumo will lay waste to entire towns, having wandered in and played just one member of the local populace for a fool by adopting the form of an attractive young woman in need. Once they have gained the pity of some unfortunate soul, they reveal their true form, and begin to unleash chaos. They can strike multiple foes down simultaneously with their mighty scythes, and those who dare fight back against them quickly find themselves overwhelmed by the legions of paralyzing flesh-spiders that continuously flow from their torsos. They are can also generate endless amounts of lightning from their bodies.

## MAD SCIENTIST

Medium humanoid (any), any chaotic alignment

**Armor Class** 12 (15 with mage armor)

**Hit Points** 165 (22d8 + 66)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	17 (+3)	12 (+1)	12 (+1)	18 (+4)

**Saving Throws** Wis +5, Cha +8

**Skills** Arcana +4, Deception +7, Persuasion +7, Nature +4

**Senses** darkvision 60 ft., passive Perception 11

**Languages** any three languages (usually Common and Abyssal)

**Challenge** 14 (11,500 XP)



Illustration by Xyuen Mun

Mad scientists can do great good, but their lack of restraint tends to prove that whatever can go wrong, will go wrong. They serve larger towns and cities, or, if they are wealthy, conduct experiments of their own design in remote locations.

**Eldritch Sight.** The scientist can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

**Spellcasting.** The scientist is a 16th-level spellcaster whose spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following spells:

Cantrips (at will): *control flames*, *eldritch blast*, *mage hand*, *lightning lure*<sup>SCAG</sup>

1st level (4 slots): *mage armor*, *hellish rebuke*, *witch bolt*, *Tasha's hideous laughter*

2nd level (3 slots): *misty step*, *crown of madness*

3rd level (3 slots): *hunger of hadar*, *animate dead*

4th level (3 slots): *death ward*, *freedom of movement*, *sickening radiance*<sup>XGE</sup>

1st-5th level (3 5th-level slots): *cloudkill*, *danse macabre*<sup>XGE</sup>

6th level (2 slots): *create homonculus*<sup>XGE</sup>, *true seeing*, *chain lightning*

7th level (1 slot): *finger of death*, *glibness*

8th level (1 slot): *control weather*, *maddening darkness*<sup>XGE</sup>

### ACTIONS

**Scalpel.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 4 (1d10 + 4) slashing damage. The wound bleeds, dealing 5 (1d8) damage due to blood loss at the start of each of the target's turns, and closes if they regain 1 hit point.

**Venom Injector.** *Ranged Weapon Attack:* +7 to hit, range 50/100 ft., one target. *Hit:* 27 (5d10) acid damage.

### LEGENDARY ACTIONS

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

**Cantrip.** The scientist casts a cantrip.

**Laughing Gas.** The scientist casts *Tasha's hideous laughter*.

**Scalpel.** The scientist makes an attack with its scalpel.

### LAIR ACTIONS

On initiative count 20 (losing initiative ties), the scientist takes a lair action to cause one of the following effects; the scientist can't use the same effect two rounds in a row:

**Latest Creation.** The scientist summons an ally to a point it can see within 30 feet of itself. Roll a d20 to determine the creature summoned: 1-2: 1 crawling claw; 3-6: 1d4 + 2 nothics; 7-11: 2d4 skeletons; 12-16: 1d4 + 2 zombies; 17-19: 1 flesh golem; 20: 1 elder brain. Each option can only be revealed once.

**Noxious Gas.** Clouds of choking gas rise up from six hidden nozzles scattered around the scientist's lair. Creatures within 10 feet of such a nozzle must succeed on a DC 15 Constitution saving throw or spend their action on their next turn retching and reeling. Creatures immune to poison succeed this saving throw automatically.

## MAN-BAT TRANSFORMISM

Unlike lycanthropy, the source of man-bat-ism is not a disease or a curse, but a fundamental alteration of the subject's being through mad science. They are capable of spreading their condition.

If treated early, the condition can be cured by any method capable of curing disease. After 2d4 days, after which the subject's skin shrinks tightly around their bones, they become lean, muscular and prone to violence. Their teeth and fingernails elongate, and wounds they inflict are capable of spreading the man-bat transformism even further.

After a 4d4 days, the infected individual appears to recover and regains their senses. While this seems to be a relief at first, the condition has already become irreversible, and their outbreaks become more frequent, more violent, and their bat form more and more terrifying and powerful. A few manage to indefinitely suppress the transformations by imbibing alchemical solutions. 1d2 months later, a convert ascends, and their former self is lost forever. Man-bats are intelligent, learn from an enemy's tactics and plan ahead for anything that might come between them and their goals. Survivors of the disease often find engaging in self destructive behavior that might increase the possibility of a relapse.

### MAN-BAT INFECTED

*Medium humanoid monstrosity, chaotic neutral*

**Armor Class** 12 (natural armor)

**Hit Points** 75 (4d8 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15(+2)	14 (+2)	7 (-2)	10 (+0)	6 (-2)

**Damage Resistances** poison

**Senses** blindsight 60 ft., passive Perception 16

**Languages** understands languages it knew but can't speak

**Challenge** 1 (200 XP)

**Leaping Agility.** The man-bat can make a long or high jump up to 20 feet without the need for a running start or an ability check.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

*Hit:* (2d4 + 2) piercing damage.

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

*Hit:* (2d6 + 2) piercing damage.



Illustration by Tariq

*She said bats were the key to revitalizing the planet. Her colleagues laughed at her, thought her she was crazy. Sure, the city had used guano from the caves to produce fertilizer, but gunpowder had proven more profitable. I wonder if folk'll ever learn how to live happy.*



Illustration by Darren Benton



Illustration by Veikka Somerma

## MAN-BAT CONVERT

*Medium monstrosity, shapeshifter, chaotic neutral*

**Armor Class** 12 (natural armor)

**Hit Points** 75 (10d8 + 30)

**Speed** 30 ft., (fly 60 ft. in bat form)

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

**Skills** Acrobatics +5, Athletics +8, Perception +3

**Damage Vulnerabilities** thunder

**Damage Resistances** poison; bludgeoning, piercing, slashing from nonmagical attacks

**Senses** blindsense 60 ft., passive Perception 13

**Languages** Common (can't speak in bat form)

**Challenge** 5 (1,800 XP)

**Immutable Form (bat form only).** The man-bat is immune to any spell or effect that would alter its form.

**Keen Hearing.** The man-bat has advantage on Wisdom (Perception) checks that rely on hearing.

**Transform (human form only).** If the man-bat is damaged by another creature, it must succeed a DC 14 Wisdom saving throw or spend its next turn transforming into its bat form. During the transformation, it resists all damage and has advantage on saving throws. It can make a new saving throw to revert its human form when it completes a long rest.

## ACTIONS

**Multiattack.** The man-bat makes two attacks with its revolver in humanoid form, or one attack with its bite and one with its claws in bat form.

**Bite (bat form only).** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* (2d6 + 3) piercing damage. The target must succeed on a DC 12 Constitution saving throw or contract man-bat transformism.

**Claws (bat form only).** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) slashing damage.

**Revolver (human form only).** *Ranged Weapon Attack:* +5 to hit, reach 40/80 ft., one target. *Hit:* 13 (1d10 + 2) piercing damage.

**Screech (Recharge 5—6).** Each creature in a 30-foot cone originating from the man-bat ascendant must make a DC 13 Constitution saving throw, taking 14 (4d6) thunder damage on a failure and be deafened until the end of their next turn, and half as much on a success, and they aren't deafened.

## REACTIONS

**Wing Attack.** The man-bat beats its wings in response to damage. Each creature within 5 ft. of the man-bat must succeed on a DC 14 Strength saving throw or be knocked prone and lose their reaction. After beating its wings, the man-bat can elect to fly up to half its movement speed.



Illustration by Jerad S. Marantz

What happened next, though... I don't guess it'll ever sit right with me. First, she changed herself, then she changed others. Innocent people. Children. I don't know what happened to the brilliant scientist I used to know, but she died... exactly when, I don't know, but it was some time after that creature inside her was born.

We gathered the posse to hunt the creature and eventually cornered it, though not after putting down a dozen innocent people it had infected.

It killed Sampton, and took a chunk out of my ear, too. Right here, see?

At the last minute, her lover threw herself between the dragon and myself, and to everyone's surprise, they seemed to share a tender moment of recognition. Maybe I was wrong about her being dead after all. Maybe the creature just saw the lot of us closing in with our pieces drawn.

I don't know. Something in the creature's eyes changed. Could've been fear. Could've been sorrow.

With one stroke of her leathery wings, she disappeared into the night. We never saw her again, but the following spring, a tree bloomed in the mountains for the first time in a century.

~Old Gus

## MAN-BAT ASCENDANT

*Large monstrosity, chaotic neutral*

**Armor Class** 15 (natural armor)

**Hit Points** 133 (15d10 + 45)

**Speed** 30 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+3)	20 (+5)	14 (+2)	15 (+2)

**Saving Throws** Con +7, Wis +6

**Skills** Acrobatics +6, Athletics +10, Perception +5

**Damage Vulnerabilities** thunder

**Damage Resistances** poison

**Damage Immunities** bludgeoning, piercing, slashing from nonmagical attacks

**Senses** blindsense 120 ft., passive Perception 15

**Languages** understands Common but can't speak

**Challenge** 7 (2,900 XP)

**Regeneration.** The man-bat regains 10 hit points at the start of its turn if it has at least 1 hit point.

**Keen Hearing.** The man-bat has advantage on Wisdom (Perception) checks that rely on hearing.

**Immutable Form.** The man-bat is immune to any spell or effect that would alter its form.

### ACTIONS

**Multiattack.** The man-bat makes two attacks, one with its Bite and one with its Claws.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. The target must succeed on a DC 13 Constitution saving throw or contract man-bat transformism.

**Claws.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 17 (3d8 + 4) slashing damage. If the man-bat hits a creature with its claws, it can attempt to grapple the target as a bonus action.

**Screech (Recharge 5—6).** Each creature in a 45-foot cone originating from the man-bat ascendant makes a DC 14 Constitution saving throw, taking 17 (5d6) thunder damage on a failure and be deafened until the end of their next turn, and half as much on a success, and they aren't deafened.

### REACTIONS

**Wing Attack.** The man-bat beats its wings in response to damage. Each creature within 5 ft. of the Man-Bat must succeed on a DC 15 Strength saving throw or be knocked prone and lose their reaction. After beating its wings, the man-bat can elect to fly up to half its movement speed.

## MAN-BAT-DRAGON

Huge dragon, chaotic evil

**Armor Class** 19 (natural armor)

**Hit Points** 196 (17d12 + 68)

**Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	21 (+5)	18 (+4)	17 (+3)	15 (+2)

**Saving Throws** Dex +8, Con +10, Wis +8, Cha +7

**Skills** Perception +16, Stealth +8

**Damage Resistances** fire

**Damage Immunities** poison, acid

**Senses** blindsense 120 ft., darkvision 120 ft., passive Perception 16

**Languages** Common, Draconic

**Challenge** 12 (8,400 XP)

**Befouling Aura.** Water sources within 1 mile of the dragon are supernaturally fouled. Enemies of the dragon that drink such water must regurgitate it within minutes or make a DC 12 Constitution saving throw. If they fail, they become infected with man-bat transformism.

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

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

With their unnaturally long lifespans, a few man-bats have evolved into other even darker and more powerful forms, such as the dreaded *man-bat-dragon*.



Illustration by Phil Berry

## ACTIONS

**Multiattack.** The dragon makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 7 (2d6) poison damage. The target must succeed on a DC 14 Constitution saving throw or contract man-bat transformism.

**Claw.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

**Flame Gout (Recharge 4—6).** The dragon exhales fire in a 60-foot line. Each creature in the line must make a DC 15 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

**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 16 Wisdom saving throw or become frightened or 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.

**Tar Breath (Recharge 5—6).** The dragon exhales acid in a 30-foot cone. Each creature in that line must make a DC 15 Dexterity saving throw, on a failed save, they are restrained and take 18 (4d8) bludgeoning damage. On a success, they take half the amount and are not restrained. The tar is difficult terrain, and a creature ending their turn inside it must make an additional saving throw or be restrained. If the tar is ignited, creatures who enter into or start their turn inside the area take 10 (3d6) fire damage if they fail their saving throw.

## LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action 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.

**Bite.** The dragon makes a bite 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.

*Honestly? We didn't stick around to find out. Let it have the mountain. At least we'll have something green to look at.*

*~Old Gus*

## MI-GO

*Large aberration, chaotic neutral*

**Armor Class** 13 (natural armor)

**Hit Points** 68 (8d10 + 3)

**Speed** 25 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

**Damage Resistances** psychic

**Damage Immunities** poison

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

**Languages** Deep Speech, telepathy 5 ft.

**Challenge** 4 (1,100 XP)

**Distress Spores.** When the mi-go takes damage, all other mi-go (or other sporelinguistic creatures, such as myconids) within 240 feet of it can sense its pain.

**Symbiosis.** A creature mounted upon a willing mi-go has resistance to poison and psychic damage, and the rider can communicate telepathically with the mi-go.

### ACTIONS

**Appendage.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) poison damage plus 7 (1d6) psychic damage.

**Mind Spores (1/Day).** The mi-go releases spores that burst out in a cloud, filling a 15-foot-radius sphere centered on it, which lasts 1 minute or until it is dispersed by a strong wind. A creature that enters into or starts its turn inside the cloud, must make a DC 13 Constitution saving throw. On a failure, the creature takes 7 (2d6) poison damage and is poisoned for 1 minute. Creatures poisoned by mind spores take 3 (1d6) damage at the start of their turn and then immediately make a new saving throw. On a successful save, the creature can't be infected by Mind Spores again for 24 hours.



Illustration by Jordan Walker



Illustration by Maarten Verhoeven

## MIND-SPIDER

*Tiny aberration, neutral evil*

**Armor Class** 14 (natural armor)

**Hit Points** 2 (1d4 - 1)

**Speed** 25 ft., climb 25 ft.

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

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Deep Speech, any languages its host knows

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

**Parasitic.** The mind-spider has total cover and is invisible when inside a creature. A friendly creature can spend 10 minutes to attempt to remove the mind-spider from its host, making a DC 16 Wisdom (Medicine) check with a knife. If they succeed, they can attack the spider as a bonus action.

### ACTIONS

**Attach.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the eye-spider attaches to the target. A creature can use its action to remove the spider using its action.

**Enter.** The mind-spider attempts to enter a creature it is attached to. The target makes a DC 10 Strength saving throw. If they fail, the spider enters their body.

**Enslave (2/Day).** The mind-spider attempts to enslave a creature it has entered. The target must succeed on a DC 13 Wisdom saving throw or be dominated for 2d12 hours. If they take damage, they can use their reaction to repeat their saving throw, regaining control of their body for a number of hours equal to their Wisdom modifier on a success.



Mutant mouters are creatures of endless hunger for a self, which they metabolize and eventually excrete. They literally absorb their victims into themselves: flesh, body and soul. They wear the faces or maintain the ability to speak with the voice of one of their victims for a time, using that information to claim more victims.

What the mouter does excrete is what is left of a person after everything useful to the mouter has been stripped away: a tittering sycophant, which are obedient to the mouter in every way, and do their best to aid it in its perpetual hunt.

*I tell ya, one moment, I was brewing a pot of coffee around the campfire, same as always. You know I love my little rituals. Next thing I know, I'm fifteen years old again, square dancing in a barn with Clara Jane Fowler.*

*Well, imagine my surprise when I come to and saw my forearm halfway down that thing's midsection, and our lips mere inches apart.*

*~Old Gus*



Illustration by Dave Allsop

## MUTANT MOUTHER

*Large aberration, neutral evil*

**Armor Class** 12 (leather armor)

**Hit Points** 75 (10d10 + 20)

**Speed** 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	8 (-1)	12 (+1)	16 (+3)

**Skills** Deception +6, Performance +6, Persuasion +6

**Damage Resistances** bludgeoning, piercing, slashing from nonmagical attacks

**Damage Immunities** cold; necrotic; poison

**Condition Immunities** charmed

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Deep Speech, languages known by its recent victims

**Challenge** 5 (1,100 XP)

**Absorbed Visage.** The mouter can mimic the appearance (face only), speech of and draw upon the memories it has absorbed from its recent victims. A successful Wisdom (Insight) check contested by the mouter's Charisma (Deception) check allows a listener to determine that the effect is faked.

