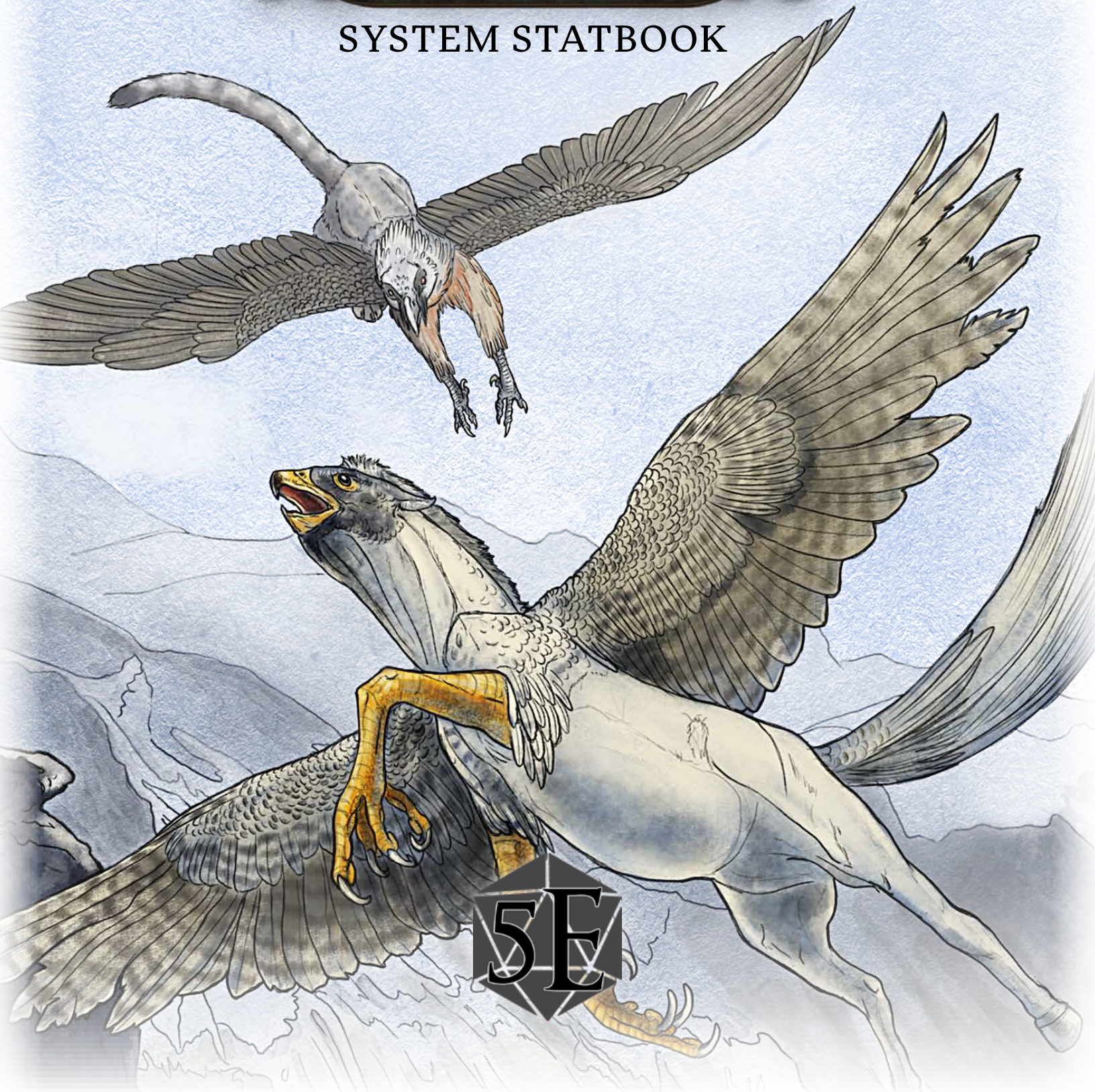


# ATLAS ANIMALIA

SYSTEM STATBOOK



5E

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# BASILISKS

The basilisk bears a menacing and harrowing reputation on account of its lethal glare. These eight-legged lizards dwell in isolated rocky areas. There are many interesting ideas that exist in the world about how the basilisk came into being. The most prominent tale of the basilisk's origin is that a chicken, specifically a rooster, laid upon the egg of a snake or serpent. As a former colleague has reported, this is obviously preposterous.

Despite their savage reputation, basilisks are still often sought out by humanoids as a target of hunting. Although they are reported to be largely solitary, further research on this beast has turned up surprising information. They are in fact a social creature that has been discovered to cannibalize its own kind when starvation finds them, as it often does when they are trapped in humanoid cities.

## NOTABLE TRAIT

### Petrifying Gaze.

If a creature starts its turn within 30 feet of the basilisk and the two of them can see each other, the basilisk can force the creature to make a Constitution saving throw (DC varying by basilisk) if the basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

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

If it looks at the basilisk in the meantime, it must immediately make the save. If the basilisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

## GREATER BLUE BASILISK

CHALLENGE 7 (2,900 XP)

**Huge monstrosity, unaligned**

**Armor Class** 15 (natural armor)

**Hit Points** 116 (11d12 + 44)

**Speed** 20 ft.

**STR** 24 (+7)      **DEX** 9 (-1)      **CON** 18 (+4)

**INT** 4 (-3)      **WIS** 12 (+1)      **CHA** 10 (+0)

**Saving Throws** Con + 7

**Skills** Perception +4

**Damage Immunities** poison

**Senses** Darkvision 60 ft., Passive Perception 14

**Languages** --

## ABILITIES

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

**Petrifying Gaze.** See sidebar, DC 12.

## ACTIONS

**Multiattack.** The basilisk can make two attacks: one with its bite and one with its claw.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage plus 7 (2d6) poison damage.

**Claw.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage plus 7 (2d6) poison damage.

**Claw Swipe.** The basilisk choose a direction and makes one claw attack against all creatures in a 10 ft. arc in front of the basilisk in the chosen direction. All targets who take damage are pushed to the end of the arc. A target can also attempt to stop the attack. After taking damage, the target can attempt a DC 18 Strength save. If successful the attack stops. If they fail, they are also pushed to the edge of the radius and take one level of exhaustion.

*\*Arc - this impacts a hemisphere radius directly in front of the the caster/attacker.*



## CRESTED BASILISK

CHALLENGE 2 (200 XP)

Small monstrosity, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 27 (6d6 + 6)

**Speed** 45 ft.

**STR** 9 (-1)     **DEX** 15 (+2)     **CON** 13 (+1)

**INT** 4 (-3)     **WIS** 10 (+0)     **CHA** 8 (-1)

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

**Senses** passive Perception 10

**Languages** -

### ABILITIES

**Paralyzing Gaze.** If a creature starts its turn within 30 feet of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 11 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature is paralyzed. It can repeat the saving throw at the end of each of its turns to end the paralyzing effect.

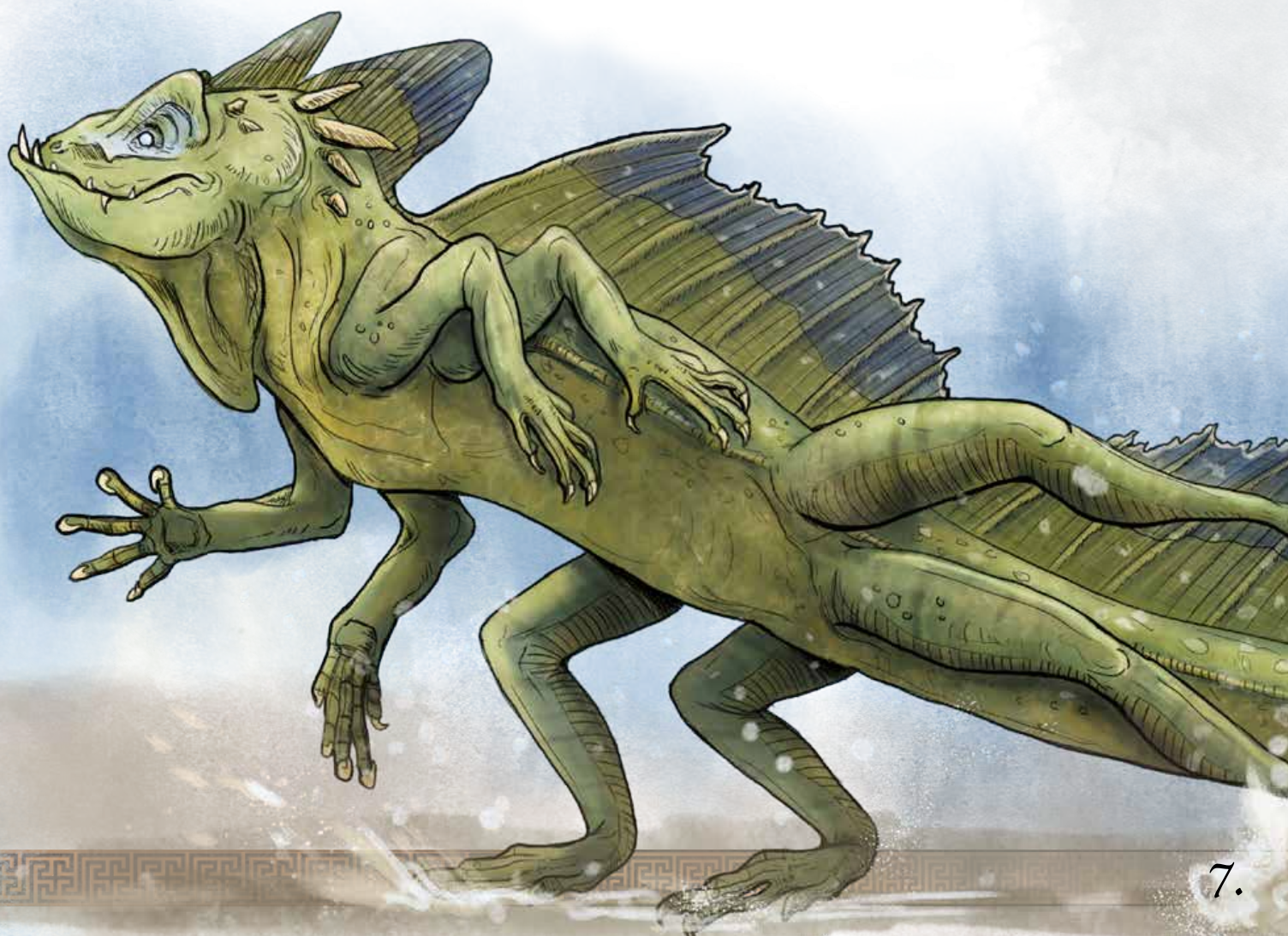
A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save.

If the basilisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and is frightened until it can no longer see itself.