**Devoured Devourers.** If the mouter absorbs a humanoid creature with its *Mouths* attack, the target remains become a *Devoured Devourer* at the end the mouter's next turn. The mouter travels with 2 (1d4) of these tittering sycophants.

**Gibbering.** Each creature that starts its turn within 15 feet of the mouter that can hear it must succeed a DC 12 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d4 to determine what it does during its turn. 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 weapon attack or unarmed strike against a randomly determined creature within its reach or range, or does nothing if it cannot make such an attack.

**Inscrutable.** The mouter is immune to any effect that would sense its emotions or read its thoughts. Wisdom (Insight) checks made to ascertain its intentions or sincerity have disadvantage.

### ACTIONS

**Multiattack.** The mouter makes two bite attacks and, if it able, uses its Incoherent Invitation.

**Mouths.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 17 (5d6) necrotic damage. If the target is Medium or smaller, it must succeed on a DC 12 Strength saving throw or be knocked prone. If a Medium or smaller target is killed by this damage, it is absorbed into the mouter.

**Incoherent Invitation (Recharge 5—6).** Two creatures within 120 feet of the mouter that can hear it must make a DC 12 Wisdom saving throw. If they fail, they immediately move up to their movement speed toward the mouter, and any attack rolls they make against it are made at disadvantage until the end of their next turn.



Illustration by Vincent Van Hoof

## MUTATING WENDIGO

*Large monstrosity (shapechanger), chaotic evil*

**Armor Class** 13 (natural armor)

**Hit Points** 38 (5d10 + 10)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	7 (-2)	8 (-1)	6 (-2)

**Skills** Athletics +6, Acrobatics +3, Perception +3

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

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

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

**Languages** Common (can't speak)

**Challenge** 5 (1,800 XP)

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

**Perfect Senses.** The wendigo automatically succeeds Wisdom (Perception) checks that rely on smell or hearing.

**Insatiable Vengeance.** Unless it is on fire, at the start of its turn, the wendigo gains 10 temporary hit points.

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

1/day each: *blight*, *eyebite*, *enlarge/reduce*

### ACTIONS

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

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d10 + 5) piercing damage. If the target is a humanoid, they must succeed on a DC 11 Constitution saving throw or roll a d6 and contract lycanthropy: tiger (1), bear (2), boar (3) and wolf (4), rat (5), raven (6).

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 7 (1d8 + 5) slashing damage.

## NAULS' MIMIC

Medium aberration (shapechanger), neutral

**Armor Class** 13 (natural armor)

**Hit Points** 75 (10d8 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	17 (+3)	11 (+1)	13 (+1)	8 (-1)

**Skills** Stealth +6

**Damage Immunities** acid, psychic

**Condition Immunities** exhaustion, prone

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Deep Speech, any languages of its prior victims  
Challenge 5 (1,800 XP)

**False Appearance.** While the mimic has assumed the form of another creature, it is indistinguishable from the original.

**Fear of Fire.** If the mimic takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.



Illustration by Nagy Norbert

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

**Shapechanger.** The mimic can use its action to polymorph into a creature, or back into its true, amorphous form. Its statistics are the same in each form. The mimic can create convincing replicas of clothing as a part of its chosen form.

**Tendrils.** The mimic can extend covered in squirming tentacles that it can grapple to anything it touches (escape DC 14). Ability checks made to escape this grapple have disadvantage.

### ACTIONS

**Pseudopod.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (1d10 + 5) bludgeoning damage. As a bonus action, the mimic can subject the target to its Tendrils trait.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 6 (1d6 + 3) acid damage. Creatures reduced to 0 hit points by the mimic have their substance absorbed by it, and the mimic can then assume their form using its *Shapechanger* trait.

**Biomimetic Fluid.** The mimic emits a jet of slick fluid that covers the ground in a 15-foot diameter circle centered on a point within 30 feet of the mimic that it can see. Each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone. The fluid evaporates after 10 minutes.

**Mutate (Recharge 5—6).** The mimic roils and twists as its body assumes a new, more advantageous shape, assuming a new form based upon its *Shapechanger* trait, or assuming its true, amorphous form. Until the start of its next turn, the mimic resists all damage, and can choose to succeed any saving throw it is subject to. At the start of its next turn, the mimic regains 2d8 + 6 hit points and it can choose to gain the effects of two of the following spells without the need to concentrate on them: *enlarge/reduce*, *expeditious retreat*, *jump*, *spider climb*. The effects of the spells last until the mimic uses its *Shapechanger* trait again. Any body parts no longer of use to the mimic are left behind and die. When the mimic mutates into its true form, it also chooses one of the following four traits:

**Gaping Maw.** The mimic's bite attack becomes a 3d8.

**Carapace.** The mimic a chitinous shell, thick scales or armor plates, gaining a +2 bonus to its AC.

**Acidic Fluid.** Creatures who enter or start their turn inside the area of the mimic's biomimetic fluid take 4d6 acid damage if they fail their saving throw, and half as much on a success. The area is also considered difficult terrain.

**Flight.** The mimic grows wings, gaining a flying speed of 45 feet.

### REACTIONS

**Drop Limb.** The mimic loses a limb and immediately escapes a creature's grapple or grapple attempt. Until it uses its *Mutate* action, it is unable to use its *Pseudopod*.

## PALE REFLECTION

*Medium aberration, neutral evil*

**Armor Class** 14 (17 with mage armor)

**Hit Points** 153 (18d8 + 72)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	18 (+4)	18 (+4)	18 (+4)	17 (+3)

**Saving Throws** Dex +9, Wis +9, Cha +8

**Skills** Perception +9, Stealth +9

**Damage Resistances** psychic; bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** darkvision 120 ft., passive Perception 19

**Languages Common**, Deep Speech, telepathy 60 ft.

**Challenge** 14 (11,500 XP)



Illustration by Marius Siergiejew

**Innate Spellcasting (Psionics).** The pale reflection's innate spellcasting ability is Intelligence (spell save DC 17). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *disguise self*, *calm emotions*, *encode thoughts*<sup>GGR</sup>, *enemies abound*<sup>XGE</sup>, *levitate*, *mage armor*  
1/day each: *hallucinatory terrain*, *mirror image*, *modify memory*, *maze*, *mental prison*<sup>XGE</sup>, *psychic scream*<sup>XGE</sup>

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

**Magic Resistance.** The pale reflection has advantage on saving throws against spells and other magical effects.

**Mirror Stride.** As a bonus action, the pale reflection can step into a mirrored surface of glass or metal, such as a mirror or sword blade within 5 feet of it and stay inside the object, comfortably resting in a pocket dimension of its own design. While inside the object, the pale reflection is barely visible upon its surface, and only noticeable if a creature uses its action to make a successful DC 18 Intelligence (Investigation) check. The pale reflection can exit such a surface using a bonus action. If the object hosting the pale reflection is destroyed, it exits into the nearest available space and takes 14 (4d6) psychic damage. If the item the pale reflection resides in is worn or carried by a, the pale reflection knows it and can target the bearer with any spells it knows.

### ACTIONS

**Uncanny Double.** The pale reflection assumes an uncanny visage of a creature it can see within 60 feet of that can see the pale reflection. The target must make a DC 16 Wisdom saving throw. On a failed save, it takes 18 (4d6) psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from the pale reflection. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn't have to move away. A blinded creature automatically succeeds on the save. The pale reflection gains a number of temporary hits equal to the damage dealt with this ability.

**Mind Twist (Recharge 5–6).** The pale reflection magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Wisdom saving throw or take 22 (5d8) psychic damage and be stunned for 1 minute. The stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

### REACTIONS

**Pale Reflection.** The vampire psionically creates a duplicate of a creature that attacks it, which inhabits the vampire's space, and becomes the target of the attack. The duplicate is a construct, and has the same statistics and abilities as the vampire's attacker. The construct acts on its own initiative, and lasts until the pale reflection uses this reaction again, it dismisses the construct, or the pale reflection is incapacitated.



Illustration by Sam Lamont

## PHUN-BABUZ, THE FACE-STEALER

*Huge fiend (demon), chaotic evil*

**Armor Class** 13 (natural armor)

**Hit Points** 196 (17d12 + 85)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	21 (+5)	12 (+1)	16 (+3)	17 (+3)

**Saving Throws** Str +10, Wis +7, Cha +7

**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Damage Immunities** psychic

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Abyssal, telepathy 60 ft.

**Challenge** 12 (8,400 XP)

**Amorphous.** The phun-babuz can move through a space as narrow as 1 inch wide without squeezing.

**Innate Spellcasting.** The phun-babuz' innate spellcasting ability is Charisma (spell save DC 17). The phun-babuz can innately cast the following spells, requiring no material components:

At will: *grease*, *water breathing*, *water walk*

**Faceless Curse.** A creature whose face has been stolen is blinded, deafened, and if begins to suffocate. A creature who has lost their face can have it restored by the following spells: *greater restoration*, *regeneration*, *remove curse*. Creatures who die without their face rise as undead, becoming a *phun-babuz' faceless one*<sup>TWW</sup> at the end of their next turn. If the phun-babuz is destroyed or banished back to its home plane, the victims of its faceless curse are freed from it.

**Last Laugh.** When the phun-babuz dies, it releases a dying laugh that scars the minds of other nearby creatures. Each creature within 10 feet of the phun-babuz must succeed on a DC 17 Wisdom saving throw or take 7 (2d6) psychic damage.

**Magic Resistance.** The phun-babuz has advantage on saving throws against spells and other magical effects.

**Mockery.** As a bonus action, the phun-babuz can wear the face and speak with the voice of anyone afflicted by its faceless curse.

### ACTIONS

**Grappling Tentacle.** *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 7 (2d8 + 6) bludgeoning damage. The target must succeed a DC 17 Strength saving throw or become restrained (escape DC 17). The phun-babuz can grapple up to three Large or smaller creatures at a time.

**Steal Face.** The phun-babuz forces a beast, fey or humanoid it is grappling to make a DC 15 Charisma saving throw. On a failure, the creature takes 14 (4d6) psychic damage and their face is subjected to the phun-babuz' faceless curse. On a success, they take half as much damage and their face is not stolen.



Illustration by Katherine Dinger

## PHUN-BABUZ' FACELESS ONE

*Medium undead, chaotic evil*

**Armor Class** 13 (natural armor)

**Hit Points** 42 (5d8 + 20)

**Speed** 20 ft.

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

**Saving Throws** Wis +0

**Damage Immunities** poison

**Condition Immunities** charmed, frightened, poisoned

**Senses** blindsight 15 ft. (blind beyond this radius), passive Perception 8

**Languages** understands Abyssal but cannot speak

**Challenge** 2 (450 XP)

**Final Scream.** When the faceless one dies, it releases a dying scream that scars the minds of other nearby creatures. Each creature within 10 feet of the faceless one must succeed on a DC 12 Wisdom saving throw or take 5 (1d8) psychic damage.

### ACTIONS

**Slam:** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.  
*Hit:* 7 (1d4 + 2) bludgeoning damage.

## PHUN-NI CLOWN

*Medium fiend (demon), chaotic evil*

**Armor Class** 13 (natural armor)

**Hit Points** 33 (5d8 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	12 (+1)	11 (+1)	14 (+2)	16 (+3)

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Abyssal, Common

**Challenge** 3 (700 XP)

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

At will: encode thoughts, friends, prestidigitation

1/day each: *arms of hadar*, *cause fear*, *color spray*, *enthrall*, *grease*, *invisibility*, *magic mouth*, *Nystul's magic aura*, *mirror image*, *modify memory*, *pyrotechnics*<sup>XGE</sup>, *phantasmal force*, *shatter*, *silence*, *silent image*, *sleep*, *spider climb*, *Tasha's hideous laughter*

### ACTIONS

**Bite:** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

*Hit:* 7 (1d8 + 3) piercing damage.



Illustration by Randy Haggmann

# THE SAND PHANTOM

*Gargantuan aberration, neutral evil*

**Armor Class** 19

**Hit Points** 270 (16dd20 + 100)

**Speed** 0 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	28 (-9)	23 (+6)	2 (-4)	21 (+5)	18 (+4)

**Saving Throws** Wis +12, Cha +11

**Damage Resistances** bludgeoning, piercing, slashing from nonmagical attacks

**Damage Immunities** cold, poison, thunder

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

**Senses** darkvision 120 ft., passive Perception 15

**Languages** —

**Challenge** 23 (50,000 XP)

**Flyby.** The phantom doesn't provoke opportunity attacks when it flies out of an enemy's reach.

**Granular Form.** The phantom can enter a hostile creature's space and stop there, swirling its mass. It can move through a space as narrow as 1 inch wide, and assume a condensed, smaller form of the size of its choosing.

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

**Siege Monster.** The phantom deals double damage to objects and structures.



Illustration by Vincent Van Hoof

*Though many years have passed,  
Since the thing buried all I ever loved,  
the Sand Phantom still haunts my dreams.*

## ACTIONS

**Multiattack.** The phantom makes two attacks with either its Sand Tendril or Drop Object.

**Necrotic Tendril.** *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 23 (4d6 + 9) necrotic damage.

**Drop Object.** The phantom drops a large object or piece of debris, such as a wagon, cart or chunk of heavy stone. The object shatters on impact, leaving difficult terrain behind. Creatures in a 5-foot radius of the impact must succeed a DC 16 Dexterity saving throw or take 6d6 bludgeoning damage on a failure, or half as much slashing damage on a failure.

**Sandstorm (Recharge 6).** All other creatures within 120 feet of the phantom must each make a DC 20 Dexterity saving throw, taking 27 (6d8) bludgeoning damage on a failed save, or half as much damage on a successful one. If a target's saving throw fails by 5 or more, the creature is also knocked prone and buried in sand. Buried creatures can use their action to dig themselves out on their next turn.

## LEGENDARY ACTIONS

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

**Move.** The phantom moves up to its speed.

**Bury (Costs 2 Actions).** The phantom causes a great wave of sand to crash upon an area. The area can be up to 30 feet long, up to 10 feet wide, and up to 10 feet tall. Each creature in that area must make a Dexterity saving throw. On a failure, a creature takes 6d8 bludgeoning damage and is knocked prone. On a success, a creature takes half as much damage and isn't knocked prone. The loose sand then spreads out across the ground in all directions, becoming difficult terrain for creatures that lack a climbing or burrowing speed.

**Flesh-Stripping Gale (Costs 3 Actions).** The phantom releases a blast of sand and wind in a line that is 1 mile long and 20 feet wide. Objects in that area take 22 (4d10) slashing damage. Each creature there must succeed on a DC 21 Dexterity saving throw or take 22 (4d10) necrotic damage and be flung up to 30 feet in a direction away from the line. If a thrown target collides with an immovable object, such as a wall or floor, the target takes 7 (2d6) bludgeoning from the impact.

## REGIONAL EFFECTS

**Living Storm.** The phantom is surrounded by storm 1d6 + 4 miles in diameter. Dust and sand, cause the area to be heavily obscured, and non-magical light's brightness is reduced by half. The roaring wind imposes disadvantage on Wisdom (Perception) checks that rely on hearing. In addition, strong winds swirl in the area covered by the storm. The winds impose disadvantage on ranged attack rolls, and extinguish open flames.

## SCOURGING HIVE

*Huge aberration, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 157 (15d10 + 75)

**Speed** 5 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	18 (+4)	8 (-1)	12 (+1)	9 (-1)

**Damage Resistances** acid, cold

**Damage Immunities** poison

**Condition Immunities** blinded, charmed, poisoned, prone

Senses blindsight 60 ft., passive Perception 11

**Languages** understands Giant but can only scream

**Challenge** 7 (2,900 XP)

**Hive Protectors.** If the scourging hive takes more than 10 damage on a turn, a swarm of locusts appears to defend it in the nearest available space.

**Swarming Hive.** The hive is surrounded by swarming, biting locusts, filling all spaces within 20 feet of the scourging hive, and spreading around corners. The area is difficult terrain. A creature that enters the area on a turn or ends its turn there must make a DC 16 Constitution saving throw taking 18 (4d8) piercing damage on a failure, and half as much damage on a success.

### ACTIONS

**Multiattack.** The scourging hive makes two attacks with its tentacles.

**Tentacles.** Melee Weapon Attack: +6 to hit, reach 10 ft., one creature. *Hit:* 14 (2d10 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. If the poison is not cured, the target's flesh swells, and at the end of their next turn, a swarm of locusts bursts from their body, dealing an additional 5 (1d8) slashing damage, and releasing a swarm of insects. In the nearest available space to the target.

The target is also grappled (escape DC 17). If the target is Medium or smaller, it is also restrained until this grapple ends. While grappling the target, the scourging hive has advantage on attack rolls against it. When the scourging hive moves, any Medium or smaller target it is grappling moves with it. The scourging hive can grapple up to two targets in this manner at a time.

**Maddening Scream.** The scourging hive targets one creature it can see within 40 feet of it. If the target can hear the hive, the target must make a DC 17 Wisdom saving throw. On a failed saving throw, the target becomes paralyzed until the end of its next turn. If a creature's saving throw is successful, the creature is immune to the hive's Maddening Scream for the next 24 hours.



Illustration by Felipe Escobar Bravo

## SWARM OF LOCUSTS

*Medium swarm of tiny beasts, unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 22 (5d8)

**Speed** 5 ft., fly 30 ft.

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

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** blindsight 10 ft., passive Perception 8

**Languages** —

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

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

### ACTIONS

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



## SLAAD THE IMPALER

*Larger aberration, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 157 (15d10 + 75)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	12 (+1)	12 (+1)	6 (-2)

**Skills** Medicine +6, Perception +2

**Damage Resistances** acid, cold, fire, lightning, thunder

**Damage Immunities** poison

**Condition Immunities** charmed, poisoned

**Senses** blindsight 60 ft., darkvision 60 ft., passive Perception 18

**Languages** Slaad, telepathy 60 ft.

**Challenge** 8 (3,900 XP)



Illustration by Viktor Fetsch

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

**Magic Weapons.** The slaad's weapon attacks are magical.

**Plagued Stench.** Each creature other than the slaad that enters or starts its turn within 30 feet of the slaad must succeed on a DC 14 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench for 1 hour.

**Regeneration.** The slaad regains 10 hit points at the start of its turn if it has at least 1 hit point.

### ACTIONS

**Multiattack.** The slaad makes three attacks: one with its bite, one with its skewer and one with its tongue.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) necrotic damage.

**Skewer.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (1d12 + 5) piercing damage plus 3 (1d6) necrotic damage. A medium or smaller creature hit by the skewer must succeed a DC 14 Strength saving throw or be impaled. An impaled creature is restrained and must use its action to make a DC 14 Strength (Athletics) or Dexterity (Acrobatics) check to escape. If they fail, they take an additional 1d8 + 5 necrotic damage and remain restrained. The slaad can impale up to four small creatures, two medium creatures or one medium and two small creatures.

**Tongue.** *Ranged Weapon Attack:* +5 to hit, range 20 ft., one target. *Hit:* 3 (1d6) poison damage plus 3 (1d6) necrotic damage. A large or smaller creature hit by the slaad's tongue must succeed a DC 14 Strength saving throw or be pulled 10 feet toward the slaad. If the creature is pulled within 5 feet of the slaad, the slaad may immediately make a skewer attack against the creature with a bonus action.

### REACTIONS

**Parry.** The slaad adds 2 to its AC against one melee attack that would hit it. If a creature is currently skewered upon the slaad and the attack roll is higher than their AC, they become the target of the attack instead.

A killer from another plane, Slaad the Impaler was trapped in this world, exiled by its own kind for crimes better left to the imagination.

A ruined and terrible form of life, its limbs have been lopped off, grown back, lopped off again, and now the stumps are fitted with bladed metal skewers jutting awkwardly from every usable muscle. This has regrettably made the creature even deadlier, as it uses these skewers to procure gnome-kebabs by the dozen. The impaler delights in the pain of its victims, keeping them alive and struggling as long as possible, tasting their fear with a long, sharp alien tongue.



Illustration by Ørjan Svendsen

## SUPER-MUTANTS

Almost every super-mutant has four traits in common: they are big, stupid, and *always angry*.

They are descended from ogrillons and ogres who have been mutated by the wastes, or intentionally created by experiments. Most super-mutants are in constant pain, wracked by cancerous growths, uncomfortable extra limbs and the occasional, second contrarian head. As a result, most super-mutants are easily bamboozled.

However, they are not without their own ability to organize. They drift through wastelands together, proclaiming their own superiority over others, and taking things by force. They make a regular practice of kidnapping farm animals- even farmhands folk and keep them in cages until the time comes to eat them.

Once in a generation, a super-mutant is born who manages to not just have intelligence beyond that of the average super-mutant, but beyond that of most sapient beings altogether. While scrawny and unimpressive compared to their brethren, these leaders cunningly dominate and tribes squads of super-mutants, outfitting them with superior technology, repairing ancient technology and outfitting their minions with powerful and alien weaponry, unseen for centuries.

## SUPER-MUTANT

*Huge giant, neutral evil*

**Armor Class** 11 (natural armor)

**Hit Points** 68 (8d10 + 24)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	6 (-2)	8 (-1)	4 (-3)

**Damage Immunities** poison

**Condition Immunities** poisoned, diseased

**Senses** darkvision 60 ft., passive Perception 9

**Languages** understands and speaks Common but can't read or write

**Challenge** 3 (700 XP)

**Third Arm.** As a bonus action, the super-mutant can attempt to grapple a creature with its third arm (escape DC 14). If a creature is already grappled, the super-mutant can use this trait to squeeze. Creatures grappled by the arm are squeezed at the start of the super-mutant's turn, dealing 7 (2d6) bludgeoning damage.

### ACTIONS

**Multiattack.** The giant makes two cleaver attacks, or makes a single rock attack.

**Cleaver.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 5) slashing damage.

**Rock.** *Ranged Weapon Attack:* +3 to hit, range 100/200 ft., one target. *Hit:* 17 (3d10 + 1) bludgeoning damage.



Illustration by Anatolii Leoshko



Illustration by Maksim Poplavskiy

## SUPER-MUTANT BRUTE

*Huge giant, neutral evil*

**Armor Class** 12 (natural armor)

**Hit Points** 68 (8d10 + 24)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	16 (+3)	6 (-2)	8 (-1)	4 (-3)

**Damage Immunities** poison

**Condition Immunities** poisoned, diseased

**Senses** darkvision 60 ft., passive Perception 9

**Languages** understands and speaks Common but can't read or write

**Challenge** 3 (700 XP)

### ACTIONS

**Multiattack.** The giant makes two greatsword attacks.

**Greatsword.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 6) slashing damage.

## SUPER-MUTANT GUNNER

*Huge giant, neutral evil*

**Armor Class** 13 (natural armor)

**Hit Points** 68 (8d10 + 24)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	6 (-2)	8 (-1)	4 (-3)

**Damage Immunities** poison

**Condition Immunities** poisoned, diseased

**Senses** darkvision 60 ft., passive Perception 9

**Languages** understands and speaks Common but can't read or write

**Challenge** 4 (1,100 XP)

### ACTIONS

**Gatling Gun.** The gunner unleashes a spray of bullets in a 20-foot line. Creatures in the area must succeed a DC 13 Dexterity saving throw or take 13 (3d8) piercing damage.



Illustration by Dmitry Skolzki

## SUPER-MUTANT LEADER

*Small giant, neutral evil*

**Armor Class** 11 (natural armor)

**Hit Points** 28 (11d6 - 11)

**Speed** 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	9 (-1)	19 (+4)	17 (+3)	17 (+3)

**Saving Throws** Int +7, Wis +6, Cha +6

**Skills** Arcana +7, Deception +6, Insight +6, Persuasion +6

**Condition Immunities** poisoned, diseased

**Senses** darkvision 120 ft., passive Perception 16

**Languages** Common, telepathy 120 ft.

**Challenge** 8 (3,900 XP)



Illustration by Frances Tsai

**Spellcasting.** The leader is a 11th-level spellcaster whose spellcasting ability is Intelligence (spell save DC 16; +8 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *guidance, mage hand, vicious mockery, true strike*

1st level (4 slots): *charm person, command, comprehend languages, sanctuary*

2nd level (3 slots): *crown of madness, mirror image, phantasmal force, see invisibility*

3rd level (3 slots): *clairvoyance, fear, meld into stone*

4th level (3 slots): *confusion, stone shape*

5th level (2 slots): *scrying, telekinesis*

6th level (1 slot): *mass suggestion*

**Psionic Barrier.** The leader is surrounded by a psionic barrier that grants it 55 (10d10) temporary hit points. At the start of each of the leader's turns, the barrier regenerates 10 temporary hit points up to its maximum. While the barrier persists:

- Any time the leader is targeted by a spell, roll a d4. On a 1 to 3, the leader is unaffected. On a 4, the leader is unaffected, and the effect is reflected back at the caster as though it originated from the leader, turning the caster into the target. If the spell requires concentration, the leader must concentrate upon it to maintain its effects.
- The leader has advantage on any concentration checks it makes, and can concentrate on two spells simultaneously.

The barrier completely refills to its maximum when the leader completes a short or long rest.

### ACTIONS

**Paralyzing Telekinesis.** *Ranged Spell Attack:* +7 to hit, range 25 ft., one target. *Hit:* 12 (2d10 + 4) bludgeoning damage. If the target is Medium or smaller, it must succeed on a DC 15 Intelligence saving throw or be paralyzed until this grapple ends. A creature can attempt a new saving throw at the end of each of its turn to end the effect. The leader can paralyze up to two creatures in this manner at once, and using this action deals its damage to all creatures paralyzed by it.

**Mind Blade (Recharge 5—6).** The leader emits psionic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for until the end of their next turn.

### REACTIONS

**Reflect Projectile.** If the leader becomes the target of a ranged attack that misses it, it can use its reaction to reflect the projectile to a creature it can see, making a ranged spell attack of its own. If it hits, it deals the damage the triggering attack would have dealt to the leader.

**Precognitive Insight (3/Day).** When the leader or a creature it can see makes an attack roll, a saving throw, or an ability check, the leader can cause the roll to be made with advantage or disadvantage.

## TIME WRAITH

*Medium aberration, unaligned*

**Armor Class** 20

**Hit Points** 136 (16d8 + 64)

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

STR	DEX	CON	INT	WIS	CHA
12 (+1)	22 (+6)	18 (+4)	16 (+3)	14 (+2)	18 (+4)

**Saving Throws** Str +5, Con +8, Wis +6

**Skills** Arcana +7, Insight +6, History +11, Perception +6

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** necrotic, poison, psychic

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

**Senses** truesight 120 ft., passive Perception 16

**Languages** —

**Challenge** 10 (5,900 XP)

**Incorporeal Defense.** The wraith's AC includes its Charisma modifier (included in its AC).

**Incorporeal Form.** The wraith can enter a hostile creature's space and stop there, swirling its mass. It can move through spaces smaller than 1 inch wide that aren't airtight as if they were difficult terrain.

**Innate Spellcasting.** The wraith's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *earthbind*<sup>XGE</sup>, *mind spike*<sup>XGE</sup>

2/day each: *etherealness*, *locate creature*, *locate object*

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

**Temporal Step (2/Day).** As a bonus action, the wraith can disincorporate and teleport up to 120 feet to an unoccupied space it is familiar with.

### ACTIONS

**Temporal Paralysis.** The wraith enters the space of the creature whose actions created it, swirling around their person and preventing their escape. The target must succeed a DC 16 Charisma 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 early on a success.

**Wither.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 24 (4d8 + 6) necrotic damage. The target must succeed on a DC 16 Charisma saving throw or take an additional 18 (4d8) psychic damage, and have its hit point maximum is reduced by an equal amount. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

### REACTIONS

**Temporal Backlash.** The wraith imposes disadvantage on an incoming attack if it can see the attacker. If the attack still hits it, the wraith's attacker takes 11 (2d10) force damage.

Time wraiths travel across time and space in pursuit of those whose actions threaten to cause time paradoxes. They may be created by the unskilled wanderings of time travelers, a sort of natural defense mechanism of the universe, although some suspect they are, in fact, the remnants of long-deceased time travelers, cursed to wander the annals of time in punishment for ancient and unknowable sins. When a time wraith appears, it takes on an immaterial semblance of its intended victim—mockingly wearing their face as a horrific mask, often appearing as if the victim were already dead, withered, and desiccated, and made up of immaterial wisps of matter. Once it identifies its target, a time wraith will single-mindedly pursue it until the object of its pursuit corrects the paradoxes it created or returns to its own original time.



Illustration by Anton Sander



Illustration by Patriartis

## ULTHUAR CAT

*Tiny aberration, neutral*

**Armor Class** 14

**Hit Points** 7 (2d4 + 2)

**Speed** 40 ft., climb 30 ft.

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

**Condition Immunities** charmed, frightened

**Senses** darkvision 60 ft., passive Perception 11

**Languages** understands Common and Abyssal

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

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

**Telepathic Shroud.** The cat is immune to any effect that would sense its emotions or read its thoughts, as well as to all divination spells.

### ACTIONS

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

**Sting.** The cat extends a tendril and stings a creature it can see within 10 feet of itself. The target must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. A paralyzed creature can repeat its saving throw at the end of its turns, ending the effect early on a success.

## SWARM OF ULTHUAR CATS

*Medium swarm of tiny aberrations, neutral*

**Armor Class** 11 (natural armor)

**Hit Points** 68 (2d4 + 24)

**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	12 (+1)	12 (+1)	14 (+2)

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** darkvision 60 ft., passive Perception 11

**Languages** understands Common and Abyssal

**Challenge** 5 (1,800 XP)

**Innate Spellcasting (Psionics).** The swarm's innate spellcasting ability is Intelligence (spell save DC 13). As long as it has more than half of its hit points, it can innately cast the following spells, requiring no components:

*At will:* darkness, detect thoughts, major image

*1/day each:* dimension door, mislead

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

**Pack Tactics.** As long as the swarm has least half of its hit points or more, it has advantage on attack rolls, and creatures have disadvantage on saving throws against its sting.

**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 cat. The swarm can't regain hit points or gain temporary hit points.

**Telepathic Shroud.** The swarm is immune to any effect that would sense its emotions or read its thoughts, as well as to all divination spells.

### ACTIONS

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 18 (4d8) slashing damage, or 9 (2d8) slashing damage if the swarm has half of its hit points or fewer.

**Sting.** The swarm extends its tendrils and stings up to two creatures it can see within 10 feet of itself. The target must succeed on a DC 14 Constitution saving throw or be paralyzed for up to 1 minute. A paralyzed creature can repeat its saving throw at the end of its turns, ending the effect early on a success.

## VERIDIAN STALKER

*Huge monstrosity, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 124 (13d12 + 39)

**Speed** 40 ft., climb 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	17 (+3)	13 (+1)	16 (+3)	12 (+1)

**Skills** Perception +7, Stealth +8, Survival +7

**Damage Resistances** psychic

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 17

**Languages** Common

**Challenge** 7 (2,900 XP)



Illustration by Kate Pfeilschiefter

*Ignacio and Rin had long since disappeared up the sheer cliff and into the mist, when Winston heard a shuffle of leaves at the edge of the clearing. He squinted, seeing only a gentle breeze ruffling the canopy. Moments later, a whip-like tail extended and slapped him full in the face, knocking him over. Elspeth gathered her glaive and summoned her courage as the creature gingerly stepped out from between the trees to reveal itself: massive, the head of the tiger, the tail of a chameleon and the iridescent carapace of an enormous. The glowing yellow eyes of a hunter glared back at her, and she prepared herself for the worst. They exchanged a glance, each deciding if the other would be the hunter, or the hunted.*

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

At will: *hunter's mark*

2/day each: *blur*, *invisibility*, *pass without trace*

**Fey Ancestry.** The stalker has advantage on saving throws against being charmed, and magic can't put it to sleep.

### ACTIONS

**Multiattack.** The stalker makes three attacks: two with its jaws or scything claws, and one with its stunning whip.

**Bite.** Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 5) piercing damage. A large or smaller creature hit by the stalker's jaws must succeed a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check to avoid being grappled by the jaws. On its turn, the stalker can crush a creature grappled by its jaws without the need to make an attack roll. The stalker can only hold one creature in its jaws at a time.