**Water Walking.** The crested basilisk can run across water. If it ends its turn on water it falls in.

### ACTIONS

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



## FLYING BASILISK

CHALLENGE 1/4 (50 XP)

**Tiny monstrosity, unaligned**

**Armor Class** 13

**Hit Points** 7 (3d4)

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

**STR** 8 (-1)      **DEX** 16 (+3)      **CON** 11 (+0)

**INT** 5 (+0)      **WIS** 11 (+0)      **CHA** 10 (+0)

**Skills** Acrobatics +5, Athletics +1, Perception +2, Stealth +5

**Senses** passive Perception 12

**Languages** -

### ABILITIES

**Paralyzing Gaze.** If a creature starts its turn within 30 feet of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 10 Charisma saving throw if the basilisk isn't incapacitated. On a failed save, the creature is paralyzed. It can repeat the saving throw at the end of each of its turns to end the paralyzing effect.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save.

If the basilisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and is frightened until it can no longer see itself.

**Gliding.** The basilisk is always under the effects of the *featherfall* spell.

### ACTIONS

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





## GILA BASILISK

CHALLENGE 5 (1,800 XP)

**Large monstrosity, unaligned**

**Armor Class** 16 (natural armor)

**Hit Points** 00 (0d0+0)

**Speed** 20 ft., burrow 5 ft.

**STR** 18 (+4)    **DEX** 12 (+1)    **CON** 16 (+3)

**INT** 4 (-3)    **WIS** 6 (-2)    **CHA** 7 (-2)

**Skills** Athletics +7, Perception +1, Stealth +4

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

**Languages** -

### ABILITIES

**Putrifying Gaze.** If a creature starts its turn within 30 feet of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 14 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature begins to vomit. It can repeat the saving throw at the end of each of its turns to end this effect. While vomiting, the creature can take no actions, halves its speed, has disadvantage on all Ability Checks, and

attacks against the creature have Advantage.

Creatures that are immune to disease automatically pass this saving throw.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save.

If the basilisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and immediately attacks its reflection.

**Natural Camouflage.** The basilisk has advantage on Dexterity (Stealth) checks made to hide in sandy environments, such as deserts or beaches.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage and 16 (3d10) poison damage.



# BLINK DOGS

Blink dogs are similar in size and shape to other canine species, but with magical abilities. Their temperaments match those of dogs, but their actions are influenced by a high level of intelligence, which surprises many trainers who are not used to working with blink dog breeds. Over the years, the term 'blink dog' has become a blanket term for any canine with magical abilities, but originally it only referred to what we now call the hunting blink dog.

The earliest tales of blink dogs was that they were born from a litter of puppies blessed by a forest sprite. Earlier in the year, a hunter had saved the forest sprite's tree from a group of traveling bandits who wanted to plunder it for treasure. The hunter leapt to the sprite's defense with his pack of dogs and successfully fended off the scoundrels. Sadly, one of the dogs was lost in the fight, unable to dodge a fatal sword blow to the head. When the hunter's dogs had a litter that fall, the sprite blessed the dogs in thanks for their heroic efforts. Each dog was able to blink in and out of existence, ensuring that none of the pack would never again be caught by a fatal blow.

## HUNTING BLINK DOG

CHALLENGE 1 (200 XP)

### Size creature, Alignment

**Armor Class** 10 (special armor type)

**Hit Points** 00 (0d0+0)

**Speed** 30 ft., movement 00 ft.

**STR** 10 (+0)     **DEX** 10 (+0)     **CON** 10 (+0)

**INT** 10 (+0)     **WIS** 10 (+0)     **CHA** 10 (+0)

**Condition Immunities** frightened

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

**Senses** passive Perception 13

**Languages** Blink Dog, understands Common and Sylvan but can't speak them

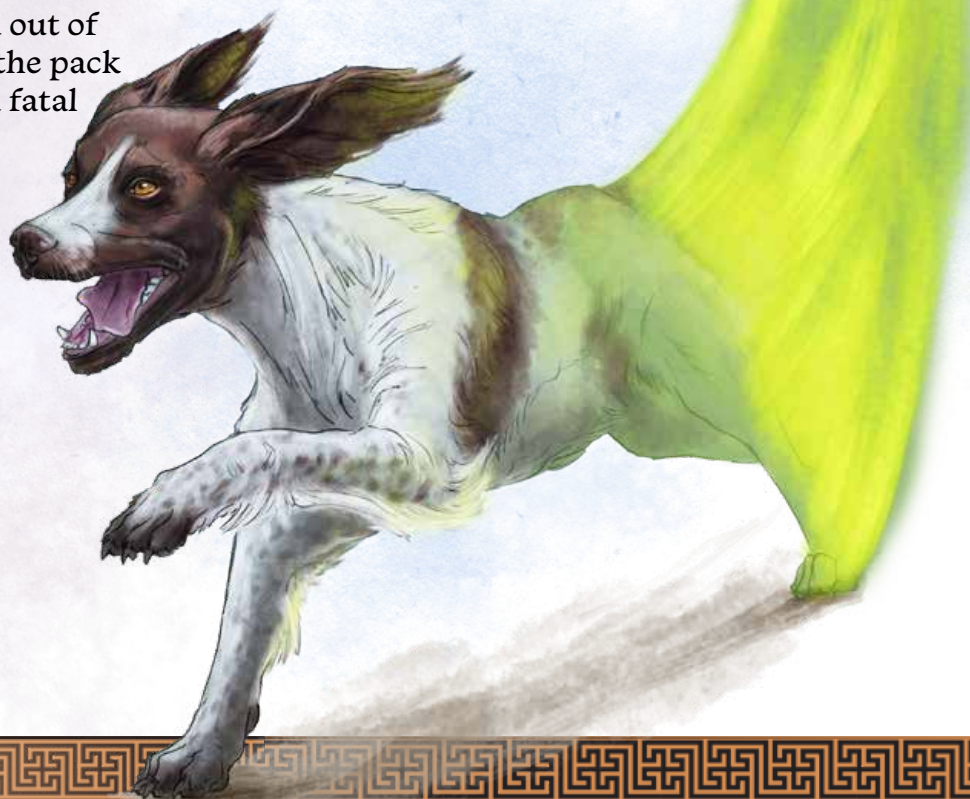
### ABILITIES

**Keen Hearing and Smell.** The blink dog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics.** The blink dog has advantage on attack rolls against a creature if at least one of the blink dog's allies are within 5 feet of the creature and the ally isn't incapacitated.

### ACTIONS

**Jaunting Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage. The blink dog can teleport 15 feet before or after it makes this attack.



## LAUGHING FOX

CHALLENGE 1 (200 XP)

Small fey, chaotic evil

Armor Class 14

Hit Points 28 (8d6)

Speed 35 ft.

STR 10 (+0)    DEX 18 (+4)    CON 10 (+0)

INT 15 (+2)    WIS 14 (+2)    CHA 16 (+3)

**Skills** Intimidation +5, Perception +4, Stealth +6

**Senses** passive Perception 14

**Languages** Blink Dog, Common, Sylvan

### ABILITIES

**Know Fear.** The laughing fox can use a bonus action to become aware of a creature within 60 feet's greatest fear. It has advantage on all Charisma (Intimidation) checks it makes against the creature for 24 hours.

**Unlucky Demise.** When the laughing fox is killed, any creature that has harmed it within the past 24 hours must make a death saving throw with disadvantage.

### ACTIONS

**Mental Blink.** The laughing fox "blinks" inside the mind of a creature within 60 feet. The target must make a DC 13 Charisma saving throw, taking 10 (3d6) psychic damage and becoming frightened for one minute on a failed save or taking half as much damage on a successful one.

### REACTIONS

**Taunting Face.** When the laughing fox is the target of an attack, it can taunt its attacker. The target has disadvantage on the attack roll.



## HERDING BLINK DOG

CHALLENGE 1 (200 XP)

Small fey, lawful good

**Armor Class** 12

**Hit Points** 35 (10d6)

**Speed** 35 ft.

<b>STR</b> 12 (+1)	<b>DEX</b> 14 (+2)	<b>CON</b> 11 (+0)
<b>INT</b> 9 (-1)	<b>WIS</b> 14 (+2)	<b>CHA</b> 12 (+1)

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

**Senses** passive Perception 14

**Languages** Blink Dog, understands Common and Sylvan but can't speak them

### ABILITIES

**Duplicate (Recharge 5-6).** As a bonus action, the dog creates an amount of duplicates equal to its Wisdom modifier. This duplicates have full turns, share the dog's statistics, and act on its turn. The duplicates have 1 hit point and cannot duplicate themselves. The dog is aware of anything the duplicates are aware of.

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

### ACTIONS

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

## HERDING BLINK DOG SWARM

CHALLENGE 3 (700 XP)

Large swarm of Small fey, lawful good

**Armor Class** 12

**Hit Points** 44 (11d10 + 11)

**Speed** 35 ft.

<b>STR</b> 16 (+3)	<b>DEX</b> 14 (+2)	<b>CON</b> 13 (+1)
<b>INT</b> 9 (-1)	<b>WIS</b> 14 (+2)	<b>CHA</b> 12 (+1)

**Damage Resistances** bludgeoning, piercing, slashing

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

**Skills** Perception +6

**Senses** passive Perception 16

**Languages** Blink Dog, understands Common and Sylvan but can't speak them

### ABILITIES

**Mass Duplication (Recharge 5-6).** As a bonus action, the swarm creates an amount of duplicates equal to its Wisdom modifier. The swarm recovers 11 (2d10) hit points.

**Pack Tactics.** The swarm has advantage on an attack roll against creatures in spaces it occupies.

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Small dog. The swarm can't regain hit points or gain temporary hit points, except with Mass Duplication.

### ACTIONS

**Bites.** *Melee Weapon Attack:* +3 to hit, reach 0 ft., all creatures 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.



## SILENCE WOLF

CHALLENGE 3 (700 XP)

Medium fey, neutral

**Armor Class** 14 (natural armor)

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

**Speed** 45 ft.

**STR** 16 (+3)    **DEX** 13 (+1)    **CON** 14 (+2)

**INT** 12 (+1)    **WIS** 15 (+2)    **CHA** 10 (+0)

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

**Senses** passive Perception 14

**Languages** Blink Dog, understands Sylvan but can't speak it

### ABILITIES

**Keen Hearing and Smell.** The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

### ACTIONS

**Multiattack.** The wolf uses bite twice or teleport twice.

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

**Instill Howl.** The wolf howls into a natural objects, such as a tree or rock. When a creature with Intelligence 8 or greater comes within 30 feet of the object, the howl erupts. Creatures within 30 feet of the object must make a DC 13 Wisdom saving throw, becoming frightened for 1 minute on a failed save. Additionally, the wolf immediately becomes aware of which object was triggered.

**Teleport (Recharge 4-6).** The wolf magically teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see. Before or after teleporting, the wolf can make one bite attack.



# BULETTES

Bulettes, often times called 'land sharks', swim through the ground as well as their seadwelling ancestors did the oceans. Taking their prey by surprise, they thrust up with sharp teeth and powerful jaws. With a penchant for humanoid flesh, they are dangerous to observe and even more so to train.

In addition to sharks, bulettes share their ancestry with the more docile giant turtle. The bulette has a hardened, natural armor that protects the creature from the rocks, roots, and bones under the ground through which they travel. They have sharp, thick claws on each leg, good for angling upwards and tearing aside ceilings of grass, sand, ice, and even stone.