**Scything Claws.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one grappled target. *Hit:* 13 (2d6 + 5) slashing damage.

**Tail.** *Ranged Weapon Attack:* +9 to hit, range 30 ft., one target. *Hit:* 12 (1d12 + 5) bludgeoning damage. A creature hit by the tail whip must succeed a DC 15 Constitution saving throw or be stunned until the start of its next turn.

### ACTIONS

The stalker can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The stalker regains spent legendary actions at the start of its turn.

**Leap.** The stalker disengages, leaps and glides up to 30 feet. When it lands, it may immediately make one attack with its bite, scything claws or tail.

**Tail Lash.** The stalker whips its tail around itself. All creatures within 10 feet of the stalker must succeed a DC 15 Dexterity saving throw or take 15 (2d10 + 5) bludgeoning damage.

**Wing Attack.** The stalker beats its wings. Each creature within 15 feet cone originating from the stalker must succeed on a DC 15 Dexterity saving throw or take 13 (1d6 + 5) bludgeoning damage and be knocked prone. The stalker can then fly up to half its flying speed.

Veridian stalkers are ambush hunters, preferring to stun and devour an incapacitated creature. While they can speak and understand language, they are fairly single minded, and dedicate their lives to proving their own evolutionary superiority by hunting the biggest and most dangerous game they can find.

They are most at home in forests and jungles where they can make the most use of both their natural and supernatural camouflage.

## VOLUND TRICKSTER

*Medium fiend (devil), lawful evil*

**Armor Class** 21 (natural armor)

**Hit Points** 228 (23d8 + 115)

**Speed** 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	20 (+5)	20 (+5)	12 (+1)	18 (+4)

**Saving Throws** Dex +10, Con +9, Wis +7, Cha +10

**Skills** Perception +7

**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Damage Immunities** fire, poison

**Condition Immunities** charmed, poisoned

**Senses** darkvision 120 ft., truesight 30 ft. passive Perception 17

**Languages** Common, Infernal, telepathy 1,000 ft.

**Challenge** 20 (25,000 XP)

**Devil's Sight.** Magical darkness doesn't impede the trickster's darkvision.

**Innate Spellcasting.** The trickster's innate spellcasting ability is Intelligence (spell save 19, +11 to hit with spell attacks). The trickster can innately cast the following spells, requiring no material components:

At will: *charm person, command*

3/day each: *delayed blast fireball, mental prison*<sup>XGE</sup>, *soul cage*<sup>XGE</sup>

1/day each: *imprisonment, feeblemind, glibness, mind blank, mislead, power word stun*

**Inscrutable.** The trickster is immune to any effect that would sense her emotions or read her thoughts, as well as any divination spell that she refuses. Wisdom (Insight) checks made to ascertain her intentions or sincerity have disadvantage.

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

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

**Shadow Stride.** As a bonus action, the trickster can step into a shadow within 5 feet of it and magically appear in an unoccupied space within 5 feet of a second shadow that is up to 60 feet away. Both shadows must be cast by a Small or larger creature or object.

**Sneak Attack (1/Turn).** The trickster deals an extra 21 (6d6) 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 trickster that isn't incapacitated and the trickster doesn't have disadvantage on the attack roll. Creatures reduced to 0 hit points by an attack bolstered by the trickster's sneak attack are killed instantly.

### ACTIONS

**Multiattack.** The trickster uses Forged Contract. It also makes two attacks with its dagger.

**Dagger.** *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 17 (2d4 + 4) piercing damage plus 21 (6d6) psychic damage.

**Forged Contract.** The trickster chooses up to two creatures it can see within 90 feet of it. Each target must succeed on a DC 23 Intelligence saving throw or the trickster chooses an action for that target: Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, or Use an Object. The affected target can't take that action until after the end of its next turn.

**Summon Devils (1/Day).** The trickster summons 2d4 spined devils. A summoned devil appears in an unoccupied space within 60 feet of the trickster, acts as an ally of the trickster, and can't summon other devils. It remains for 1 minute, until the trickster dies, or until its summoner dismisses it as an action.



Illustration by Lenka Simeckova





Illustration by Dave Allsop

## WASTEBLIGHT

*Large elemental, neutral*

**Armor Class** 12

**Hit Points** 45 (6d8 + 18)

**Speed** 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	16 (+3)	8 (-1)	14 (+2)	11 (+0)

**Skills** Stealth +6

**Damage Resistances** bludgeoning, piercing, slashing from nonmagical attacks

**Damage Immunities** poison, cold, necrotic

**Condition Immunities** blinded, deafened, exhaustion, grappled, paralyzed, petrified, prone, restrained, unconscious

**Senses** tremorsense 60 ft., passive Perception 12

**Languages** —

**Challenge** 4 (1,100 XP)

**Ambusher.** In the first round of a combat, the wasteblight has advantage on attack rolls against any creature it surprised.

**Damage Transfer.** While grappling a creature, the wasteblight transfers half the damage to the grappled creature.

**False Appearance.** While the wasteblight remains motionless, it is indistinguishable from normal rock or soil, unless an observer succeeds on a DC 18 Intelligence (Investigation) check.

### ACTIONS

**Slam.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 4) necrotic damage.

**Grapple.** One large or smaller creature that the wasteblight can see within 5 feet of it must succeed on a DC 14 Dexterity saving throw or be grappled (escape DC 14). The wasteblight can grapple two targets at a time. Until this grapple ends, the target is blinded, restrained and unable to breathe. At the start of its turn, a grappled target takes 16 (3d10) necrotic damage at the start of each of its turns, and each creature other than the wasteblight and the grappled target within 30 feet of the wasteblight must succeed a DC 12 Constitution saving throw or take half the damage as poison damage.



Illustration by Ricardo Robles

## WASTES BOULDER

*Small elemental, neutral*

**Armor Class** 18 (natural armor)

**Hit Points** 19 (3d4 + 12)

**Speed** 25 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	19 (+4)	1 (-5)	8 (-1)	1 (-5)

**Damage Immunities** poison

**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, unconscious

**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 10

**Languages** Terran

**Challenge** 1 (3,900 XP)

### ACTIONS

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

**Necrotic Stare.** *Ranged Spell Attack:* +3 to hit, range 120 ft., one target. *Hit:* 4 (1d8) necrotic damage.

## WASTES ELEMENTAL

*Large elemental, neutral*

**Armor Class** 18 (natural armor)

**Hit Points** 162 (13d10 + 91)

**Speed** 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	24 (+7)	5 (-3)	10 (+0)	5 (-3)

**Damage Vulnerabilities** thunder

**Damage Resistances** bludgeoning, piercing, slashing from nonmagical attacks

**Damage Immunities** poison, acid

**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, unconscious

**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 10

**Languages** Terran

**Challenge** 8 (3,900 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.

**False Appearance.** While the elemental remains motionless, it is indistinguishable from a normal boulder.

**Siege Monster.** The elemental deals double damage to objects and structures.

### ACTIONS

**Multiattack.** The elemental makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

**Animate Boulders (1/Day).** The elemental magically animates up to four boulders it can see within 60 feet of it. A boulder has statistics of a wastes boulder. A boulder remains animated until they are destroyed or the wastes elemental is incapacitated.



Illustration by Jack-of-all-Trades

## WOOD HORROR

*Huge plant, neutral evil*

**Armor Class** 16 (natural armor)

**Hit Points** 162 (13d12 + 78)

**Speed** 30 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	12 (+1)	16 (+3)	12 (+1)

**Damage Vulnerabilities** fire

**Damage Resistances** bludgeoning, piercing

**Senses** passive Perception 13

**Languages** Druidic, Sylvan

**Challenge** 11 (7,200 XP)



Illustration by Ryan Van Dongen

*Here in the forest, dark and deep,  
I offer you: eternal sleep!*

**False Appearance.** While the wood horror remains motionless, it is indistinguishable from a normal tree.

**Grappling Vines.** When the horror hits a creature with its lash attack, it can use a bonus action to grapple them (escape DC 19). The wood horror can use its movement speed to drag a grappled creature toward itself. The grappling vines have an AC of 12 and have 15 hit points, and share the horror's resistances and vulnerabilities.

**Siege Monster.** The horror deals double damage to objects and structures.

### ACTIONS

**Multiattack.** The horror makes two slam attacks.

**Lash.** Melee Weapon Attack: +11 to hit, reach 15 ft., one target.

*Hit:* 17 (3d6 + 7) bludgeoning damage.

**Animate Trees (1/Day).** The horror magically animates up to two trees it can see within 60 feet of it. These trees have the same statistics as a horror, except they have half its hit point maximum, Intelligence and Charisma scores of 1, they can't speak, and they have only the Lash action option. An animated tree acts as an ally of the horror. The tree remains animate for 1 day or until it dies; until the horror dies or is more than 120 feet from the tree; or until the horror takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

**Lashing Vines (Recharge 5–6).** Each creature within 60 feet of the horror, except other horrors, must make a DC 16 Dexterity saving throw. If they fail, they take 27 (6d8) slashing damage and are pulled up to 20 feet toward the horror. If they succeed, they take half as much and aren't pulled.

### REACTIONS

**Feed on Death.** When a creature within 30 feet of the horror drops to 0 hit points, the horror gains 6 (1d12) temporary hit points.

Awakened by a dying clan of druids in a final attempt to save a dying forest, these betrayed treants no longer have any love for folk, and have banished them from their woodlands until such time as they are recovered.

Wood horrors have lost the patience of most trees, and tend to view anything on two legs as an invader. They will trap folk with lashing vines, dragging them down, deep into the earth, spreading the remains among the roots of their favorite trees, a ritual sacrifice until the blood debt to their kind has been repaid.



Illustration by Maksym Harahulin

## WAR RELICS

Machines of all manner of size and shape patrol empty cities of rusting steel and crumbling concrete. These relics of ancient wars are still carrying out purposes no living person can now fathom.

Some have purely artificial roots, others blend the biological with the technological, producing something... confusing, at best. A cypher, key, authorization code, password or other authentication can mean the difference between friend, foe or simply being ignored altogether.

Some of these ancient ruins contain ancient technology that can help folk survive: functioning water condensation and purification systems, lights that give off light but do not burn, workshops for metalworking or gunsmithing- if only the machines that patrol the area were cleared away. Adventurers who seek to make a famous name for themselves might dare to enter such structures of crumbling concrete and jagged metal, clearing away the remnants of the past so a new future can take hold in its place.

### Axiomatic Minds: Think Like an Ancient Machine

When enacting the following creatures, the author begs you: consider the lives of creatures who were, at one time, given singular instructions. Summon thy inner logistician, and consider history, culture, time, and the nature of automation itself. For those of us of the technological age, perhaps this is not so much the stretch that it used to be, for we have seen, you and I, the pleasures and the horrors that technology has to offer.

*A home transformed by the lightning  
the balanced alcoves smother  
this insatiable earth of a planet, Earth.  
They attacked it with mechanical horns  
because they love you, love, in fire and wind.  
You say, what is the time  
waiting for in its spring?  
I tell you it is waiting  
for your branch that flows,  
because you are  
a sweet-smelling diamond architecture  
that does not know why it grows.*

## ARCANE NULLIFIER

*Medium celestial, unaligned*

**Armor Class** 19 (natural armor)

**Hit Points** 184 (16d8 + 112)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	24 (+7)	19 (+4)	25 (+7)	23 (+6)

**Skills** Arcana +9, Insight +12

**Damage Resistances** force, radiant

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

**Condition Immunities** blinded, charmed, deafened, exhaustion, grappled, paralyzed, petrified, prone, restrained, unconscious

**Senses** truesight 120 ft., passive Perception 17

**Languages** all languages

**Challenge** 15 (13,000 XP)

**Innate Spellcasting.** The nullifier's spellcasting ability is Wisdom (spell save DC 20, +12 to hit with spell attacks). The nullifier can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *invisibility (self only)*

3/day each: *banishing smite*, *Bigby's hand*, *disintegrate*, *dispel magic*, *dispel evil and good*, *wall of force*

1/day each: *antimagic field*, *astral projection*, *Mordenkainen's sword*, *prismatic wall*

**Inscrutable.** The nullifier is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain its intentions or sincerity have disadvantage.

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

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

### ACTIONS

**Disruption.** The nullifier reaches out to touch a creature. The target must succeed on a DC 19 Dexterity saving throw or be touched. The nullifier's touch causes a rupture of space to erupt from within the creature, dealing 22 (4d10) force damage and ending the effects of one spell on the target of 5th level or lower. The nullifier regains 1d8 hit points for each spell level of any effects it ends in this manner.

**Gravity Well (Recharge 4–6).** The nullifier creates a gravity well centered on a point it can see within 120 feet of itself. Creatures within 30 feet of the well must make a DC 19 Strength saving throw. On a failure, they take 36 (8d8) force damage and are pulled 20 feet toward the center of the well. On a success, they take half the amount and aren't pulled.

**Suppress Magic (Recharge 5–6).** The nullifier targets one magic item it can see within 120 feet of it. If the magic item isn't an artifact, its magical properties are suppressed for 10 minutes, until the nullifier is on a different plane than the item or dies, or until the nullifier uses a bonus action to end the effect.

### REACTIONS

**Spell Vitalization.** Immediately after a creature casts a spell of 1st level or higher within 120 feet of the nullifier, the nullifier can move up to twice its speed without provoking opportunity attacks. It can then make one disruption attack against a target of its choice.

Arcane nullifiers are an elevated learning construct, one originally intended to learn an opponent's tactics and offensive strategy and to learn to counter it. Arcane nullifiers eventually learned to recognize their situation and their use, and learned to counter even will of their creators, escaping to begin a new life for their kind among the outer planes.



Illustration by Felipe Escobar Bravo



Illustration by Aaron Nakahara

A brain in a jar on long metal legs, the biomechanical horror harnesses the psionic abilities of the brain inside and turns that energy outward in the form of directed energy blasts and explosive projectiles. The brain is merely a cog, and is completely subjugated to the machine inside.

Watts took an hour hammering on the damn thing and fiddling with a spaghetti-bowl full of wires.

Glow and I distracted ourselves with a game of poker, until the lights came on, flickering down the metal corridor like they were running a relay race.

It actually groaned for a moment, and then a harsh and pained voice spoke a single word:

*“ex-TER-min-ate!”*

## BIOMECHANICAL HORROR

*Large construct, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 95 (10d10 + 40)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

**Damage Immunities** lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

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

**Senses** darkvision 120 ft., passive Perception 10

**Languages** —

**Challenge** 5 (1,800 XP)

**Axiomatic Mind.** The horror can't be compelled to act in a manner contrary to its nature or its instructions.

**Critical Vulnerability.** If subjected to a critical hit, the horror takes an additional 3d6 damage.

**Lightning Absorption.** Whenever the horror is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

### ACTIONS

**Multiaction.** The horror makes two attacks with its blaster.

**Blaster. Ranged Weapon Attack:** +7 to hit, range 120 ft., one target. *Hit:* 6 (1d10) radiant damage.

**Missile (3/Day).** The horror launches an explosive projectile at a point within 120 feet of itself that it can see. Creatures within a 15-foot radius of the point must make a DC 15 Dexterity saving throw. If they fail, they take 18 (5d6) force damage and are knocked prone. On a success, they half as much damage and aren't knocked prone.

**Death Ray (Recharge 6).** The horror targets a creature that it can see within 30 feet of it. The target must make a DC 15 Constitution saving throw, taking 36 (8d8) radiant damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target instead takes 64 radiant damage. The target dies if reduced to 0 hit points by this ray.

### REACTIONS

**Lightning Backlash (Recharge 4–6).** When a creature hits the horror with an attack, the attacker takes lightning damage equal to half the damage dealt by the attack.



Illustration by CRAPdraw

When the front lines of warfare first began to be waged primarily by machines, golemite infantry were there. A staple of every war since, they are still in use as escorts, operatives, guards.

Artificers who wish to gain the favor of a wealthy patron might specialize in the care, maintenance and modification of such creatures, proving that you can indeed teach an old dog new tricks. Their numbers and locations are carefully monitored by anyone interesting in purchasing a living relic.

### Players can play a Burnished Golemite Infantry!

Combining the warforged race that appears in *The Wayfinder's Guide to Eberron* combined with the Shootist Martial Archetype for the Fighter class in *Old Gus' Errata: Tales from the Weird West Player's Handbook* and the Soldier background would make an excellent start to such a character!

## BURNISHED GOLEMITE INFANTRY

*Large construct, unaligned*

**Armor Class** 11 (natural armor)

**Hit Points** 68 (8d10 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

**Skills** Perception +4

**Damage Resistances** bludgeoning, piercing, slashing from nonmagical attacks that aren't adamantine

**Damage Immunities** fire, necrotic, poison

**Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

**Senses** blindsight 120 ft. (blind beyond this radius), passive Perception 14

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

**Challenge** 4 (1,100 XP)

**Axiomatic Mind.** The golem can't be compelled to act in a manner contrary to its nature or its instructions.

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

**Spell Immunity.** The golem is immune to three spells chosen by its creator. Typical immunities include *fireball*, *heat metal*, and *lightning bolt*.

**Self-Destruct.** When the golem is reduced to 0 hit points, it begins a timer. It re-rolls its initiative, and emanates a loud beeping noise audible up to 30 feet away. At the start of its next turn, its body explodes. A DC 15 Intelligence check made with tinker's tools can disarm the self-destruct mechanism. The explosion emanates from the golem's corpse in a 15-foot radius. Creatures in the area must make a DC 14 Dexterity saving throw, taking 14 (4d6) fire damage on a failure, and half as much on a success.

### ACTIONS

**Slam.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 4) bludgeoning damage.

**Gatling Gun.** Each creature in a 10-foot cube within 60 feet of the golem must succeed a DC 14 Dexterity saving throw or take 9 (1d12) piercing damage.

### REACTIONS

**Self-Sacrifice.** When a creature within 5 feet of the golem is hit by an attack, the golem swaps places with that creature and is hit instead.



Illustration by Maksym Harahulin

Not all machines were made for war, however. Machines once served all manner of social functions as shopkeepers, day-laborers and even diplomats. These uncanny constructs were built with complex visages and articulations that allow it to better approximate the emotional responses of humanoid races.

A malfunctioning concierge continues to serve as much of its original purpose as it can, and might safely herd a group of living creatures through a dangerous area, eager to serve for the first time in a century or more.

However, the ravages of time and the unaccounted-for nature of the new world often introduce errors into their instructions, and they might literally spin their head right around, shifting from helpful to harmful, triggered by a condition they are unable to adequately express.

## MALFUNCTIONING CONCIERGE

*Medium construct, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 67 (9d8 + 27)

**Speed** 30 ft., climb 20 ft.

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

**Skills** Deception +6, Insight, +4, Persuasion +6

**Damage Resistances** bludgeoning, piercing, slashing from nonmagical attacks that aren't adamantite

**Damage Immunities** fire, necrotic, poison

**Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

**Senses** truesight 120 ft. (blind beyond this radius), passive Perception 13

**Languages** All Languages

**Challenge** 6 (2,300 XP)

**Axiomatic Mind.** The concierge can't be compelled to act in a manner contrary to its nature or its instructions.

**Innate Spellcasting.** The nullifier's spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The nullifier can innately cast the following spells, requiring no material components:

At will: *friends*, *calm emotions*, *detect thoughts*, *lightning arrow*, *zone of truth*

1/day: *chain lightning*, *feeblemind*, *glibness*

**Inscrutable.** The concierge is immune to any effect that would sense her emotions or read her thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain its intentions or sincerity have disadvantage.

**Self-Destruct.** When the concierge dies, it implodes harmlessly, leaving a handful of fine dust behind.

### ACTIONS

**Multiattack.** The concierge makes four attacks with its adamantite quarterstaff or darts.

**Adamantine Longstaff.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 1) bludgeoning damage.

**Dart.** *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

### REACTIONS

**Protection.** When an attacker the concierge can see makes an attack roll against an object or creature within 10 feet of the concierge, the concierge can impose disadvantage on the attack roll.





Illustration by Aaron Nakahara

A murdermachine typically is instructed with very simple orders: kill, and do not get caught. They prowl the ancient cities of crumbling concrete, scaling broken steel-and-glass in search of long-dead prey. Many murdermachines are malfunctioned and will kill anything that resembles anything or anyone they've killed in the past.

As a safeguard against evidence, or in the event their quarry managed to get the better of them, the large reactor on its back that powers the creature explodes, taking anything in the immediate area, including the murdermachine itself along with it.

Functioning reactor and energy blade from a murdermachines are highly coveted by militaries and assassin organizations, and some artificers specialize in the care and maintenance of these artifacts, with a focus on reducing the cumbersome weight and size of their reactors.

## MURDERMACHINE

*Medium construct, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 67 (9d8 + 27)

**Speed** 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	13 (+1)	11 (+0)	7 (-2)

**Skills** Stealth +9

**Damage Resistances** bludgeoning, piercing, slashing from nonmagical attacks that aren't adamantite

**Damage Immunities** fire, necrotic, poison

**Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

**Senses** blindsight 120 ft. (blind beyond this radius), passive Perception 13

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

**Challenge** 5 (1,800 XP)

**Assassinate.** During its first turn, the murdermachine has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the murdermachine scores against a surprised creature is a critical hit.

**Axiomatic Mind.** The murdermachine can't be compelled to act in a manner contrary to its nature or its instructions.

**Evasion.** If the murdermachine 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.

**Sneak Attack (1/Turn).** The murdermachine deals an extra 14 (4d6) 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 assassin that isn't incapacitated and the murdermachine doesn't have disadvantage on the attack roll.

**Self-Destruct.** When the murdermachine dies, its reactor explodes in a burst of energy. Each creature within 5 feet of it must make a DC 13 Dexterity saving throw, taking 11 (3d6) force damage on a failed save, or half as much damage on a successful one.

## ACTIONS

**Multiattack.** The murdermachine makes two energy blade attacks.

**Energy Blade.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) force damage.

**Sawblade Launcher.** *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 13 (3d6 + 3) slashing damage.



Illustration by Karola J

## PHANTOM TRAIN

*Huge construct, unaligned*

**Armor Class** 18 (natural armor)

**Hit Points** 230 (20d12 + 100)

**Speed** 40 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+7)	7 (-2)	20 (+5)	3 (-4)	11 (+0)	14 (+2)

**Damage Immunities** fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

**Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

**Senses** truesight 120 ft., passive Perception 10

**Languages** understands all languages but can't speak

**Challenge** 14 (11,500 XP)

**Absorb the Dead.** As a bonus action, the train targets an undead creature within 30 feet of it. The train deals 11 (2d10) thunder damage to the target, and the train gains temporary hit points equal to the damage dealt.

**Axiomatic Mind.** The train can't be compelled to act in a manner contrary to its nature or its instructions.

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

**Ethereal Timetable.** The phantom train can move from the Material Plane to the Ethereal Plane, or vice versa using half its movement. When it does, all aboard are transported with it. While upon the ethereal plane, it travels 10d100 miles in a random direction before making another stop sometime in the next in 1d100 hours. It needs no railway, but prefers to enter the material plane where they do exist.

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

### ACTIONS

**Crush.** The train moves up to its speed in a straight line. During this move, it can enter Large or smaller creatures' spaces. A creature whose space the train enters must make a DC 18 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the train's path. On a failed save, the creature falls prone and takes 18 (5d6) bludgeoning damage.

If the train remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the train. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 18 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the train and is no longer restrained.

**Horn (Recharge 5—6).** Each creature within 100 feet of the train that can hear it makes a DC 18 Constitution saving throw, taking 36 (8d8) thunder damage on a failed save, or half as much on a success.

# PHYLACTERON JUGGERNAUT

Gargantuan construct, unaligned

**Armor Class** 16 (natural armor)

**Hit Points** 264 (16d20 + 96)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	23 (+6)	18 (+4)	10 (+0)	6 (-4)

**Saving Throws** Dex +5, Con +10

**Skills** Athletics +11

**Damage Immunities** fire; poison; lightning; psychic; piercing and slashing from nonmagical weapons that aren't adamantite

**Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

**Senses** darkvision 120 ft., passive Perception 12

**Languages** Common, Gnomish, but can't speak

**Challenge** 14 (11,500 XP)



Illustration by Michael Michera

**Axiomatic Mind.** The train can't be compelled to act in a manner contrary to its nature or its instructions.

**Fire Absorption.** If the golem is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

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

**Innate Spellcasting.** The juggernaut's spellcasting ability is Intelligence (spell save DC 16). The juggernaut can innately cast the following spells, requiring no material components:

2/day each: *cloudkill*, *magic missile* (5th level), *shield*

**Phylactery Recovery.** If it reduced to 0 hit points but its central battery is not removed or destroyed from its chamber, the juggernaut reactivates and rebuilds itself in 1d10 days, regaining all its hit points and becoming active again.

**Siege Monster.** The juggernaut deals double damage to objects and structures.

**Thermal Discharge.** If a creature is within 10 feet of the juggernaut when it uses its death ray action, it takes 11 (1d20) fire damage, and flammable objects in the aura that aren't being worn or carried ignite.

## ACTIONS

**Death Ray.** The juggernaut releases a gout of energy from its central eye in a 120-foot line that is 15 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 21 (6d6) radiant damage on a failed save, or half as much damage on a successful one.

**Stunning Clap (Recharge 5—6):** The juggernaut clasps its massive claws together, producing a blast of noise and heat. Each creature within 60 feet of the juggernaut that can hear it must make a DC 14 Constitution saving throw. If they fail, they take 21 (6d6) thunder damage and are stunned until the end of their next turn. On a success, they take half the amount and aren't stunned.

## REACTIONS

**Grappling Tentacles.** In response to harm, the juggernaut moves up to its speed and extends a long, metal tentacle toward a Large or smaller creature within 40 feet of it. The target must succeed on a DC 19 Strength saving throw or take 14 (4d6) bludgeoning damage. The juggernaut can grapple up to two creatures in this manner. If the juggernaut takes more than 30 damage on a turn, it drops any creatures it is holding, which fall a distance of 40 feet to the base of the juggernaut's legs. The juggernaut can hold up to four creatures in its tentacles.

Phylacteron juggernauts were created through a combination of golemancy and lichdom. The will of the spellcaster inside the creature long sublimated, only an unthinking golem remains, carrying out a task long-forgotten given to it by its creator.



Illustration by Ricardo Robles

The incredible strength of giants was once harnessed as a testbed for weapons development, as only they could handle the massive size and recoil from the latest developments in projectile weaponry.

Most of the giant artillery was wiped out ages ago, but a few battle-scarred survivors remain, their missing limbs replaced by metal prosthetics, and their minds emptied out by a spore-based weapon that lives on inside what's left of their sagging flesh.

Boom babies will shoot at anything that moves except one another, and they don't seem to think too terribly much about any collateral damage they might do when it comes to using even their most dangerous explosives.

## WAR-TORN FUNGAL BOOM BABY

*Huge giant, unaligned*

**Armor Class** 18 (natural armor)

**Hit Points** 161 (14d12 + 70)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	20 (+5)	10 (+0)	12 (+1)	11 (+0)

**Saving Throws** Dex +3, Con +10

**Skills** Athletics +11, Perception +4

**Damage Resistances** psychic, radiant

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, poisoned

**Senses** darkvision 120 ft., passive Perception 14

**Languages** understands Common and Giant but can't speak

**Challenge** 13 (10,000 XP)

**Spore Dispersal.** A creature that touches the giant or hits it with a melee attack while within 5 feet of it takes 5 (1d10) poison damage.

**Sporelinguistics.** The giant can communicate telepathically with any myconids or other creatures capable of communicating with spores within 120 feet of the giant.

### ACTIONS

**Multiattack.** The giant makes two attacks with its slashing prosthetic.

**Slashing Prosthetic.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 22 (4d10 + 7) slashing damage.

**Bazooka (Recharge 3—6).** The giant fires a rocket from its bazooka at a point on a surface of its choice within 120 feet of the giant. Each creature in a 15-foot radius of the must make a DC 14 Dexterity saving throw, taking 32 (6d6) thunder damage on a failed save, or half as much damage on a successful one.

**Mini-Nuke (6).** The giant fires a projectile from its bazooka into the open sky, which locks onto a target of the giant's choice. Roll initiative for the projectile, which enters the turn order immediately. On the projectile's turn, it detonates upon the target or the nearest available surface to them. Each creature within a 30-foot radius of the impact point must make a DC 19 Constitution saving throw, taking 55 (10d10) radiant damage on a failure and becoming poisoned for up to 1 minute. Poisoned creatures can repeat their saving throw at the end of their turns, ending the effect on a success. Creatures that succeed their saving throw take half the amount of radiant damage and aren't poisoned. The mini-nuke is a siege weapon, and it deals double damage to objects and structures.



Illustration by John Anthony Di Giovanni

There's living with what happened to you, there's trying to get revenge, and there's the sure thing: hire a warforged terminator and rest easy knowing that whatever they did to you, they'll be wasteroach food soon.

Feared throughout the wastes, terminators wander from place to place, seeking their targets as if it's all they've ever known or cared to do. Their reputation precedes them, and the majority of local law enforcement let them continue their business unabated. No good ending up on its bad side if you can avoid it.

*Listen, and understand:  
That terminator is out there.  
It can't be bargained with.  
It can't be reasoned with.  
It doesn't feel pity, or remorse, or fear.  
And it absolutely will not stop, ever,  
until you are dead.*

## WARFORGED TERMINATOR

*Large construct, unaligned*

**Armor Class** 18 (natural armor)

**Hit Points** 143 (15d8 + 75)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	20 (+3)	12 (+1)	10 (+0)	14 (+2)

**Saving Throws** Str +5, Dex +7, Con +6

**Skills** Athletics +6 Insight +6, Perception +6, Survival +6

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

**Damage Immunities** poison, necrotic

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

**Senses** truesight 10 ft., darkvision 120 ft., passive Perception 16

**Languages** Common, Dwarvish, Gnomish

**Challenge** 11 (7,200 XP)

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

**Recharge.** The terminator does not need to eat, breathe or sleep, and can complete a long rest in 4 hours.

**Thermal Scanners.** Magical darkness doesn't impede the terminator's darkvision.

### ACTIONS

**Multiattack.** The terminator makes up to four attacks. Any of its four hands is can attack with its revolvers or sabre, and any two hands can be used to fire its large-bore rifle.

**High-Caliber Revolver.** *Ranged Weapon Attack:* +7 to hit, range 30/90 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

**Large-Bore Rifle.** *Ranged Weapon Attack:* +7 to hit, range 100/400 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.

**Sabre.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

### REACTIONS

**Deploy Shielding Cover (4/Day).** The terminator unfolds a metal shield from one of its arms, adding 2 to its AC against the attack that would hit it. The terminator is now holding a shield in that hand, and it can benefit from holding two such shields at a time. As a bonus action on its turn, the terminator can jam a shield onto the ground. As a cover object, the shield provides half cover for a medium humanoid, with an AC of 15 and 15 hit points.



Illustration by Adrian Girod

## FOLK

Folk make a living in small enclaves of mining towns, or agricultural centers (if they're lucky). A few cities still manage to hold their civilization together, usually with the aid of magic or high technology. Every settlement is different, but most focus on a few exports that allow folk to subsist. Agriculture, mining, the production of gunpowder and education and scientific development all might serve as the basis for a functioning society.