## ROCK BULETTE

CHALLENGE 5 (1,800 XP)

Large monstrosity, unaligned

**Armor Class** 18 (natural armor)

**Hit Points** 94 (9d10 +45)

**Speed** 40 ft., movement 40 ft.

**STR** 20 (+5)      **DEX** 9 (-1)      **CON** 21 (+5)

**INT** 3 (-4)      **WIS** 10 (+0)      **CHA** 7 (-2)

**Skills** Athletics +8, Perception +3

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

**Languages** --

### ABILITIES

**Leap.** The bulette can long jump up to 30 feet and high jump up to 15 feet, with or without a running start.

**False Appearance.** While the bulette remains motionless, it is indistinguishable from a stack of rocks and boulders.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 27 (4d10 + 5) piercing damage.

**Ram (Recharge 6).** The bulette charges forward in a 30 foot line as wide as it is. Creatures in the line must make a DC 16 Strength saving throw. The target takes 21 (3d10+5) bludgeoning damage and is knocked prone on a failed save, or half as much on a successful one without being knocked prone.



## ARCTIC BULETTE

CHALLENGE 6 (2,300 XP)

### Large Monstrosity, Alignment

**Armor Class** 16 (natural armor)

**Hit Points** 103 (18d8+125)

**Speed** 35 ft., burrow 40 ft.

<b>STR</b> 18 (+4)	<b>DEX</b> 10 (+0)	<b>CON</b> 23 (+6)
<b>INT</b> 2 (-4)	<b>WIS</b> 12 (+1)	<b>CHA</b> 5 (-3)

**Skills** Athletics +7, Perception +6, Stealth +5

**Damage Resistances** bludgeoning, cold

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

**Languages** --

### ABILITIES

**Blubbery Hide.** Attacks targeting the bulette that do bludgeoning damage are made with disadvantage.

**Standing Leap.** The bulette's long jump is up to 30 feet away and its high jump is up to 15 feet, with or without a running start.

**Taloned Feet.** The bulette ignores difficult terrain related to ice and snow.

### ACTIONS

**Bite.** *melee weapon attack*, +7 to hit, reach 5ft., one target. *Hit:* 37 (6d10 + 4) piercing damage.

**Deadly Leap.** If the bulette jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 14 (3d6 + 4) bludgeoning damage plus 14 (3d6 + 4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the bulette's space.



## MARSH BULETTE

CHALLENGE 3 (2,300 XP)

Medium monstrosity, Unaligned

**Armor Class** 15 (natural armor)

**Hit Points** 66 (7d8+35)

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

**STR** 16 (+3)    **DEX** 13 (+1)    **CON** 20 (+5)

**INT** 4 (-3)    **WIS** 13 (+1)    **CHA** 6 (-2)

**Skills** Perception +3, Stealth +6

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

**Languages** --

### ABILITIES

**Camouflaged Hide.** The bulette has advantage on Dexterity (Stealth) made in marshes and swamps.

**Hold Breath.** The bulette can hold its breath for 30 minutes.

**Standing Leap.** The bulette's long jump is up to 30 feet away and its high jump is up to 15 feet, with or without a running start.

**Webbed Feet.** The bulette ignores difficult terrain related to water and mud.

### ACTIONS

**Fist.** *melee weapon attack*, +7 to hit, reach 5ft., one target. *Hit:* 16 (3d8 + 3) piercing damage.

**Deadly Leap.** If the bulette jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 13 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 10 (2d6 + 3) bludgeoning damage plus 10 (2d6 + 3) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the bulette's space.





## PYGMY BULETTE

CHALLENGE 4 (2,300 XP)

Medium monstrosity, Unaligned

**Armor Class** 18 (Natural Armor)

**Hit Points** 102 (12d8+48)

**Speed** 30 ft., burrow 25 ft., swim 20 ft.

<b>STR</b> 15 (+2)	<b>DEX</b> 16 (+3)	<b>CON</b> 18 (+4)
<b>INT</b> 6 (-2)	<b>WIS</b> 14 (+2)	<b>CHA</b> 8 (-1)

**Skills** Perception +4

**Senses** Darkvision 60 ft., tremorsense 60 ft., passive Perception 16

**Languages** --

### ABILITIES

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

**Hold Breath.** The bulette can hold its breath for 15 minutes.

**Standing Leap.** The bulette's long jump is up to 30 feet away and its high jump is up to 15 feet, with or without a running start.

### ACTIONS

**Multiattack.** The bulette makes two bite attacks and a slam attack.

**Bite.** *melee weapon attack.* +5 to hit, reach 5ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

**Slam.** *melee weapon attack.* +4 to hit, reach 5ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage and the target is knocked prone.



## PIGMY BULETTE SWARM

CHALLENGE 7 (2,900 XP)

Huge swarm of Medium monstrosities, unaligned

**Armor Class** 18 (natural armor)

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

**Speed** 30 ft., burrow 25 ft., swim 20 ft.

<b>STR</b> 18 (+4)	<b>DEX</b> 16 (+3)	<b>CON</b> 20 (+5)
<b>INT</b> 6 (-2)	<b>WIS</b> 14 (+2)	<b>CHA</b> 8 (-1)

**Damage Resistances** bludgeoning, piercing, slashing

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

**Skills** Perception +5

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

**Languages** --

### ABILITIES

**Hold Breath.** The swarm can hold its breath for 15 minutes.

**Leap.** The swarm can long jump up to 30 feet and high jump up to 15 feet, with or without a running start.

**Pack Tactics.** The swarm has advantage on an attack roll against creatures in spaces it occupies.

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Medium pygmy bulette. The swarm can't regain hit points or gain temporary hit points.

### ACTIONS

**Bites.** *Melee Weapon Attack:* +7 to hit, reach 0 ft., all creatures in the swarm's space. *Hit:* 25 (4d10 + 4) piercing damage, or 13 (2d10 + 2) piercing damage if the swarm has half of its hit points or fewer.

# CHIMERAS

Bulettes, often times called 'land sharks', swim through the ground as well as their seadwelling ancestors did the oceans. Taking their prey by surprise, they thrust up with sharp teeth and powerful jaws. With a penchant for humanoid flesh, they are dangerous to observe and even more so to train.

In addition to sharks, bulettes share their ancestry with the more docile giant turtle. The bulette has a hardened, natural armor that protects the creature from the rocks, roots, and bones under the ground through which they travel. They have sharp, thick claws on each leg, good for angling upwards and tearing aside ceilings of grass, sand, ice, and even stone.



## DESERT CHIMERA

CHALLENGE 4 (1100 XP)

Medium monstrosity, neutral

**Armor Class** 13 (natural armor)

**Hit Points** 90 (12d8 + 36)

**Speed** 40 ft.

**STR** 17 (+3)      **DEX** 14 (+2)      **CON** 16 (+3)

**INT** 5 (-3)      **WIS** 15 (+2)      **CHA** 11 (+0)

**Skills** Athletics +5, Perception +6

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

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

### ABILITIES

**Desert Dweller.** The chimera is naturally adapted to hot climates.

**Keen Hearing and Smell.** The chimera has advantage on Wisdom (Perception) checks that rely on hearing or smell.

### ACTIONS

**Multiattack.** The chimera makes three attacks: one with its bite, one with its claws, and one with its horns.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 1 piercing damage and the target must make a DC 13 Constitution saving throw. On a failed save, the target takes 16 (3d10) poison damage and is poisoned for one minute, or half as much damage and isn't poisoned on a successful one.

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

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

## FOREST CHIMERA

CHALLENGE 12 (8400 XP)

**Huge monstrosity, neutral**

**Armor Class** 15 (natural armor)

**Hit Points** 184 (16d12 + 80)

**Speed** 40 ft., fly 30 ft.

**STR** 22 (+6)    **DEX** 10 (+0)    **CON** 20 (+5)

**INT** 3 (-4)    **WIS** 13 (+1)    **CHA** 10 (+0)

**Saving Throws** Str +10, Con +9

**Skills** Perception +5

**Senses** darkvision 120 ft., passive Perception 15

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



### ABILITIES

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

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

### ACTIONS

**Multiattack.** The chimera makes five attacks: two with its bite, two with its claws, one with its horn. When its poison breath is available, it can use the breath in place of one bite and one claws.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

**Claws.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage

**Horn.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 9 (1d6 + 6) bludgeoning damage, and the target is grappled (escape DC 16). The chimera can grapple up to two creatures at a time.

**Poison Breath (Recharge 5-6).** The dragon head exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

### LEGENDARY ACTIONS

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

**Attack.** The chimera makes a horn attack.

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

**Fly.** The chimera moves up to its fly speed.

## SWAMP CHIMERA

CHALLENGE 5 (1800 XP)

**Large monstrosity, chaotic evil**

**Armor Class** 14 (natural armor)

**Hit Points** 93 (11d10 + 33)

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

**STR** 17 (+3)    **DEX** 14 (+2)    **CON** 16 (+3)

**INT** 5 (-3)    **WIS** 15 (+2)    **CHA** 11 (+0)

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

**Senses** darkvision 120 ft., passive Perception 14

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

### ABILITIES

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

**Hold Breath.** The chimera can hold its breath for 30 minutes.

**Keen Hearing and Smell.** The chimera has advantage on Wisdom (Perception) checks that rely on hearing or smell.

### ACTIONS

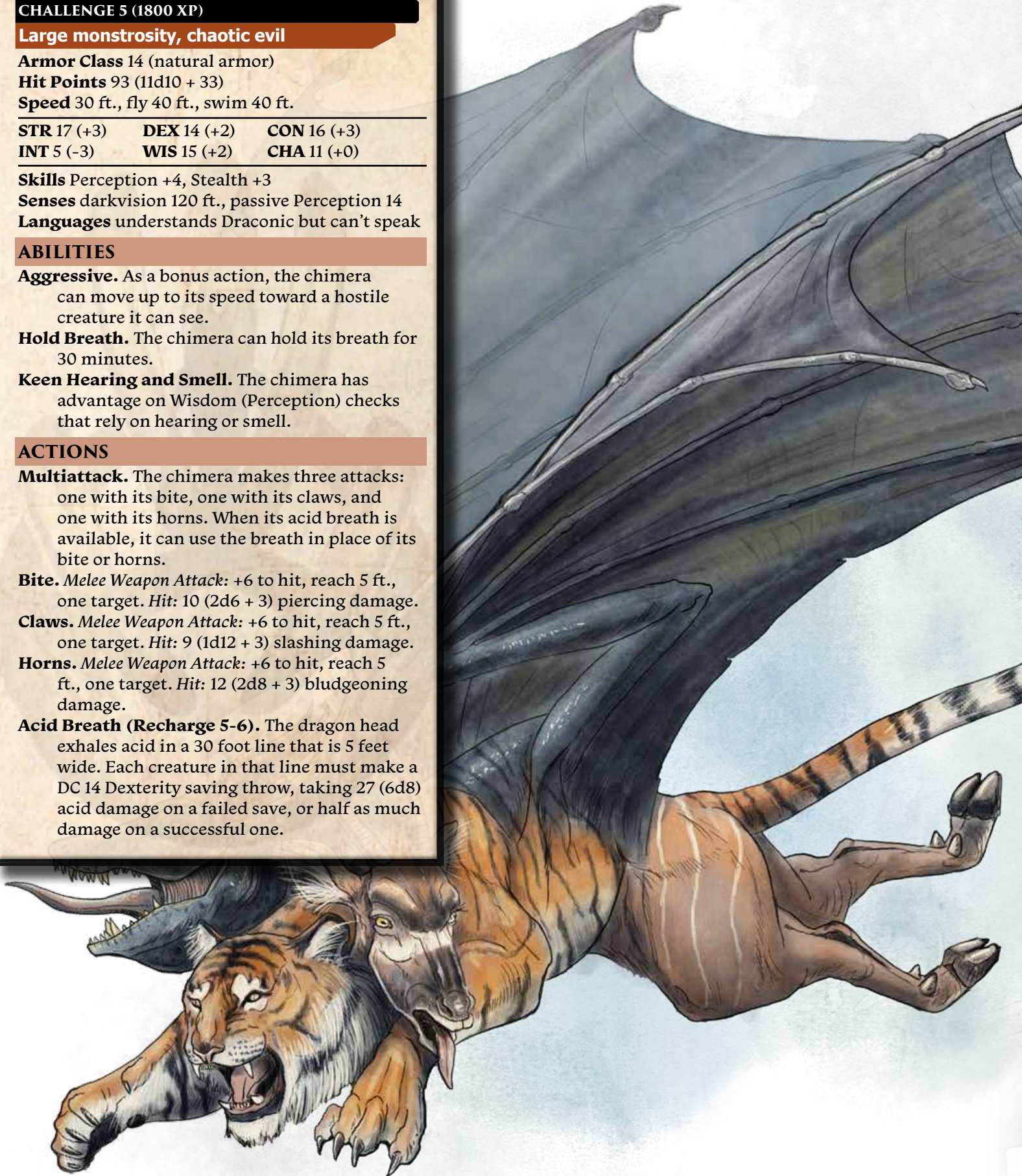
**Multiattack.** The chimera makes three attacks: one with its bite, one with its claws, and one with its horns. When its acid breath is available, it can use the breath in place of its bite or horns.

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

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

**Horns.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

**Acid Breath (Recharge 5-6).** The dragon head exhales acid in a 30 foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 27 (6d8) acid damage on a failed save, or half as much damage on a successful one.



## UNDERSEA CHIMERA

CHALLENGE 5 (1800 XP)

Medium monstrosity, chaotic evil

**Armor Class** 14 (natural armor)

**Hit Points** 93 (11d10 + 33)

**Speed** 0 ft., swim 60 ft.

**STR** 16 (+3)    **DEX** 13 (+1)    **CON** 16 (+3)

**INT** 8 (-1)    **WIS** 15 (+2)    **CHA** 16 (+3)

**Skills** Perception +5

**Senses** darkvision 120 ft., tremorsense 60 ft., passive Perception 15

**Languages** understands Common and Deep Speech but can't speak

### ABILITIES

**Chomping Grab.** The chimera has advantage on attack rolls with bite attacks against creatures it is grappling.

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

2/day: *suggestion*

**Variable Illumination.** The chimera can shed bright light in a 5-foot to 30-foot radius and dim light for an additional number of feet equal to the chosen radius. The chimera can alter or end the radius as a bonus action.

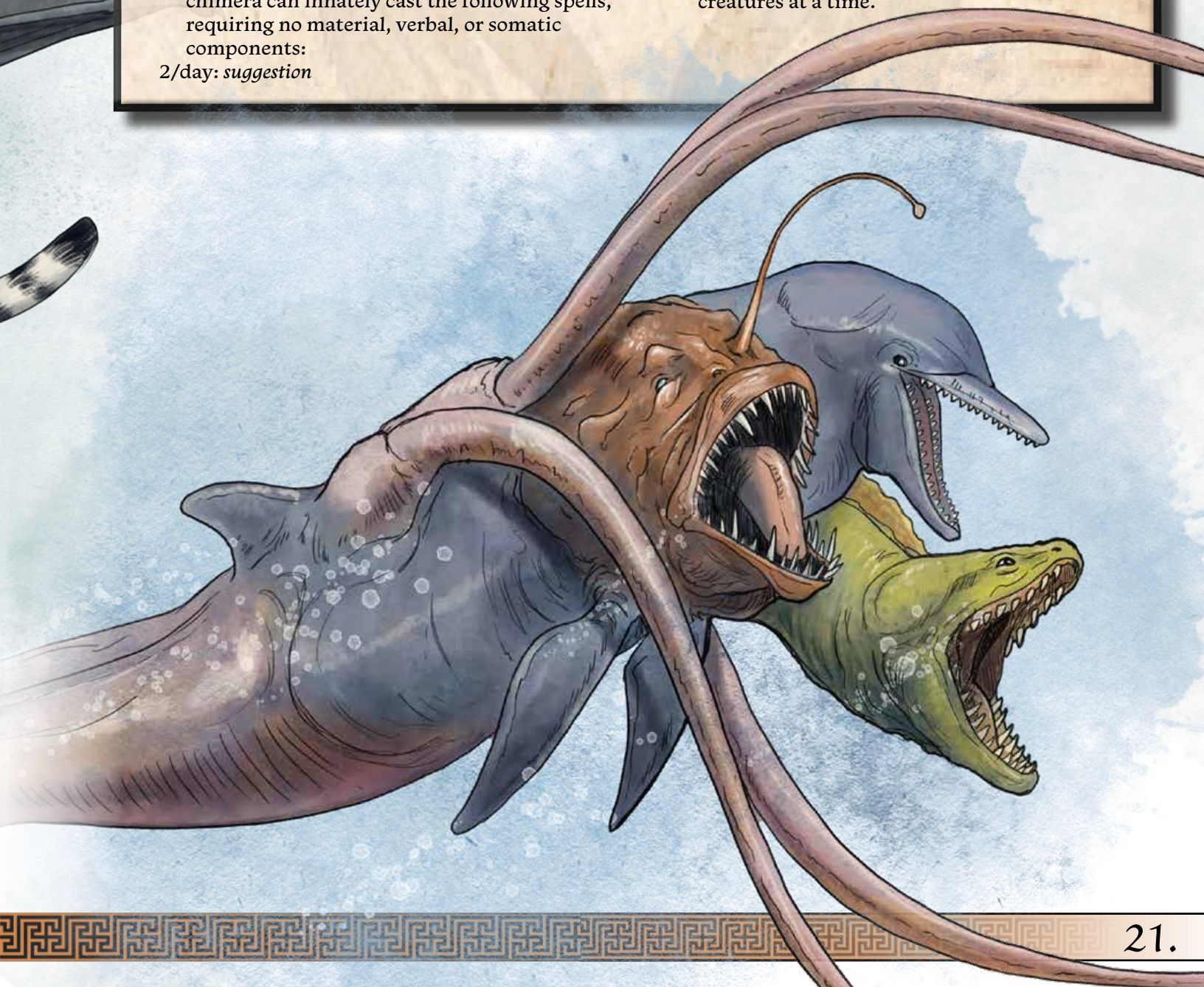
**Water Breathing.** The chimera can breathe only underwater.

### ACTIONS

**Multiattack.** The chimera makes three attacks: two with its bite, and one with its tentacles. If the chimera can cast *suggestion*, it can use the spell in place of one of its bites.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

**Tentacles.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, and the target is grappled (escape DC 16). The chimera can grapple up to two creatures at a time.



# COCKATRICES

Even the common cockatrice is a sight to behold; its diverse origins blend to form an elegant, lithe body with plumage that seamlessly flows into the scales that protect its torso and back. Its colors, temperament, and even abilities are varied, depending on the creature who incubated the egg. Cockatrices produce their own eggs, but often will sneak their eggs into nests of other creatures for incubation, resulting in different variations of cockatrices.

The origins of this species is still a matter of debate among academics and mages; many of whom are more than willing to talk about where they “actually” came from in exchange for space by the tavern fire and a few complimentary ales. The only thing they can indeed agree upon is that magic had to be involved to bring together the parts into a working whole.



## COIFED COCKATRICE

CHALLENGE 1/2 (100 XP)

Small monstrosity, unaligned

Armor Class 12

Hit Points 27 (6d6 + 6)

Speed 30 ft., fly 30 ft.

STR 8 (-1)      DEX 14 (+2)      CON 13 (+1)

INT 4 (-3)      WIS 12 (+1)      CHA 10 (+0)

**Skills** Perception +3, Sleight of Hand +4, Stealth +4

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

**Languages** -

### ABILITIES

**Translucent.** The cockatrice has advantage on attack rolls against a creature if at least one of its allies are 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:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified indefinitely. A creature can end this petrification with the *remove curse* spell or by having another creature apply the blood of the cockatrice to their petrified body.

## SHOEBILL COCKATRICE

CHALLENGE 2 (450 XP)

Medium monstrosity, neutral evil

Armor Class 11

Hit Points 27 (6d8 + 6)

Speed 40 ft., fly 20 ft.

STR 15 (+2)	DEX 13 (+1)	CON 14 (+2)
INT 5 (-3)	WIS 8 (-1)	CHA 10 (+0)

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

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

**Languages** -

### ABILITIES

**Striding Legs.** The cockatrice ignores difficult terrain related to mud, water, and loose earth.

### ACTIONS

**Multiattack.** The cockatrice makes one attack with its bite and one with its tail.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified indefinitely. A creature can end this petrification by brewing a potion with the cockatrice's eye. Creating this potion is a DC 15 Intelligence (Alchemist's Tools) check that takes three days.

**Tail.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

## DEATHROLL

CHALLENGE 4 (1,000 XP)

Medium monstrosity, chaotic evil

Armor Class 11

Hit Points 65 (10d8 + 20)

Speed 40 ft., fly 20 ft.

STR 15 (+2)	DEX 13 (+1)	CON 14 (+2)
INT 5 (-3)	WIS 14 (+2)	CHA 12 (+1)

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

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

**Languages** -

### ABILITIES

**Nimble.** Opportunity attacks targeting Deathroll are made with disadvantage.

**Striding Legs.** Deathroll ignores difficult terrain related to mud, water, and loose earth.

### ACTIONS

**Multiattack.** Deathroll makes three attacks, one attack with its bite and two with its tail.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage, and the target is grappled (escape DC 13).

**Deathroll.** Deathroll moves 10 feet. Creatures grappled by Deathroll must make a DC 13 Constitution saving throw, taking 14 (4d6) damage from being dragged on a failed save or half as much on a successful one.

**Tail.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.



## PEACOCKATRICE

CHALLENGE 1 (200 XP)

Small monstrosity, unaligned

Armor Class 12

Hit Points 28 (8d6)

Speed 30 ft., fly 20 ft.