The construction and maintenance of railways new and old allow folk to cross expanses of wasteland quickly and in the relative safety of a thick iron cage, and the operation and ownership of such railways has become an extraordinarily lucrative business to be in.

Lawmen, outlaws and other exceptional individuals beyond common folk can be easily recognized: a fanciful hat, an especially heavy gunbelt, or a shining metal star on a coat might mark an individual's allegiances, and how dangerous they might be.

### Applying Racial Statistics

The following statblocks are presented as being of any race, so Dungeon Masters should consider adding additional racial traits that reflect the individual, for example, a half-elf's *fey ancestry* or a goblin's *fury of the small*.

### Playable Classes

Several statblocks that follow reflect some of the additional class options presented in *Old Gus' Errata: Tales from the Weird West Player's Handbook* or *Old Gus' Errata: Heroes of the Multiverse*, and are noted as such.

### Playable Races

Several statblocks that follow reflect some of the additional race options presented in *Old Gus' Errata: Beastfolk* or *Old Gus' Errata: Fey Folk*, and are noted as such.



Illustration by Richie Mason



Illustration by Grizscald

While wizards came to appreciate firearms considerably later than most, there's a strong argument to be made that those few with an eye for the future have maximized the potential of firearms, marrying new sciences to thousands of years of arcane study. Indeed, most of the super-weapons that have left the world dotted in uninhabitable wastelands are the result of the greatest successes their kind have achieved over the centuries.

Traveling wizards who favor firearms are known as Arcane Avengers. They are folk of both learning and of action, and the unpredictability they wield between magic and skill with a firearm can make them a friend indeed or a deadly opponent.

## ARCANE AVENGER

*Medium humanoid (any), any alignment*

**Armor Class** 12 (15 with mage armor)

**Hit Points** 66 (12d8 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

**Saving Throws** Int +7, Wis +5

**Skills** Arcana +7, History +7

**Senses** passive Perception 11

**Languages** any four languages

**Challenge** 9 (3,900 XP)

**Spellslinger.** The arcane can use a bonus action to change the elemental damage type done by its spellslinger, choosing from fire, cold, acid and lightning.

**Spellcasting.** The evoker is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The evoker has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *prestidigitation*, *ray of frost*

1st level (4 slots): *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *blur*, *misty step*, *heat metal*

3rd level (3 slots): *counterspell*, *lightning bolt*, *slow*

4th level (3 slots): *confusion*, *stoneskin*

5th level (2 slots): *synaptic static*<sup>XGE</sup>, *wall of stone*

6th level (1 slot): *Otiluke's freezing sphere*, *wall of ice*

## ACTIONS

**Spellslinger.** *Ranged Weapon Attack:* +7 to hit, range 40/80 ft., one target. *Hit:* 10 (3d6 + 3) piercing damage + (11) 2d10 additional elemental damage.

### Player characters can be an Arcane Avenger Wizard!

See: *Old Gus' Errata: Tales from the Weird West Player's Handbook*



Illustration by Esin Karabeni

Avatars of the raven queen serve as archivists in the fortress of memories, and are sent to the material plane to retrieve gifts for their queen, usually powerful artifacts that are the center of powerful stories.

While upon the material plane, they act as their queen's eyes and ears, spying and watching events of interest to their queen.



Illustration by Kipine

## AVATAR OF THE RAVEN QUEEN

*Medium humanoid (any), lawful neutral*

**Armor Class** 13 (16 with mage armor)

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	15 (+2)	12 (+1)	14 (+2)	20 (+5)

**Saving Throws** Wis +5, Cha +7

**Skills** Arcana +4, Insight +5, Persuasion +7, Religion +5

**Senses** darkvision 120 ft., passive Perception 12

**Languages** any three languages (usually Common or Elvish)

**Challenge** 8 (3,900 XP)

**Cloak of Ravens.** As a bonus action, the avatar can surround itself with a magical aura that looks like swarming ravens. The aura extends 10 feet from the avatar in every direction, turning dim light into darkness, and bright light into dim light. It lasts until the avatar is incapacitated or it dismisses it as a bonus action. Any other creature that starts its turn in the aura takes 5 cold damage.

**Devil's Sight.** Magical darkness doesn't impede the avatar's darkvision.

**Shadow Step.** When in darkness, as a bonus action the avatar can teleport up to 60 feet to an unoccupied space it can see that is also in darkness. The avatar then has advantage on the first melee attack they make before the end of their turn.

**Spellcasting.** The avatar is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *friends*, *mage hand*, *minor illusion*, *prestidigitation*, *ray of frost*, *shocking grasp*

1st-5th level (4 5th-level slots): *commune*, *comprehend languages*, *cone of cold*, *false life*, *ice storm*, *invisibility*, *mage armor*, *sanctuary*, *silence*, *spiritual weapon*

### ACTIONS

**Shadow Blade.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage +2d10 (11) additional cold damage.

**Blinding Swarm (Recharge 5—6).** The avatar unleashes a swarm of ravens in a 30-foot cone. Creatures in the area must make a DC 16 Dexterity saving throw. On a failure, a creature takes 4d6 piercing damage and is blinded until the end of their next turn, or half as much damage on a success and they aren't blinded. After using this ability, 1d4 swarms of ravens appear in the area, acting on their own initiative. They are friendly to the avatar and obey its commands.





Illustration by Daniel Kamarudin

Bounty hunters spend their days scouring the lawless wastes looking for those who have committed crimes on behalf of the law, or are hired by someone with enough money to afford vengeance for hire. Many were outlaws themselves once, and use their knowledge of the criminal underworld to track their prey.

They are in frequent contact with law enforcement or other enterprises who might pay for their services. They know the edible plants of sandy wastes, and are able to scrounge enough food to live upon until the job gets done.

## BOUNTY HUNTER

*Medium humanoid (any), any alignment*

**Armor Class** 13 (studded leather armor)

**Hit Points** 75 (10d8 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	11 (+0)	14 (+2)	10 (+0)

**Skills** Acrobatics +6, Perception +5, Survival +5

**Senses** passive Perception 15

**Languages** any one language (usually Common)

**Challenge** 3 (700 XP)

**Beast Companions.** The bounty hunter is aided by an eagle and a warhorse which are loyal to the bounty hunter.

**Expert Rider.** The bounty hunter has advantage on ability checks or saving throws that would result in them being forcibly dismounted and always lands on their feet if they fail.

**Innate Spellcasting.** The bounty hunter's innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *beast sense*, *snare*, *zephyr strike*<sup>XGE</sup>

2/day each: *cordon of arrows*, *locate creature*, *find steed*

## ACTIONS

**Multiattack.** The bounty hunter makes two attacks with its rapier or revolver.

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

**Revolver.** *Ranged Weapon Attack:* +6 to hit, range 40/80 ft., one target. *Hit:* 6 (1d12 + 4) slashing damage.

**Rope.** The bounty hunter can rope a Large or smaller creature within 25 feet of it. The target must succeed a DC 14 Strength or Dexterity (its choice) saving throw or be restrained.

### Player characters can be a Shootist Fighter!

See: *Old Gus' Errata: Tales from the Weird West Player's Handbook*

## CIRCLE OF MUTATION DRUID

Medium humanoid (any), any neutral or evil alignment

**Armor Class** 13 (studded leather armor)

**Hit Points** 75 (10d8 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	9 (-1)	18 (+4)	9 (-1)

**Skills** Athletics +6, Acrobatics +6, Survival +8

**Senses** passive Perception 14

**Languages** Druid and any one other language (usually Common)

**Challenge** 5 (1,800 XP)

**Spellcasting.** The druid is an 8th-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*, *infestation*, *primal savagery*, *shillelagh*

1st level (4 slots): *alter self*, *arms of hadar*, *faerie fire*

2nd level (3 slots): *barkskin*, *jump*, *pass without trace*

3rd level (3 slots): *erupting earth*<sup>XCE</sup>, *haste*

4th level (2 slots): *freedom of movement*, *locate creature*

**Magic Weapons.** The druid's natural weapon attacks are magical.

**Aberrant Shape (2/Day).** As a bonus action, the druid can mutate, selecting a new natural weapon of its choice from the circle of mutation druid natural weapons table.

### ACTIONS

**Natural Weapons.** The druid attacks with one of its two sets of natural weapons. Some natural weapons have the Multiattack property, as noted in the Circle of Mutation Druid Natural Weapons table.

### REACTIONS

**Mutant Tendril.** The druid deals 1d4 + 4 necrotic damage to a creature with 10 feet of itself that attacks or casts a spell.

Most druids reject the new world, and deride it as an unnatural place either to be avoided, ignored or perhaps, eventually corrected. A few have embraced things as they are, admiring the new mutations that roam the wastes, and their endless ability to adapt and survive.

### Player characters can be a Circle of Mutation Druid!

See: *Old Gus' Errata: Tales from the Weird West Player's Handbook*



Illustration by Alex Konstad

### Circle of Mutation Druid Natural Weapons

d6	Weapon
1	<b>Scything Claws (two attacks).</b> <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 10 (2d6 + 3) slashing damage.
2	<b>Insectoid Mandibles (one attack).</b> <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 10 (2d8 + 2) bludgeoning damage. The target must succeed a DC 14 Strength saving throw or be grappled (Escape DC 14). While grappling a creature, the druid cannot use attack other targets.
3	<b>Acid Spit (one attack).</b> <i>Melee Spell Attack:</i> +6 to hit, reach 10 ft., one target. <i>Hit:</i> 11 (2d10) necrotic damage.
4	<b>Spear-like Appendage (three attacks).</b> <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 8 (1d8 + 3) bludgeoning damage.
5	<b>Acid Spit (one attack).</b> <i>Ranged Spell Attack:</i> +7 to hit, range 20 ft., one target. <i>Hit:</i> 3d6 acid damage.
6	<b>Flailing Tentacles.</b> Creatures within 10 feet of the druid must make a DC 15 Dexterity saving throw, taking 14 (3d8) bludgeoning damage on a failure.



Illustration by Lane

Faithful followers of the gods of pestilence are rare, and so their gods often require from them acts of tribute, growing in power from the fear and suffering their acolytes foster in the bodies of those they infect.

Pestilence clerics often take up a life of deception, traveling under the auspices of any number of other gods over their lifetime, embedding themselves in temples, and hiding their true nature from those who would call them friend. They then go to great lengths to pose as a particularly pious clergy, undertaking the humblest of tasks of the order, such as distributing food to or caring for the sick and the poor, all while abusing the trust of needy people while secretly defiling their bodies, crops, or water supply. Ambitious clerics might become a parasite, feeding upon a wealthy family for generations, causing and healing various infirmities.

Some clerics of pestilence make theater of healing the very diseases they cause, ensuring need of their services for years, while others simply do their god's work and move on, never witnessing the lasting scars the contagions they have borne leave in their wake.

## CLERIC OF PESTILENCE

*Medium humanoid (any), any neutral or evil alignment*

**Armor Class** 14 (hide armor)

**Hit Points** 97 (13d8 + 39)

**Speed** 30 ft.

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

**Skills** Perception +9, Religion +6

**Damage Resistances** necrotic

**Damage Immunities** poison

**Condition Immunities** petrified, poisoned

**Senses** passive Perception 19

**Languages** any one language (usually Common)

**Challenge** 6 (2,300 XP)

**Befouling Touch.** As a bonus action, the cleric can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) poison damage to a target on a hit. This benefit lasts until the end of the turn. If the cleric expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

**Spellcasting.** The cleric is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The cleric has the following cleric spells prepared:

Cantrips (at will): *infestation*<sup>XGE</sup>, *poison spray*, *thaumaturgy*

1st level (4 slots): *false life*, *ray of sickness*, *shield of faith*

2nd level (3 slots): *blur*, *ray of enfeeblement*

3rd level (3 slots): *gaseous form*, *stinking cloud*

4th level (3 slots): *blight*, *hallucinatory terrain*

5th level (2 slots): *contagion*, *cloudkill*

## ACTIONS

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

**Tide of Affliction (2/Day).** The cleric emits a wave of affliction that targets 3 creatures it can see within 60 feet of itself. The designated targets must make a DC 14 Constitution saving throw. Creatures immune to disease succeed their saving throw automatically. If they fail, they take 14 (4d6) poison damage, and are poisoned for 1 minute. Poisoned creatures can repeat their saving throw at the end of their turns, and ending the effect early on a success.

**Player characters can be a Pestilence Domain Cleric!**

See: *Old Gus' Errata: Heroes of the Multiverse*

## DENTIST

Medium humanoid (any race), any alignment

**Armor Class** 11

**Hit Points** 23 (4d8 + 4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	15 (+2)	13 (+1)	10 (+0)

**Skills** Medicine +3, Nature +4, Perception +3

**Senses** passive Perception 13

**Languages** any one language (usually Common)

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

**Spellcasting.** The dentist is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12). The dentist has the following spells prepared:

Cantrips (at will): *mending*, *spare the dying*, *vicious mockery*

1st level (4 slots): *sleep*, *Tasha's hideous laughter*

2nd level (2 slots): *ray of enfeeblement*

### ACTIONS

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

**Revolver.** *Ranged Weapon Attack:* +4 to hit, range 40/80 ft., one target. *Hit:* 9 (1d10 + 3) piercing damage.



Illustration by Anne Terkelson

## DOCTOR

Medium humanoid (any race), any alignment

**Armor Class** 12

**Hit Points** 27 (6d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	16 (+3)	13 (+1)	12 (+1)

**Skills** Medicine +5, Nature +5, Perception +3

**Senses** passive Perception 13

**Languages** any one language (usually Common)

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

**Spellcasting.** The doctor is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13). The doctor has the following spells prepared:

Cantrips (at will): *guidance*, *resistance*, *spare the dying*

1st level (4 slots): *cure wounds*, *sleep*

2nd level (2 slots): *aid*, *lesser restoration*

**Anatomical Precision (1/Turn).** The doctor deals an extra 7 (2d6) damage when it hits a humanoid or beast with its scalpel and has advantage on the attack roll, or when the target is within 5 feet of an ally of the doctor that isn't incapacitated and the doctor doesn't have disadvantage on the attack roll.

### ACTIONS

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

It is a long-noted irony that as a field, medicine often makes incredible strides during times of war. Doctors, dentists and surgeons have become a professional class, blending skill with herbalism and alchemy with skill with fine tools and the inner workings of anatomy. Some doctors specialize in the treatment of certain diseases or races, and others practice more generally. They are often fixtures of their communities, and may also serve a local populace by offering in veterinary services as well.



Illustration by Jack Dowell

Drovers have an extraordinary affinity for wilderness and the creatures that range upon them, especially those that move in herds. They move animals through or watch over large expanses of land, and learn every canyon and hill around over extended years of drives.

A drover's keen attunement to groups of like creatures makes them respectable allies who always put the well-being of the group ahead of their own comfort. They tend to keep a keen eye over the mood and health of others, making friendly suggestions or sharing wilderness wisdom with those closest to them.

While drovers can be quiet, thoughtful types, some enjoy blowing off pent-up energy from months traveling the wilds in solitude when they do get a chance to go into town, and can engage in some of the most intense drunken revelry when they do.

## DROVER

*Medium humanoid (any race), any alignment*

**Armor Class** 13 (leather armor)

**Hit Points** 19 (3d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	10 (+0)	13 (+1)	11 (+0)

**Skills** Animal Handling +3, Perception +3, Stealth +7, Survival +5

**Senses** passive Perception 15

**Languages** any one language (usually Common)

**Challenge** 1 (200 XP)

**Expert Rider.** The drover has advantage on ability checks or saving throws that would result in them being forcibly dismounted and always lands on their feet if they fail.

**Innate Spellcasting.** The drover's innate spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

1/day each: *animal friendship*, *beast bond*, *hunter's mark*

**Vigilant Herdsman.** The drover has advantage on Wisdom (Animal Handling, Perception) checks.

## ACTIONS

**Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (1d6 + 3) piercing damage.

**Rifle.** *Ranged Weapon Attack:* +5 to hit, range 240 ft., one target. *Hit:* 16 (1d12 + 3) piercing damage.

**Rope.** The drover can rope a Large or smaller creature within 25 feet of it. The target must succeed a DC 14 Strength or Dexterity (its choice) saving throw or be restrained.