STR 11 (+0)	DEX 14 (+2)	CON 11 (+0)
INT 10 (+0)	WIS 14 (+2)	CHA 15 (+2)

Skills Insight +4, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages understands Common and at least one other language

### ACTIONS

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

**Vibrant Gaze (Recharge 6).** The cockatrice raises its tail feathers at a creature that it can see within 30 ft. of it. The creature must make a DC 12 Charisma saving throw or be petrified indefinitely. Creatures behind cover have advantage on this saving throw. The petrification can be broken with the remove curse spell or by applying the ash of one of the cockatrice's tail feathers to the petrified creature.



## PEACOCKATRICE SWARM

CHALLENGE 2 (450 XP)

Large swarm of Small monstrosities, unaligned

Armor Class 12

Hit Points 52 (8d10 + 8)z

Speed 30 ft., fly 20 ft.

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

Skills Insight +4, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages understands Common and at least one other language

### ABILITIES

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Small bird. The swarm can't regain hit points or gain temporary hit points.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 0 ft., all creatures in the swarm's space. *Hit:* 12 (4d4 + 2) piercing damage, or 6 (2d4 + 1) piercing damage if the swarm has half of its hit points or fewer.

**Vibrant Gaze (Recharge 6).** The swarm raises their tail feathers at all creature that they can see within 30 ft. of it. The creatures must make a DC 13 Charisma saving throw or be petrified indefinitely. Creatures behind cover have advantage on this saving throw. The petrification can be broken with the remove curse spell or by applying the ash of one of the cockatrice's tail feathers to the petrified creature.





## AQUATIC COCKATRICE

CHALLENGE 1 (200 XP)

Small monstrosity, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 28 (4d6 + 12)

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

**STR** 13 (+1)    **DEX** 13 (+1)    **CON** 16 (+3)

**INT** 6 (-2)    **WIS** 12 (+1)    **CHA** 9 (-1)

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

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

**Languages** -

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw against being magically frozen solid. On a failed save, the creature begins to turn to freeze and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is magically frozen solid for 24 hours. Creatures that are immune to cold damage automatically succeed on this saving throw.



# COUATLS

Couatl have maintained an active presence within civilizations near their homelands over centuries of recorded history. Their aid and guidance are not only tales of legend, but memories of recent decades. My research led me to the expertise of one Amiko kaj Zorgo, a bold-hearted half-orc druid from the southern continent. By the time I met him, Amiko had spent nearly two decades of his life in the service of various couatl mates. His personal experience and academic knowledge made him an invaluable guide, and certainly my research would not have been so complete without his expertise.



## SUNSET COUATL

CHALLENGE 6 (2,300 XP)

Medium Celestial, Lawful Good

Armor Class 19

Hit Points 128 (16d8 + 64)

Speed 30 ft., fly 90ft.

STR 18 (+4)    DEX 20 (+5)    CON 19 (+4)

INT 18 (+4)    WIS 20 (+5)    CHA 18 (+4)

**Skills** Perception +3, Insight +6

**Damage Resistances** Radiant

**Damage Immunities** Psychic; Bludgeoning, Piercing, and Slashing From Nonmagical Weapons

**Senses** Truesight 120 ft., passive Perception 18

**Languages** All, Telepathy 120 ft.

### ABILITIES

**Innate Spellcasting (Psionics).** The couatl's innate spellcasting ability is Wisdom (spell save DC 16).

It can innately cast the following Spells, requiring no components:

**At-will:** *Charm Person, Detect Evil and Good, Heroism, Guidance, Resistance, Detect Thoughts*

**3/day:** *Bless, Cure Wounds, Lesser Restoration, Protection from Poison, Sanctuary, Divine Favor*

**1/day:** *Dream, Greater Restoration, Telekinesis, Death Ward*

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

**Shielded Mind.** The couatl is immune to Scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

### ACTIONS

**Bite.** *Melee weapon attack*, +8 to hit, reach 10 ft., one creature. *Hit:* 10 (2d6+4) piercing damage, and the target must succeed on a DC 16 Wisdom saving throw vs. the couatl's venom. The couatl's venom is mind-affecting; those under its influence become pacified and cannot attack or take other violent actions for 24 hours

**Constrict.** *Melee weapon attack*, +6 to hit, reach 10 ft., one creature. *Hit:* 12 (2d8+4) bludgeoning damage, and the target is Grappled (escape DC 16). The target is Restrained while constricted and the couatl cannot constrict more than one target at a time.

## CRYSTAL COUATL NEONATE

CHALLENGE 1/8 (25 XP)

**Tiny monstrosity, lawful good**

**Armor Class** 12

**Hit Points** 21 (6d4 + 6)

**Speed** 40 ft., burrow 40 ft.

<b>STR</b> 8 (-1)	<b>DEX</b> 14 (+2)	<b>CON</b> 10 (+0)
<b>INT</b> 12 (+1)	<b>WIS</b> 10 (+0)	<b>CHA</b> 22 (+6)

**Skills** Perception +2, Stealth +6

**Damage Resistances** radiant, psychic

**Senses** passive Perception 12

**Languages** All, telepathy 30 ft.

### ABILITIES

**Translucent.** The neonate has advantage on Dexterity (Stealth) checks.

### ACTIONS

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

**Gentle Lullaby (Recharge 6).** The neonate sings a song that is very soft and calming. Creatures within 15 feet of the neonate, including the neonate, must make a DC 11 Charisma saving throw or fall asleep for 1 minute. The song does not need to be understood to have this effect; it merely must be heard.

## CRYSTAL COUATL

CHALLENGE 2 (450 XP)

**Medium Celestial, Lawful Good**

**Armor Class** 15

**Hit Points** 70 (10d8 + 30)

**Speed** 30 ft., fly 90ft.

<b>STR</b> 16 (+3)	<b>DEX</b> 20 (+5)	<b>CON</b> 14 (+3)
<b>INT</b> 18 (+4)	<b>WIS</b> 18 (+4)	<b>CHA</b> 18 (+4)

**Skills** Insight +2, Perception +2, Stealth +4, Survival +2

**Damage Resistances** Radiant, Psychic

**Senses** Passive Perception 17

**Languages** All, Telepathy 120 ft.

### ABILITIES

**Translucent.** The crystal couatl has the advantage on Dexterity (Stealth) checks.

**Innate Spellcasting (Psionics).** The crystal couatl's innate spellcasting ability is Wisdom (spell save DC 14). It can innately cast the following Spells, requiring no components:

**At will:** *Fog Cloud, Purify Food and Drink, Detect Evil and Good*

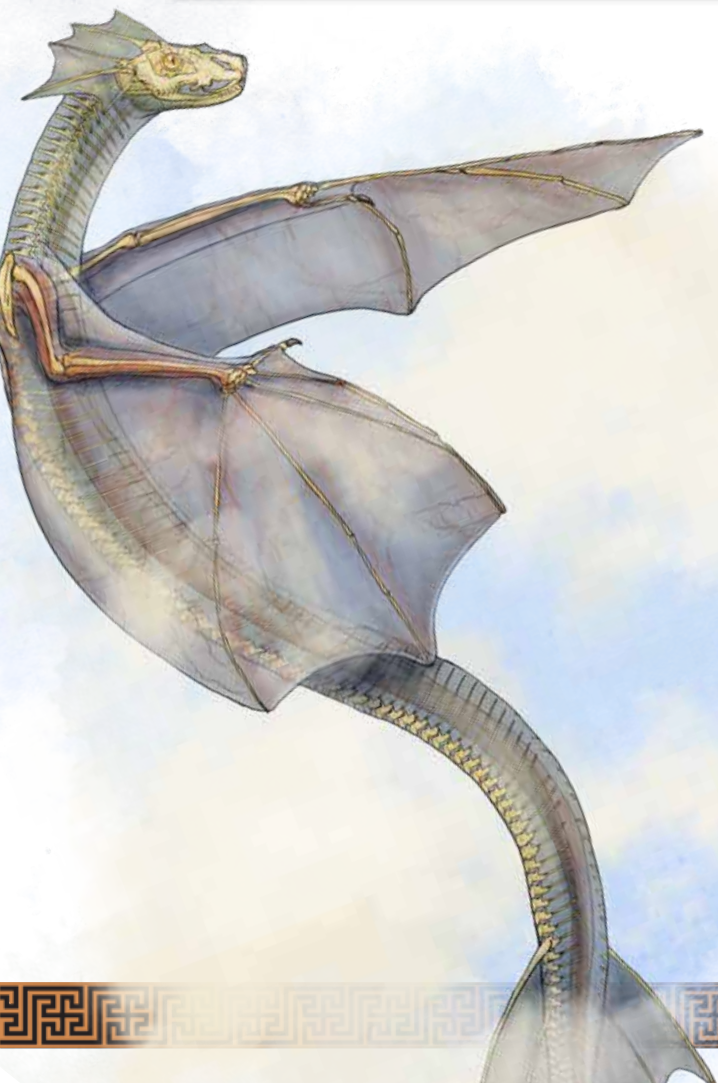
**3/day each:** *Detect Thoughts, Bless, Cure Wounds, Protection from Poison*

### ACTIONS

**Bite.** *Melee weapon attack,* +4 to hit, reach 5 ft, one creature, *Hit:* 7 (1d8+3) piercing damage,

**Constrict.** *Melee weapon attack,* +6 to hit, reach 10 ft., one creature. *Hit:* 12 (2d8+4) bludgeoning damage, and the target is Grappled (escape DC 16). The target is Restrained while constricted and the couatl cannot constrict more than one target at a time.

**Charming Song.** The crystal couatl's voice is incredibly beautiful and alluring. The song acts as a suggestion spell with the command "come to my location" to any animal, child, or other humanoid of good alignment unless a DC 14 Wisdom check is made. The song does not need to be understood to have this affect; it merely must be heard.



## ARCTIC COUATL

CHALLENGE 9 (5,000 XP)

Medium Celestial, Lawful Good

Armor Class 19

Hit Points 153 (17d8+35)

Speed 30 ft., fly 90ft.