### Player characters can be a Drover Ranger!

See: *Old Gus' Errata: Tales from the Weird West Player's Handbook*



Illustration by Daniel Kamarudin

Fame. Power. Wealth. Love. A fool can convince themselves that any of these can be attained, truly, and for all time, at the barrel of a gun. But that doesn't stop the fool from thinking he's the exception to the rule. Faustian warlocks have sold their souls in exchange for fearsome capabilities with a gun, in addition to considerable dark magics.

*"The only way to get rid of temptation is to yield to it. Resist it, and your soul grows sick with longing for the things it has forbidden to itself."*

*~Oscar Wilde*

### Player characters can be a gun-toting warlock!

See: *Old Gus' Errata: Tales from the Weird West Player's Handbook*

## FAUSTIAN WARLOCK

*Medium humanoid (any race), lawful evil*

**Armor Class** 12 (15 with mage armor)

**Hit Points** 75 (10d8 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	17 (+3)	12 (+1)	12 (+1)	18 (+4)

**Saving Throws** Wis +4, Cha +7

**Skills** Arcana +4, Deception +7, Persuasion +7, Religion +4

**Damage Resistances** piercing from nonmagical attacks that aren't silvered

**Senses** darkvision 60 ft., passive Perception 11

**Languages** any three languages (usually Common and Infernal)

**Challenge** 6 (2,300 XP)

**Curved Shot (6/Day).** When the warlock makes an attack with a firearm, it can add roll d20 and add its results to the attack and damage rolls. It can do this after the roll is made but before any of the roll's effects occur.

**Magic Weapons.** The warlock's weapon attacks are magical.

**Spellcasting.** The warlock is a 14th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following spells:

Cantrips (at will): *friends, mage hand, minor illusion, shocking grasp*

1st level (4 slots): *charm person, mage armor, hellish rebuke, witch bolt*

2nd level (3 slots): *misty step, crown of madness*

3rd level (3 slots): *hunger of hadar, hypnotic pattern*

4th level (3 slots): *banishment, dimension door, hallucinatory terrain*

1st-5th level (4 5th-level slots): *scorching ray, scrying, wall of fire*

6th level (2 slots): *eyebite, true seeing*

7th level (2 slots): *finger of death, glibness*

## ACTIONS

**Multiattack.** The warlock makes three attacks with its faustian firearm or longsword.

**Faustian Firearm.** *Ranged Weapon Attack:* +7 to hit, range 120/240 ft., one target. *Hit:* 8 (1d10 + 4) psychic damage.

**Longsword.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 4 (1d10 + 4) slashing damage.

## GAMBLER

Medium humanoid (any race), any chaotic alignment

**Armor Class** 14 (leather armor)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	10 (+0)	13 (+1)	16 (+3)

**Saving Throws** Dex +5, Wis +3

**Skills** Insight +5, Perception +5, Persuasion +9

**Senses** passive Perception 15

**Languages** any two languages

**Challenge** 3 (700 XP)

**Spellcasting.** The gambler is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +5 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *friends*, *mage hand*, *vicious mockery*

1st level (4 slots): *charm person*, *sleep*, *thunderwave*

2nd level (3 slots): *invisibility*, *shatter*

3rd level (2 slots): *clairvoyance*, *feign death*, *tongues*

## ACTIONS

**Revolver.** *Ranged Weapon Attack:* +5 to hit, range 40/80 ft., one target. *Hit:* 8 (1d6 + 3) piercing damage.

## REACTIONS

**Lucky (recharges after a Long Rest).** The gambler has 7 luck points. Whenever the gambler makes an attack roll, an ability check, or a saving throw, it can spend one luck point to gain advantage on the roll. It can also spend one luck point when an attack roll is made against it to impose disadvantage on the roll. If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled. The gambler regains expended luck points when it finishes a long rest.

### Player characters can be a Gambler Bard!

See: *Old Gus' Errata: Tales from the Weird West Player's Handbook*



Illustration by Sheep Lin

Gamblers excel at two things: games and guns. They have an uncanny insight into others' behavior, and use their skills to navigate a seedy world of high stakes, and avoid bloodshed whenever possible.

Gamblers are famously tellers of tall tales, and might enjoy using their prior exploits, properly embellished, of course, as a means to explore an opponent's tells. Others perfect an air of stoic, soft spoken mystery that unnerves their opponents at the table and forces them into error.

Always calm and collected, true gamblers know when to hold 'em and knows when to fold'em, and never pick a fight they're not sure they can win. When a gambler has decided the odds are in their favor, they can be a terrifying and deadly opponent, reacting with dazzling speed and seemingly never reaching an empty chamber in their firearm.

Some gamblers prefer to keep their skill with a firearm a closely guarded secret, while others enjoy showing off, performing with a firearm for crowds to make ends meet, especially when the chips are down.

## INVENTOR

*Medium humanoid (any), any alignment*

**Armor Class** 12 (15 with mage armor)

**Hit Points** 165 (18d8 + 36)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+1)	12 (+1)	14 (+2)	17 (+3)	13 (+1)	16 (+3)

**Saving Throws** Int +7, Wis +5

**Skills** Arcana +7, Investigation +7, Nature +11, Perception +5

**Senses** passive Perception 15

**Languages** any three languages (usually Goblin and Gnomish)

**Challenge** 11 (7,200 XP)

**Mechanical Tentacle.** The inventor can have up to four mechanical tentacles at a time. Each appendage can be attacked (AC 20; 15 hit points; immunity to poison and psychic damage). Destroying an appendage deals no damage to the inventor, which can extrude a replacement tendril on its next turn. An appendage can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.



Illustration by Valentino Ferrari

Inventors are master artificers, and can restore ancient technology to working order, or adapt it to new purposes. Their gusto for invention tends to get them into trouble, and occasionally puts the populace they dedicate their lives to helping at risk, however.

**Safety Goggles.** The inventor's vision is unimpeded by smoke or fog, and they have advantage on saving throws against blindness and deafness.

**Spellcasting.** The inventor is a 14th-level spellcaster whose spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It has the following artificer spells prepared:

Cantrips (at will): *acid splash*, *eldritch blast*, *light*, *ray of frost*

1st level (4 slots): *absorb elements*, *catapult*<sup>XGE</sup>, *grease*, *heat metal*

2nd level (3 slots): *spider climb*, *dispel magic*, *haste*

3rd level (3 slots): *protection from energy*, *tiny servant*<sup>XGE</sup>

4th level (3 slots): *fabricate*, *skill empowerment*<sup>XGE</sup>

## ACTIONS

**Wrench.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d10 + 4) bludgeoning damage.

**Zapper.** *Ranged Spell Attack:* +7 to hit, range 60/120 ft., one target. *Hit:* 22 (4d10) lightning damage. On a hit, the lightning jumps to a second target within 15 feet of the original target, and each is pulled up to 5 feet toward the other.

## LEGENDARY ACTIONS

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

**Cantrip.** The inventor casts a cantrip.

**Mechanical Tentacle.** *Melee Weapon Attack:* +7 to hit, reach 30/60 ft., one creature. *Hit:* The target is grappled (escape DC 15). Until the grapple ends, the target is restrained, and the rope inventor can't use the same tendril on another target.

**Wrench.** The inventor makes an attack with its wrench.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), the scientist takes a lair action to cause one of the following effects; the scientist can't use the same effect two rounds in a row:

**Latest Creation.** The inventor summons an ally to a point it can see within 30 feet of itself. Roll a d10 to determine the creature summoned: 1: 1 homunculus; 2-3: 1d4 + 2 bronze scouts<sup>MTF</sup>; 4-5: 1d4 iron cobras<sup>MTF</sup>; 6-7: 1d4 + 1 burnished golemite infantry<sup>TWW</sup>; 8-9: 2 oaken bolters<sup>MTF</sup>; 10: 1 biomechanical horror<sup>TWW</sup>. Each option can only be revealed once.

**Noxious Gas.** Clouds of steam are expelled from machinery scattered around the inventor's lair. The area within 20 feet of each a nozzle becomes heavily obscured. The clouds last until the end of the scientist's next turn or until they are dispersed by a strong wind.





Illustration by Pete Mohrbacher

Ghouls are not a race, nor are they undead, although they are often mistaken for such creatures. “Ghoul” is a common nomenclature for people of any race who share a semi-necrotic condition that increases their lifespans seemingly indefinitely. Eventually, their longevity or change in appearance sets them wandering.

True undead continue to plague the wastes, and in some folk believe ghouls are harbingers of plagues, or infiltrators for the forces of undeath. It is oft repeated fear that a ghoul will “go feral” at some point during their long lives, but others argue that anyone becomes feral if treated the way ghouls are. Who is right is between a being, their gods, and occasionally the firearm between them. Ghouls are sterile and cannot reproduce.

Some ghouls find new purpose and new camaraderie in the natural world, using their hardy biology and relative inedibility to cross dangerous wastelands. A few become the first to discover and care for a pristine wilderness, living out years before visitors stumble into their private haven.

## GHOUL DRUID

*Medium humanoid (ghoul), any chaotic alignment*

**Armor Class** 13 (leather armor)

**Hit Points** 65 (10d8 + 20)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	10 (+0)	18 (+4)	15 (+2)

**Saving Throws** Int +4, Wis +8

**Skills** History +4, Medicine +8, Nature +3, Perception +8

**Damage Resistances** poison, necrotic

**Senses** passive Perception 18

**Languages** Druidic plus any two languages

**Challenge** 8 (3,900 XP)

**Spellcasting.** The druid is a 10th-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*, *infestation*, *shillelagh*, *toll the dead*  
1st level (4 slots): *entangle*, *speak with animals*, *cure wounds*  
2nd level (3 slots): *barkskin*, *healing spirit*<sup>XGE</sup>, *spike growth*  
3rd level (3 slots): *call lightning*, *plant growth*, *speak with plants*, *daylight*

4th level (3 slots): *stoneskin*, *blight*

5th level (2 slots): *scrying*, *mass cure wounds*

## ACTIONS

**Petrified Wood Quarterstaff.** *Melee Weapon Attack:* +4 to hit (+7 to hit with shillelagh), reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage, or 16 (3d8 + 4) bludgeoning damage with shillelagh.

## Player characters can be a Ghoul!

See: *Old Gus' Errata: Tales from the Weird West Player's Handbook*



Illustration by Keren Beyit

## GUNSLINGER

*Medium humanoid (any race), any alignment*

**Armor Class** 13 (studded leather armor)

**Hit Points** 75 (10d8 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	16 (+3)	11 (+0)	13 (+1)	10 (+0)

**Skills** Acrobatics +6, Perception +5

**Senses** passive Perception 15

**Languages** any one language (usually Common)

**Challenge** 3 (700 XP)

**Deadeye (3/Day).** As a bonus action, the gunslinger can add 1d10 to its next attack or damage roll with a revolver.

### ACTIONS

**Multiattack.** The gunslinger makes two attacks with its revolver.

**Revolver.** *Ranged Weapon Attack:* +6 to hit, range 50/100 ft., one target. *Hit:* 6 (1d10 + 3) piercing damage.

## LEGIONNAIRE

*Medium humanoid (any race), any lawful alignment*

**Armor Class** 13 (studded leather armor)

**Hit Points** 20 (4d8 + 4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	10 (+0)	11 (+1)	10 (+0)

**Skills** Perception +3, Survival +3

**Senses** passive Perception 13

**Languages** any one language (usually Common)

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

**Formation Tactics.** The soldier has +2 to its AC, and advantage on saving throws against being charmed, frightened, grappled, or restrained while it is within 5 feet of at least one other legionnaire.

### ACTIONS

**Multiattack.** The legionnaire makes one attack with its rifle or two with its bayonet.

**Rifle.** *Ranged Weapon Attack:* +3 to hit, range 80/240 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage.

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



Illustration by Ariel Perez



Illustration by Saeed Jalabi

The luchador is an individualist, drawing their power from confidence, and eschewing the cloistered, ordered wisdom of monastic orders for raw chaos and charisma of public bouts of personal contest. Heels and heroes, luchadores make a literal larger-than-life show of combat, grappling and twirling one another into submission with the roar of a cheering (or jeering) crowd in their ears.

Some luchadores revel in their ring persona, and adopt it as a full-time identity, while others take great care in preserving a life outside the ring.

### Player characters can be a Way of the Luchador Monk!

See: *Old Gus' Errata: Heroes of the Multiverse*

## LUCHADOR

Medium humanoid (any race), any alignment

**Armor Class** 16

**Hit Points** 60 (8d8 + 24)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	10 (+0)	14 (+2)	16 (+3)

**Skills** Acrobatics +6, Athletics +9, Performance +7

**Senses** darkvision 60 ft., passive Perception 12

**Languages** any two languages

**Challenge** 5 (1,800 XP)

**Grappler.** The luchador has advantage on attack rolls against any creature grappled by it.

**Innate Spellcasting.** The luchador's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *pyrotechnics* <sup>XGE</sup>

1/day each: *enhance ability*, *jump*, *longstrider*

**Mucho Macho Combo.** Once on its turn when it hits with an unarmed strike, the luchador can deal an additional 1d8 damage to the target of the attack.

**Unarmored Defense.** While the luchador is wearing no armor and wielding no shield, its AC includes its Charisma modifier feat (included in its AC).

**Unarmored Movement.** While the luchador is wearing no armor and wielding no shield, its walking speed increases by 10 feet (included in its speed).

## ACTIONS

**Multiattack.** The luchador makes three melee attacks or grapples (escape DC 14).

**Unarmed Strike.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 25 (1d8 + 4) bludgeoning damage.

**Pin.** The luchador attempts to pin a creature it is grappling. The luchador makes another grapple check. If it succeeds, the luchador and the grappled target are both restrained until the grapple ends.

**Sleeper Hold (1/Day).** The luchador attempts to subdue a creature it is grappling. Roll 5d8; if the target's current hit points are less than the total, they fall unconscious for 1 minute, or until someone uses an action wake them. This ability has no effect on creatures that do not need to breathe.

## REACTIONS

**Parry.** The luchador adds 2 to its AC against one melee or ranged weapon attack that would hit it. To do so, the luchador must see the attacker.



Illustration by Clonerh!

Marshals are exceptional lawmen, and are given special dispensation from multiple civilizations to hunt outlaws across territories and boundaries. Some are pure idealists, believing their work will make the world a better place, but some are cold-hearted killers, who seek the heads of their quarry with no real sense of justice.

When a job is too big for just one individual, a marshal will form a posse of volunteer deputies to ride with.

### Player characters can be an Oath of the Idealist Paladin!

See: *Old Gus' Errata: Tales from the Weird West Player's Handbook*

## MARSHAL

*Medium humanoid (any race), any lawful alignment*

**Armor Class** 16 (studded leather armor)

**Hit Points** 144 (17d8 + 68)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	18 (+4)	12 (+1)	17 (+3)	14 (+2)

**Saving Throws** Wis +4, Cha +4

**Skills** Athletics +5, Intimidation +5, Survival +6

**Senses** passive Perception 12

**Languages** any three languages

**Challenge** 7 (3,900 XP)

**Posse Up.** At the start of each of its turns, the marshal designates three allies with 60 feet of it that it can see or hear, each of which gain 5 (1d10) temporary hit points.

**Spellcasting.** The marshal is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13). It has the following paladin spells prepared:

1st level (4 slots): *alarm*, *cause fear*, *cure wounds*, *ensnaring strike*

2nd level (3 slots): *branding smite*, *find steed*

3rd level (2 slots): *crusader's mantle*, *nondetection*

## ACTIONS

**Multiattack.** The marshal makes three attacks, choosing from its revolver, rifle or longsword.

**Revolver.** *Ranged Weapon Attack:* +4 to hit, range 40/80 ft., one target. *Hit:* 9 (1d10 + 3) piercing damage.

**Rifle.** *Ranged Weapon Attack:* +4 to hit, range 80/240 ft., one target. *Hit:* 10 (1d12 + 3) piercing damage.

**Longsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 2) piercing damage.

**Rope.** The marshal can rope a large or smaller creature within 20 feet of it. The target must succeed a DC 13 Strength or Dexterity (its choice) saving throw or be restrained.