STR 20 (+5) DEX 20 (+5) CON 20 (+5)

INT 18 (+4) WIS 22 (+6) CHA 18 (+4)

**Saving Throws** Perception +4, Insight +8, Survival +8

**Damage Resistances** Radiant

**Damage Immunities** Psychic, Bludgeoning, Piercing,  
And Slashing From Nonmagical Weapons, Cold

**Senses** Truesight 120 Ft., passive Perception 20

**Languages** All, Telepathy 120 ft.

### ABILITIES

**Innate Spellcasting (Psionics).** The arctic couatl's innate spellcasting ability is Wisdom (spell save DC 17). It can innately cast the following Spells, requiring no components:

**At-will:** *Detect Evil and Good, Heroism, Guidance, Resistance, Detect Thoughts, Faerie Fire, Dancing Lights*

**3/day each:** *Bless, Cure Wounds, Lesser Restoration, Protection from Poison, Sanctuary, Divine Favor, Aid*

**1/day each:** *Dream, Greater Restoration, Telekinesis, Beacon of Hope*

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

**Shielded Mind.** The couatl is immune to Scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

**Luminous Wings.** At will the arctic couatl can cause its wings to glow, as if under the effect of a Daylight spell.

### ACTIONS

**Multiattack.** The arctic couatl makes two attacks: one with its bite and one with its wings.

**Bite.** *Melee weapon attack*, +8 to hit, reach 5 ft., one creature.

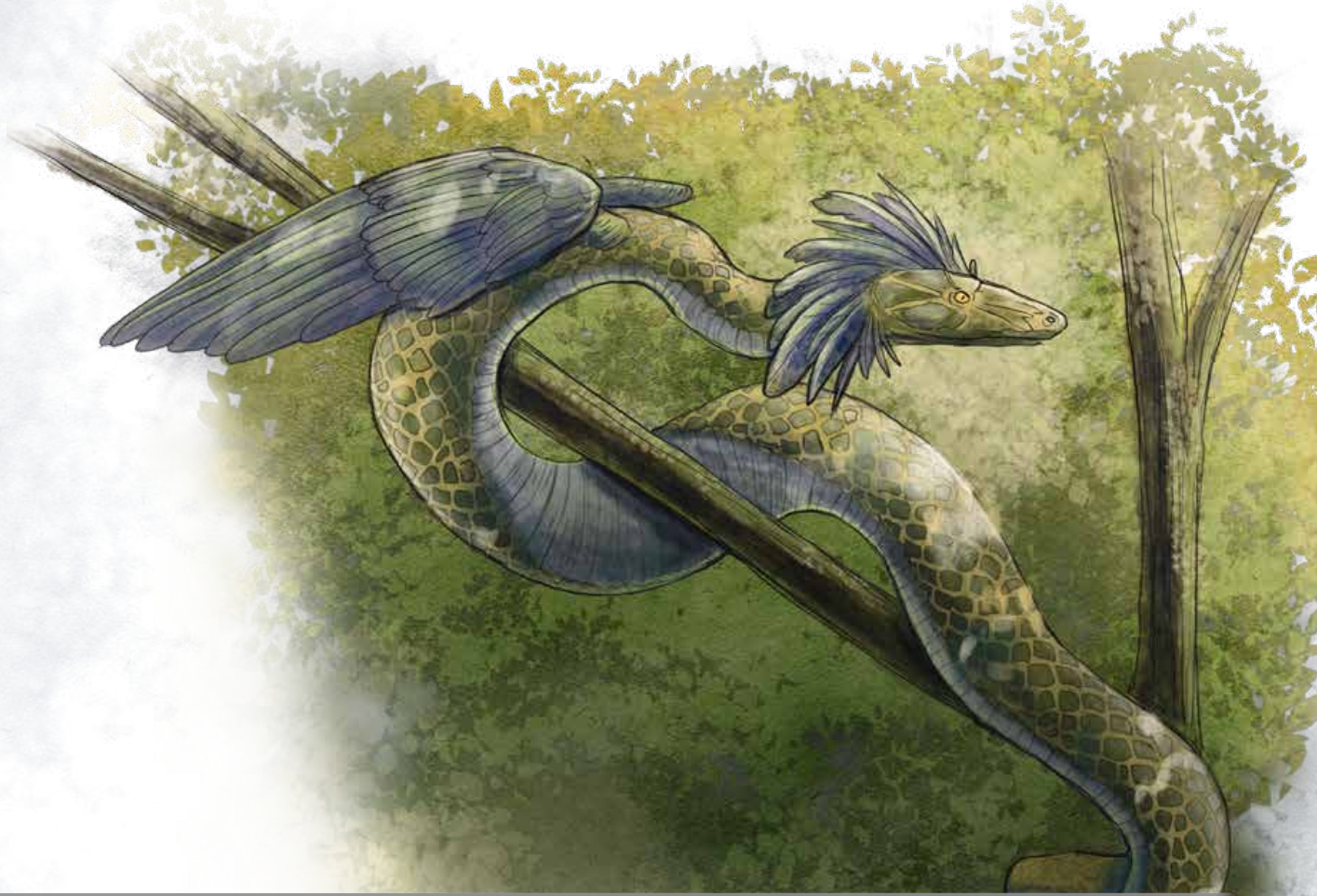
*Hit:* 15 (2d10+5) piercing damage, and the target must succeed on a DC 17 Wisdom saving throw vs. the couatl's venom. The couatl's venom is mind-affecting; those under its influence become pacified and cannot attack or take other violent actions for 24 hours.

**Wing Attack.** The arctic couatl can beat its wings against an opponent inflicting 13 (2d8+5) bludgeoning damage and 6 (2d6) Radiant damage.

**Constrict.** *Melee weapon attack*, +6 to hit, reach 10 ft., one Medium or smaller creature.

*Hit:* 12 (2d8+4) bludgeoning damage, and the target is Grappled (escape DC 16). The target is Restrained while constricted and the couatl cannot constrict more than one target at a time.





## CRYPTIC COUATL

CHALLENGE 11 (7,200 XP)

Medium Celestial, Lawful Good

Armor Class 19

Hit Points 210 (21d8 + 126)

Speed 40 ft., fly 60 ft., Climb 40 ft., Burrow 20 ft.

STR 22 (+6)	DEX 20 (+5)	CON 22 (+6)
INT 18 (+4)	WIS 22 (+6)	CHA 18 (+4)

**Skills** Perception +4, Insight +8, Survival +4, Stealth +8

**Damage Immunities** Psychic, Bludgeoning, Piercing, And Slashing From Nonmagical Weapons, Radiant

**Senses** Truesight 120 Ft., passive Perception 20

**Languages** All, Telepathy 120 ft.

### ABILITIES

**Innate Spellcasting (Psionics).** The cryptic couatl's innate spellcasting ability is Wisdom (spell save DC 18). It can innately cast the following Spells, requiring no components:

**At-will:** *Detect Evil and Good, Resistance, Detect Thoughts, Speak with Animals, Druidcraft, Purify Food & Drink, Entangle*

**3/day each:** *Bless, Cure Wounds, Lesser Restoration, Sanctuary, Divine Favor, Aid, Create or Destroy Water, Pass Without Trace*

**1/day each:** *Dream, Greater Restoration, Plant Growth, Grasping Vine, Commune with nature*

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

**Shielded Mind.** The couatl is immune to Scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

### ACTIONS

**Multiattack.** The cryptic couatl makes three attacks: one with its bite and two with its wings. One of the two attacks may be made instead with its constrict.

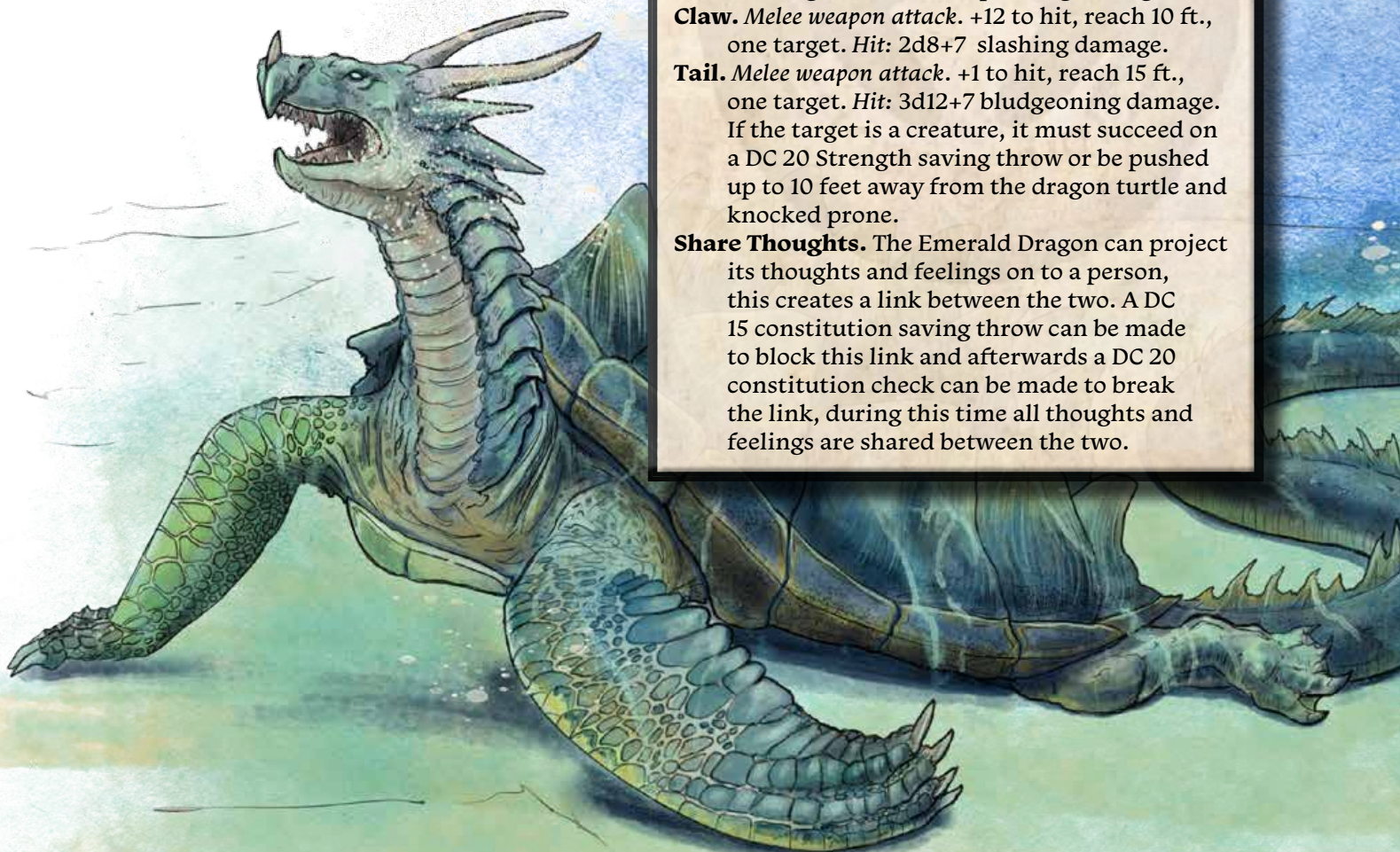
**Bite.** *Melee weapon attack* +8 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10+5) piercing damage, and the target must succeed on a DC 18 Wisdom saving throw vs. the couatl's venom. The couatl's venom is mind-affecting; those under its influence become pacified and cannot attack or take other violent actions for 24 hours.

**Wing Attack.** The cryptic couatl can beat its wings against an opponent inflicting 17 (3d8+5) bludgeoning damage.

**Constrict.** *Melee weapon attack*, +8 to hit, reach 10 ft, one Medium or smaller creature. *Hit:* 20 (3d10+5) bludgeoning damage, and the target is Grappled (escape DC 18). The target is Restrained while constricted and the couatl cannot constrict more than one target at a time.

# DRAGON TURTLE

The word dragon not only denotes a species of creatures, but has an ancient weight, a meaning. It represents something great and powerful, something to be feared, but most of all to be respected. It is not surprising the subjects of this entry have many names with one commonality: the word dragon. They swam in the oceans of the earth when it was still young; before folk much smaller than them came into being, before thoughts were given a voice and immortals were called gods. They are as eternal as the waters of the earth. In my elven tongue they are known as ear'loki, or sea dragons, but for the sake of the many readers who many peruse this book I shall keep to their name in the common tongue: dragon turtles.



## EMERALD DRAGON TURTLE

CHALLENGE 17 (18,000 XP)

**Gargantuan Dragon, Neutral**

**Armor Class** 20 Natural Armor

**Hit Points** 341 (22d10 + 110)

**Speed** 20 ft., swim 50 ft.

**STR** 26 (+6)    **DEX** 9 (-1)    **CON** 25 (+7)

**INT** 12 (+1)    **WIS** 12 (+1)    **CHA** 10 (+0)

**Damage Resistances** Piercing and slashing damage due to their hard shell. If you can get to their softer body between the shell plates it counts as full damage.

**Senses** darkvision 120 ft. Passive Perception: 11

**Languages** Aquan, Draconic

### ABILITIES

**Amphibious.** The emerald dragon turtle can breathe air and water.

### ACTIONS

**Multiattack.** The emerald dragon turtle makes three attacks: one with its bite and two with its claws. It can make one tail attack in place of its two claw attacks.

**Bite.** *Melee weapon attack.* +12 to hit, reach 15 ft., one target. *Hit:* 3d12+7 piercing damage.

**Claw.** *Melee weapon attack.* +12 to hit, reach 10 ft., one target. *Hit:* 2d8+7 slashing damage.

**Tail.** *Melee weapon attack.* +1 to hit, reach 15 ft., one target. *Hit:* 3d12+7 bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 10 feet away from the dragon turtle and knocked prone.

**Share Thoughts.** The Emerald Dragon can project its thoughts and feelings on to a person, this creates a link between the two. A DC 15 constitution saving throw can be made to block this link and afterwards a DC 20 constitution check can be made to break the link, during this time all thoughts and feelings are shared between the two.

# TREASURESHELL DRAGON TURTLE

CHALLENGE 17 (18,000 XP)

Gargantuan Dragon, Neutral

**Armor Class** 21 Natural Armor

**Hit Points** 341 (22d10 + 110)

**Speed** 20 ft., swim 50 ft.

**STR** 25 (+5)    **DEX** 10 (+0)    **CON** 20 (+5)

**INT** 10 (+0)    **WIS** 12 (+1)    **CHA** 12 (+1)

**Damage Resistances** Piercing and slashing damage due to their hard shell. If you can get to their softer body between the shell plates it counts as full damage.

**Senses** darkvision 120 ft. Passive Perception: 11

**Languages** Aquan, Draconic

## ABILITIES

**Amphibious.** The emerald dragon turtle can breathe air and water.

## ACTIONS

**Multiattack.** The emerald dragon turtle makes three attacks: one with its bite and two with its claws. It can make one tail attack in place of its two claw attacks.

**Bite.** *Melee weapon attack.* +12 to hit, reach 15 ft., one target. *Hit:* 3d12+7 piercing damage.

**Claw.** *Melee weapon attack.* +12 to hit, reach 10 ft., one target. *Hit:* 2d8+7 slashing damage.

**Tail.** *Melee weapon attack.* +12 to hit, reach 15 ft., one target. *Hit:* 3d12 + 7 bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 10 feet away from the dragon turtle and knocked prone.

**Throw Gold.** The Treasureshell can peel off gold from its shell and throw it, either as a ranged attack for 1d4 blunt damage or as a distraction.



## SWAMP SNAPPER DRAGON TURTLE

CHALLENGE 17 (18,000 XP)

### Gargantuan Dragon, Neutral

**Armor Class** 20 Natural Armor

**Hit Points** 330 (22d20 + 110)

**Speed** 20 ft., swim 50 ft.

**STR** 25 (+7)    **DEX** 10 (+0)    **CON** 20 (+5)

**INT** 10 (+0)    **WIS** 12 (+1)    **CHA** 9 (-1)

**Damage Resistances** Piercing and slashing damage due to their hard shell. If you can get to their softer body between the shell plates it counts as full damage.

**Senses** darkvision 120 ft. Passive Perception: 11

**Languages** Aquan, Common, Draconic

### ABILITIES

**Amphibious.** The swamp snapper dragon turtle can breathe air and water.

### ACTIONS

**Multiattack.** The swamp snapper makes three attacks: one with its bite and two with its claws. It can make one tail attack in place of its two claw attacks.

**Bite.** *Melee weapon attack.* +12 to hit, reach 15 ft., one target. *Hit:* 3d12+7 piercing damage.

**Claw.** *Melee weapon attack.* +12 to hit, reach 10 ft., one target. *Hit:* 2d8+7 slashing damage.

**Tail.** *Melee weapon attack.* +12 to hit, reach 15 ft., one target. *Hit:* 3d12+7 bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 10 feet away from the dragon turtle and knocked prone.

**Steam Breath.** The swamp snapper exhales scalding steam in a 60-foot cone from the decaying plant matter inside themselves that releases methane which then combusts forming the steam. Each creature in that area must make a DC 18 Constitution saving throw, taking 52 (15d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.





## DESERT DRAGON TURTLE

CHALLENGE 17 (18,000 XP)

Gargantuan Dragon, Neutral

**Armor Class:** 20 Natural Armor

**Hit Points:** 350 (22d10 + 110)

**Speed:** 30 ft.

<b>STR</b> 26 (+6)	<b>DEX</b> 9 (-1)	<b>CON</b> 25 (+7)
<b>INT</b> 12 (+1)	<b>WIS</b> 12 (+1)	<b>CHA</b> 10 (+0)

**Damage Resistances** Piercing and slashing damage due to their hard shell. If you can get to their softer body between the shell plates it counts as full damage.

**Senses** darkvision 120 ft. Passive Perception: 11

**Languages** Draconic, Terran

### ACTIONS

**Multiattack.** The dragon turtle makes three attacks: one with its bite and two with its claws. It can make one tail attack in place of its two claw attacks.

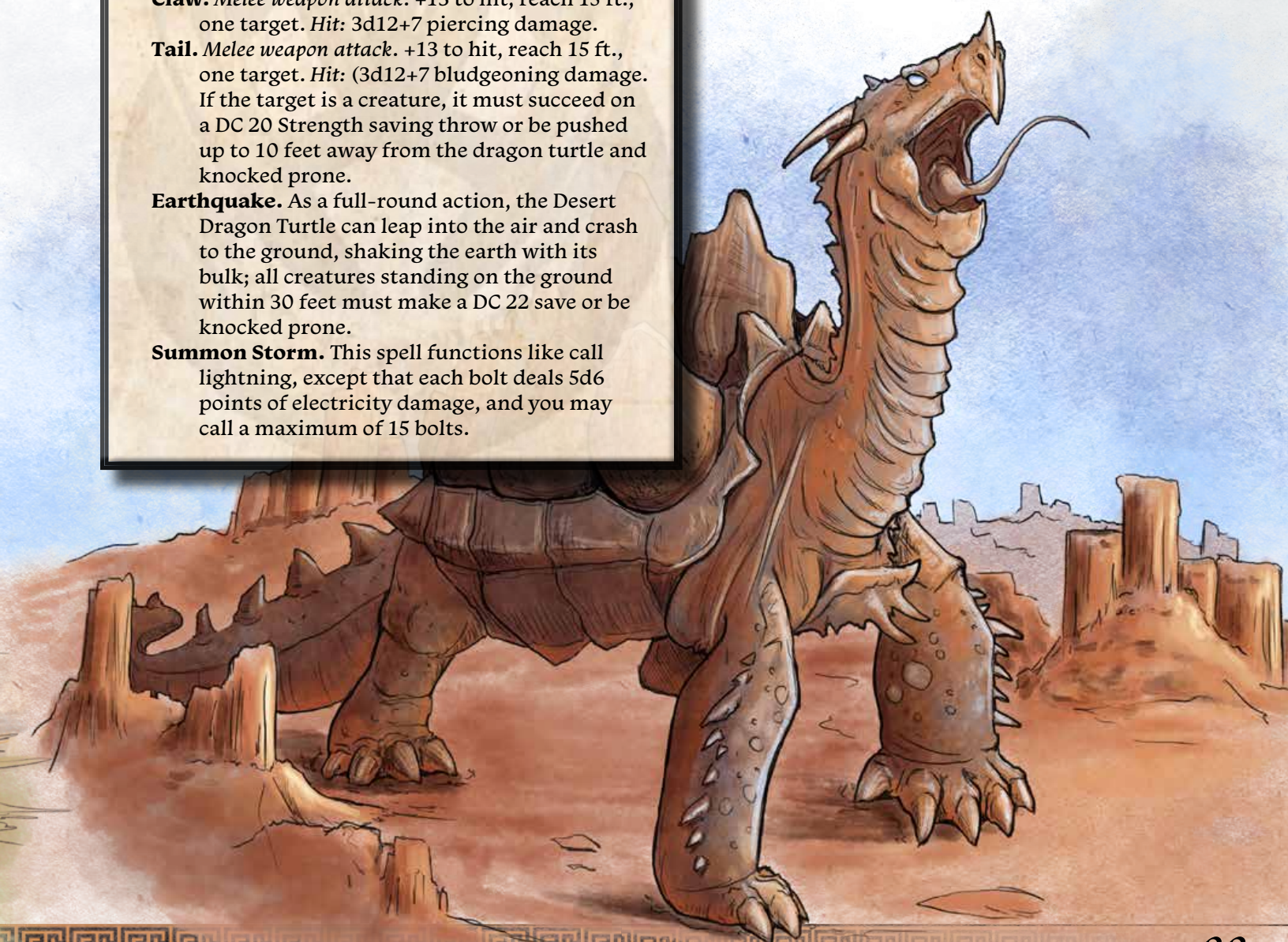
**Bite.** *Melee weapon attack.* +13 to hit, reach 15 ft., one target. *Hit:* 3d12+7 piercing damage.

**Claw.** *Melee weapon attack.* +13 to hit, reach 15 ft., one target. *Hit:* 3d12+7 piercing damage.

**Tail.** *Melee weapon attack.* +13 to hit, reach 15 ft., one target. *Hit:* (3d12+7 bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 10 feet away from the dragon turtle and knocked prone.

**Earthquake.** As a full-round action, the Desert Dragon Turtle can leap into the air and crash to the ground, shaking the earth with its bulk; all creatures standing on the ground within 30 feet must make a DC 22 save or be knocked prone.

**Summon Storm.** This spell functions like call lightning, except that each bolt deals 5d6 points of electricity damage, and you may call a maximum of 15 bolts.



# FAERIE DRAGONS

Adventurers often associate the fey with sprites, nymphs, dryads, and the like. Strange creatures who, though in appearance seem almost humanoid, have customs and cultures far unlike our own. But the presence of fey goes far beyond shy nymphs in woodland ponds. Faerie dragon courts are scattered throughout the world, spreading their mischief in towns and countrysides, or leading travelers off well-beaten paths into magical secrets and dark shadows from which they might never emerge.