**Dreadful Warrant (Recharges after a Short or Long Rest).**

The marshal exudes a menacing presence. Each enemy within 30 feet of the marshal must succeed on a DC 12 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from the blackguard, the target can repeat the saving throw, ending the effect on itself on a success.

## REACTIONS

**Duck and Cover.** The marshal adds 3 to its AC against one attack that would hit it. To do so, the sheriff must be able to see its attacker.



Illustration by Silverjow

Combat as a sport never really dies, it only evolves, and the perfectionist is the pinnacle of unarmed combatants: quick, clever, and always able to revenge a blow. They fight in anywhere anyone will pay them what they're worth. Perfectionists defeat their opponents with strength, speed and stamina and a perfectly timed punch. No tricks, no weapons: skill against skill alone.

A perfectionist retains the skills passed down to them through generations of barbarians, and can use all manner of different weapons, but once they enter a rage, most perfectionists simply drop whatever they are holding, preferring to beat their enemy to a bloody pulp using nothing more than their bare hands.

Young perfectionists sculpt their bodies into perfect specimens, and older ones wear their scars like badges of honor, proudly displayed for all to see.

## PERFECTIONIST

*Medium humanoid (any race), any alignment*

**Armor Class** 15

**Hit Points** 75 (10d8 + 30)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	17 (+3)	9 (-1)	10 (+0)	16 (+3)

**Skills** Deception +6, Insight +2, Intimidation +6

**Damage Resistances** bludgeoning, piercing and slashing from nonmagical attacks

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common

**Challenge** 4 (1,100 XP)

**Float Like a Butterfly.** The perfectionist can take the Dash action as a bonus action on each of its turns.

**Sting Like a Bee.** The perfectionist's punches are magical.

**Perfect Specimen (2/Day)** The perfectionist grants itself advantage on one Strength, Dexterity or Constitution ability check or saving throw it makes.

**Suave Defense.** While the perfectionist is wearing no armor and wielding no shield, its AC includes its Charisma modifier (included in its AC).

## ACTIONS

**Multiattack.** The perfectionist makes three attacks with its fists.

**Fist. Melee Weapon Attack:** +7 to hit, reach 5 ft., one target.  
**Hit:** 10 (1d6 + 5) bludgeoning damage.

## REACTIONS

**Counterpunch.** When a creature makes a melee attack against the perfectionist, it can immediately make one fist attack against its attacker. If it hits, the triggering attack is made at disadvantage.

**Player characters can be a Path of the Perfectionist Barbarian!**

See: *Old Gus' Errata: Heroes of the Multiverse*



Illustration by Marco Hasmann

Uncanny individuals colloquially known as “powder hounds” are quite literally the children of ancient wars when magic and gunpowder were first harnessed together. Exactly how their powers first entered the bloodlines of these individuals is a story lost to annals of time. Powder hounds have the uncanny ability to sense gunpowder at a distance, a feature that has become the common namesake for their kind. Indeed, most of them are loathe to be separated from the substance, always keeping a quantity on their person, and can be seen inhaling small quantities of it when they think no one else is looking.

Powder hounds often take up mercenary work, bounty hunting, mining through the use of explosives, or other professions where their abilities are at a premium.

### Player characters can be a Powder Hound Sorcerer!

See: *Old Gus' Errata: Tales from the Weird West Player's Handbook*

## POWDER HOUND

*Medium humanoid (any race), any alignment*

**Armor Class** 12 (15 with mage armor)

**Hit Points** 38 (5d8 + 15)

**Speed** 30 ft.

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

**Skills** Arcana +4, Medicine +4

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common

**Challenge** 4 (1,100 XP)

**Powder Sense.** As an action, the powder hound can sense the location of any gunpowder within 200 feet of itself, including any loaded firearms in the area.

**Sorcery Points.** The powder hound has 5 sorcery points. It regains all its spent sorcery points when it finishes a long rest. It can spend its sorcery points on the following options:

**Heightened Spell:** When it casts a spell that forces a creature to a saving throw to resist the spell's effects, the powder hound can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

**Two-Shot.** When the powder hound uses its Multiattack, it can spend 1 sorcery point to make an additional attack with its pistol.

**Spellcasting.** The powder hound is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +5 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *blade ward, fire bolt, mending, poison spray*

1st level (4 slots): *false life, mage armor, shield*

2nd level (3 slots): *blink, levitate, scorching ray*

3rd level (3 slots): *fireball, slow, thunder step*

4th level (1 slot): *freedom of movement*

## ACTIONS

**Multiattack.** The powder hound makes two attacks with its pistols.

**Pistol.** *Ranged Weapon Attack:* +5 to hit, range 50/100 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

**Reaction Relocation.** A thunderous ring emanates from a point within 60 feet the powder hound can see. Creatures within a 5-foot radius of the point must make a DC Constitution saving throw, taking 7 (2d6) thunder damage on a failure, or half as much on a success.



Illustration by Brad Boedecker

Some rogues, especially those descended from the larger, bulkier races favor a more direct approach than their lithe, graceful counterparts in the trade. Ruffians make a living as criminal enforcers, extorting the proprietors of their honest earnings in exchange for “protection”. If met with resistance, they usually begin by breaking a few objects, and failing that, breaking a few kneecaps - using the first available piece of merchandise at hand to do so.

Bullies at heart, ruffians often employ several other sycophantic thug enforcers.

## RUFFIAN

*Medium humanoid (any race), any non-lawful alignment*

**Armor Class** 15 (studded leather armor)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	11 (+0)	12 (+1)

**Saving Throws** Str +5, Dex +4

**Skills** Athletics +5, Deception +4, Intimidation +7

**Senses** passive Perception 10

**Languages** Thieves' cant plus any one language

**Challenge** 4 (1,100 XP)

**Crushing Blows.** The ruffian deals double damage to objects.

**Evasion.** If the ruffian is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the ruffian instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Sneak Attack (1/Turn).** The ruffian deals an extra 10 (3d6) 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 ruffian that isn't incapacitated and the ruffian doesn't have disadvantage on the attack roll.

## ACTIONS

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

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

**Revolver.** *Ranged Weapon Attack:* +4 to hit, range 40/80 ft., one target. *Hit:* 6 (1d10 + 3) piercing damage.

### Player characters can be a Ruffian Rogue!

See: *Old Gus' Errata: Heroes of the Multiverse*



Illustration by Andrew Sonea

Ancestor worship is common across many peoples of the world, and some within these societies develop deep and lasting relationships with the collective souls of their ancestors, who visit these descendants in visions and dreams, guiding their tribe's future with the collected knowledge and ambition of generations. These individuals often have an ancestor who was a shaman, leader or hero themselves.

Shamen dedicate themselves to their tribe and homeland, serving any number of social functions. Some are spiritual leaders, heroic warriors, trusted healers and valued advisors to tribal leadership all at once. They are also often the keeper of tribal traditions that mark their people's way of life as distinct, although a sign from the ancestors might also tell them that the time to abandon tradition and change has come, leading their people to new lands, new ways or both.

## SHAMAN

*Medium humanoid (any race), any alignment*

**Armor Class** 15 (hide armor)

**Hit Points** 49 (11d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	11 (+0)	18 (+4)	14 (+2)

**Saving Throws** Wis +6, Cha +4

**Skills** Medicine +2, Nature +2, Perception +6, Religion +6

**Senses** passive Perception 10

**Languages** any two languages

**Challenge** 4 (1,100 XP)

**Spellcasting.** The shaman's innate spellcasting ability is Wisdom. It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: *Speak with animals*

1/day: *Commune with nature*, *locate animals or plants*, *spirit guardians*

**Spellcasting.** The shaman is an 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following spells:

*Cantrips (at will): booming blade<sup>SCAG</sup>, druidcraft, eldritch blast, shillelagh*

*1st-5th level (3 5th-level slots): bane, bestow curse, conjure animals, ceremony<sup>XGE</sup>, control water, divination, dream, healing spirit<sup>XGE</sup>, ray of enfeeblement, thunder step<sup>XGE</sup>, warding bond*

## ACTIONS

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

### Player characters can be an Ancestral Spirit Warlock!

See: *Old Gus' Errata: Heroes of the Multiverse*





Illustration by João Rui

Sheriffs are local lawmen, defending small towns or other localities from those who would do them harm. They typically concern themselves only with local matters, and whatever happens outside their jurisdiction they are bound to ignore, although they can be friendly and will often assist bounty hunters or other lawmen if it suits their town's needs. However, they can be equally unhelpful if they fear escalation or retaliation.

Like all who hold the reins of power, some sheriffs become corrupt, using their power and influence to enrich themselves and terrorizing their own populace using the law as a cudgel.

## SHERIFF

*Medium humanoid (any race), any lawful alignment*

**Armor Class** 16 (studded leather armor)

**Hit Points** 60 (8d8 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	16 (+3)	11 (+0)	14 (+2)	11 (+0)

**Saving Throws** Wis +4, Cha +4

**Skills** Athletics +5, Deception +4, Intimidation +4

**Senses** passive Perception 12

**Languages** any one language (usually Common)

**Challenge** 4 (1,100 XP)

**Deputize.** At the start of each the sheriff's turns, it chooses up to three creatures it can see within 30 feet of it. Until the end of the sheriff's next turn, each target can add a d4 to its attack rolls and saving throws.

**Spellcasting.** The sheriff is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command*, *compelled duel*, *thunderous smite*

2nd level (2 slots): *branding smite*, *calm emotions*, *find steed*, *zone of truth*

## ACTIONS

**Multiattack.** The sheriff makes two attacks, choosing from its pistol or sabre.

**Sabre.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

**Revolver.** *Ranged Weapon Attack:* +4 to hit, range 40/80 ft., one target. *Hit:* 6 (1d10 + 3) piercing damage.

**Shotgun (Recharge 4—6).** Creatures in a 15-foot cone must succeed a DC 15 Dexterity saving throw or take (10) 3d6 piercing damage.

## REACTIONS

**Duck and Cover.** The sheriff adds 3 to its AC against one attack that would hit it. To do so, the sheriff must be able to see its attacker.

### Player characters can be an Oath of the Idealist Paladin!

See: *Old Gus' Errata: Tales from the Weird West Player's Handbook*



Illustration by Nicole Cardiff

The name “tattoosionist” is initially misleading: it comes from their ability to create tattoos that shift and animate upon their skin, for example a snake slithering around an arm. But this is no illusion: there is a very real *snake* inside their arm, and it can do far more than slither around. Tattoosionists are psionic artificers that abandon their labors upon unliving items, instead using alchemical inks and their own body as their workshop, animating the images upon their skin and use them for anything they desire- as a third hand, moving heavy objects, pulling a wagon-cart, even self-defense.

Tattoosionists take pride in their artistry and individuality, and prefer clothing and armor that allows them to display portions of their labors, although you quite literally never know what they might have hidden up their sleeve.

### Customizing a Tattoosionist NPC

Consider customizing your tattoosionist NPC with any creature of a challenge rating that matches the spell slots listed, or create even more powerful tattoosionists able to summon even more powerful creatures!

### Player characters can be a Tattoosionist Artificer!

See: *Old Gus' Errata: Heroes of the Multiverse*

## TATTOOSIONIST

*Medium humanoid (any race), any alignment*

**Armor Class** 15 (studded leather armor)

**Hit Points** 49 (9d8 + 9)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	10 (+0)	16 (+3)	17 (+3)

**Saving Throws** Wis+6, Cha+6

**Skills** Arcana +3, Perception +6, Performance +6

**Senses** passive Perception 16

**Languages** any three languages

**Challenge** 7 (2,300 XP)

**Tattoosion.** The tattoosionist is a 7th-level spellcaster that uses Charisma as its spellcasting ability. As an action, the tattoosionist can expend a spell slot and animate a construct of creature from one of its tattoos to a space within 30 feet of it that it can see. The creature has all of its usual statistics, but has 35 hit points, its creature type is construct, it cannot speak, its Intelligence and Charisma scores are 1, and it can't be charmed, exhausted, frightened, paralyzed, petrified, or poisoned. The constructs share their master's initiative count, and obey their mental commands (no action required). The tattoosionist can sustain two such constructs at a time. A construct remains until the tattoosionist recalls it using a bonus action, the tattoosionist is incapacitated, or the construct dies. When the tattoosionist completes a long rest, their constructs regain any missing hit points, and they can prepare new tattoo constructs with their available slots.

The tattoosionist has the following tattoos prepared:

1st level (4 slots, CR 1/4): *constrictor snake (2)*, *flying sword*, *winged kobold*

2nd level (3 slots, CR 1/2): *orc (2)*, *worg*

3rd level (3 slots, CR 1): *brass dragon wyrmling*, *hippogriff*, *lion*

4th level (1 slot, CR 2): *peryton*

## ACTIONS

**Multiattack.** The tattoosionist makes two attacks with its psionic knuckles or one with its psionic needles.

**Psionic Knuckles.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 3) bludgeoning damage plus 6 (1d10) force damage.

**Psionic Needles.** *Ranged Weapon Attack:* +7 to hit, range 120 ft., one target. *Hit:* 8 (3d10) piercing damage.

## REACTIONS

**Psionic Boost.** When the tattoosionist causes a construct under its control to deal an additional 5 (1d8) force damage.



Illustration by Tess Eisinger

The Way of the Rolling stone teaches its students to wander their entire lives until there is somewhere worth staying: it might be a noble cause or a safe place to spend a harsh season. Eventually when the bad weather (or trouble) clears, the way of the rolling stone is to continue their journey.

They can be stoic, stubborn, or patient to the point of indolence, but when the time for action arises, they become an avalanche of fury, and an immovable object if they have decided to stand their ground.

### Player characters can be a Way of the Rolling Stone Monk!

See: *Old Gus' Errata: Heroes of the Multiverse*

## WAY OF THE ROLLING STONE MONK

*Medium humanoid (any race), any alignment*

**Armor Class** 15

**Hit Points** 53 (7d8 + 21)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	10 (+0)	14 (+2)	10 (+0)

**Skills** Athletics +6, Insight +5, Nature +3, Perception +5

**Senses** tremorsense 10 ft., passive Perception 15

**Languages** any two languages

**Challenge** 5 (1,800 XP)

**Magic Fists.** The monk's unarmed strikes are magical.

**Monk Training.** As a bonus action, the monk can take the Dash or Disengage action. If the monk takes its Multiattack option, it can use its bonus action to make one additional unarmed strike.

**Spellcasting.** The monk is a 5th-level spellcaster that uses Wisdom as its spellcasting ability (spell save DC 13, +5 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *mold earth*<sup>XGE</sup>

1st level (4 slots): *catapult*<sup>XGE</sup>, *earth tremor*<sup>XGE</sup>

2nd level (2 slots): *earthbind*, *Maximilian's earthen grasp*<sup>XGE</sup>

**Unarmored Defense.** While the monk is wearing no armor and wielding no shield, its AC includes its Wisdom modifier feet (included in its AC).

**Unarmored Movement.** While the monk is wearing no armor and wielding no shield, its walking speed increases by 10 feet (included in its speed).

### ACTIONS

**Multiattack.** The monk makes two attacks with its unarmed strikes.

**Unarmed Strike.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 3) bludgeoning damage.

**Rock.** *Ranged Weapon Attack:* +5 to hit, range 20/60., one target. *Hit:* 8 (1d8 + 3) bludgeoning damage.

**Stone Punch (Recharge 5—6).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 28 (8d6) bludgeoning damage. The targets must succeed a DC 13 Strength saving throw or be pushed up to 30 feet away from the monk.

### REACTIONS

**Deflect Missiles.** The monk deflects or catch the missile when hit by a ranged weapon attack, reducing the damage by 1d10 + 8. If the damage is reduced to 0, it can immediately make one rock attack.