## MONARCH FAERIE DRAGON

CHALLENGE 2 (450 XP)

**Tiny dragon, lawful neutral**

**Armor Class** 15

**Hit Points** 31 (7d4 + 14)

**Speed** 30 ft., movement 00 ft.

**STR** 5 (-3)      **DEX** 20 (+5)      **CON** 14 (+2)

**INT** 12 (+1)      **WIS** 14 (+2)      **CHA** 17 (+3)

**Skills** Arcana +3, History +3, Perception +4, Stealth +7

**Senses** darkvision 240 ft., passive Perception 16

**Languages** Common, Draconic, Sylvan, telepathy 60 ft

### ABILITIES

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

**Superior Visibility.** As a bonus action, the dragon can magically activate a mantle of royalty for five minutes. Creatures that can see the dragon must make a DC 13 Intelligence saving throw. On a failed save, the target cannot look away from the dragon and is functionally blinded to all other things.

**Innate Spellcasting.** The dragon's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast a number of spells, requiring no material components.

1/day each: *legend lore*

2/day: *command*, *suggestion*

### ACTIONS

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

**Regal Breath (Recharge 5-6).** The dragon exhales a cloud of golden gas at one creature within 5 feet of it. The target must succeed on a DC 13 Charisma saving throw. On a failed save, the target is charmed. The target can attempt a new saving throw at the end of each of its turns to end the charmed condition.





## STRAY SOD FAERIE DRAGON

CHALLENGE 2 (450 XP)

**Tiny dragon, Chaotic Good**

**Armor Class** 14

**Hit Points** 27 (6d4+12)

**Speed** 10 ft., fly 50 ft.

<b>STR</b> 5 (-3)	<b>DEX</b> 18 (+4)	<b>CON</b> 14 (+2)
<b>INT</b> 14 (+2)	<b>WIS</b> 12 (+1)	<b>CHA</b> 16 (+3)

**Skills** Nature +6, Perception +5, Stealth +8

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

**Languages** Draconic, Sylvan

### ABILITIES

**False Appearance.** While the dragon remains motionless, it is indistinguishable from a normal patch of turf.

**Get Lost.** If a creature with Intelligence of 4 or more step on the dragon, they become disoriented for the next 24 hours. All Wisdom (Perception) and Wisdom (Survival) checks are made with disadvantage for the duration.

**Limited Telepathy.** Using telepathy, the dragon can magically communicate with any other faerie dragon within 60 feet of it.

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

**Ozopore Stink.** Creatures within 5 feet of the dragon have disadvantage on all ability checks.

**Innate Spellcasting.** The dragon's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast a number of spells, requiring no material components. As the seasons change, the dragon and the spells it can cast change with them. It can cast the spells as shown below.

**All Seasons 1/day each:** *dancing lights, mage hand, minor illusion*

**Winter 1/day:** *snowball swarm*

**Spring 1/day:** *zephyr strike*

**Summer 1/day:** *pyrotechnics*

**Autumn 1/day:** *fog cloud*

### ACTIONS

**Bite.** *Melee weapon attack*, +6 to hit, reach 5 ft., one creature. *Hit:* 1 (1d4-1) piercing damage.

**Wanderer's Breath (Recharge 5-6).** The dragon exhales a puff of wanderer's gas at one creature within 5 ft. of it. The target must succeed on a DC 12 Intelligence saving throw or be forcefully teleported to a location chosen by the dragon within 500 ft.



## SWALLOWTAIL SKINK FAERIE DRAGON

CHALLENGE 1 (200 XP)

**Tiny dragon, Neutral Evil**

**Armor Class** 14

**Hit Points** 14 (4d4+4)

**Speed** 10 ft., fly 40 ft.

<b>STR</b> 2 (-4)	<b>DEX</b> 19 (+4)	<b>CON</b> 12 (+1)
<b>INT</b> 13 (+1)	<b>WIS</b> 11 (+0)	<b>CHA</b> 15 (+2)

**Skills** Arcana +3, Perception +2, Stealth +8

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

**Languages** Draconic, Sylvan

### ABILITIES

**Limited Telepathy.** Using telepathy, the dragon can magically communicate with any other faerie dragon within 60 feet of it.

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

**Ozopore Stink.** Creatures within 5 feet of the dragon have disadvantage on all ability checks.

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

**1/day each:** *dancing lights, mage hand, minor illusion*

**2/day:** *hex*

### ACTIONS

**Bite.** *Melee weapon attack*, +6 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage.

**Blinding Breath (Recharge 5-6).** The dragon exhales a puff of blinding gas at one creature within 5 feet of it. The target must succeed on a DC 10 Charisma saving throw. On a failed save, the target is blinded. The target can spend an action to wipe the sooty mucous from its eyes.

## WILL-O-WISP FAERIE DRAGON

CHALLENGE 5 (1,800 XP)

**Tiny dragon, Chaotic Evil**

**Armor Class** 16

**Hit Points** 14 (4d4+4)

**Speed** 10 ft., fly 40 ft.

**STR** 6 (-2)    **DEX** 22 (+6)    **CON** 12 (+1)

**INT** 15 (+2)    **WIS** 14 (+2)    **CHA** 18 (+4)

**Skills** Arcana +5, Perception +4, Stealth +10

**Senses** darkvision 240 ft., passive Perception 16

**Languages** Draconic, Sylvan

### ABILITIES

**Limited Telepathy.** Using telepathy, the dragon can magically communicate with any other faerie dragon within 60 feet of it.

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

**Superior Invisibility.** As a bonus action, the dragon can magically turn invisible until its

concentration ends (as if concentrating on a spell). Any equipment the dragon wears or carries is invisible with it.

**Variable Illumination.** The dragon sheds bright light in a 5 to 20 foot radius and dim light for an additional number of feet equal to the chosen radius. The dragon can alter the radius without using an action.

**Innate Spellcasting.** The dragon's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast a number of spells, requiring no material components.

**1/day each:** *dancing lights, hypnotic pattern, mage hand*

**2/day:** *control flames, suggestion*

### ACTIONS

**Attack.** *Melee weapon attack*, +6 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage and 7 (2d6) poison damage.



# GRIFFINS

Griffins are honorable and majestic creatures, with the forelimbs, wings, and head of a bird, and the body of a cat. Unlike manticores, their closest relatives, they are respected by humans and even capable of cooperating with them at times. Griffins are quite intelligent with a strict sense of justice, and will not hesitate to attack anyone who violates their principles.

## COMMON GRIFFIN

CHALLENGE 3 (700 XP)

Large monstrosity, Lawful Neutral

**Armor Class** 13 (natural armor)

**Hit Points** 70 (10d10+20)

**Speed** 50 ft., fly 60 ft.

**STR** 18 (+4)

**DEX** 14 (+2)

**CON** 14 (+2)

**INT** 8 (-1)

**WIS** 12 (+1)

**CHA** 10 (+0)

**Senses** Darkvision 60 ft., Passive Perception 13

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

### ABILITIES

**Keen Sight.** The common griffin has advantage on Wisdom (Perception) checks that rely on sight.

**Judgment's Keen Talon.** With a fierce cry the griffin accuses a target with a specific dishonorable act. If their accusation is true the griffin gains the advantage on their next attack against the target. This ability may be used 1x per combat.

What qualifies as dishonorable is up to the DM's discretion, but generally actions involving theft, loss of innocent life, and cruelty count.

### ACTIONS

**Multiattack.** The griffin makes two attacks: one with its beak and one with its claws.

**Beak.** *Melee weapon attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

**Claws.** *Melee weapon attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.



## LESSER GRIFFIN

CHALLENGE 1/8 (25 XP)

**Tiny monstrosity, Lawful Neutral**

**Armor Class** 13 (natural armor)

**Hit Points** 6 (2d4+2)

**Speed** 20 ft., fly 60 ft.

<b>STR</b> 6 (-2)	<b>DEX</b> 16 (+3)	<b>CON</b> 12 (+1)
<b>INT</b> 8 (-1)	<b>WIS</b> 12 (+1)	<b>CHA</b> 10 (+0)

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

**Senses** Darkvision 60 ft., Passive Perception 13

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

### ABILITIES

**Keen Sight.** The lesser griffin has advantage on Wisdom (Perception) checks that rely on sight.

**Camouflage.** So long as the lesser griffin remains still it has advantage on Dexterity (Stealth) checks.

### ACTIONS

**Beak.** *Melee weapon attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

**Claws.** *Melee weapon attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) slashing damage.

## LESSER GRIFFON SWARM

CHALLENGE 1 (200 XP)

**Huge swarm of Tiny monstrosities, lawful neutral**

**Armor Class** 14 (natural armor)

**Hit Points** 37 (5d10 + 10)

**Speed** 20 ft., fly 60 ft.

<b>STR</b> 12 (+1)	<b>DEX</b> 16 (+3)	<b>CON</b> 14 (+2)
<b>INT</b> 8 (-2)	<b>WIS</b> 12 (+1)	<b>CHA</b> 10 (+0)

**Damage Resistances** bludgeoning, piercing, slashing

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

**Skills** Perception +3, Stealth +5

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

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

### ABILITIES

**Camouflage.** So long as the swarm remains still, it has advantage on Dexterity (Stealth) checks.

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

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Medium pygmy bulette. The swarm can't regain hit points or gain temporary hit points.

### ACTIONS

**Bites and Claws.** *Melee Weapon Attack:* +7 to hit, reach 0 ft., all creatures in the swarm's space. *Hit:* 11 (4d4 + 1) piercing damage, or 6 (2d4 + 1) piercing damage if the swarm has half of its hit points or fewer.



## SNOW GRIFFIN

CHALLENGE 3 (700 XP)

Large monstrosity, Lawful Neutral

Armor Class 15

Hit Points 91 (13d10+26)

Speed 50 ft., fly 80 ft.

STR 20 (+5)    DEX 14 (+2)    CON 14 (+2)  
INT 8 (-1)    WIS 14 (+2)    CHA 10 (+0)

Skills Perception +8

Damage Resistances Cold

Senses Darkvision 60 ft., Passive Perception 13

Languages Understands Common but can't speak

### ABILITIES

**Keen Sight.** The snow griffin has advantage on Wisdom (Perception) checks that rely on sight.

**Bonus Crusher.** The snow griffin's beak is immensely powerful. On a critical hit using its beak attack or multiattack, the griffin rolls and extra 2d8 damage to determine how much damage the critical does.

### ACTIONS

**Multiattack.** The snow griffin makes two attacks: one with its beak and one with its claws.

**Beak.** *Melee weapon attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) piercing damage.

**Claws.** *Melee weapon attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage.

## RIMEWING

(UNIQUE GRIFFIN)

CHALLENGE 5 (1,800 XP)

Large monstrosity, lawful evil

Armor Class 12

Hit Points 88 (11d10 + 33)

Speed 40 ft., fly 100 ft.

STR 22 (+6)    DEX 14 (+2)    CON 16 (+3)  
INT 12 (+1)    WIS 13 (+1)    CHA 14 (+2)

Skills Intimidation +8, Perception +4, Stealth +5

Damage Resistances cold, fire

Senses **passive** Perception 14

Languages Understands Common but can't speak

### ABILITIES

**Crushing Critical.** Rimewing deals an extra 11 (2d10) bludgeoning damage on a critical hit.

**Frigid Aura.** The area within 15 feet of Rimewing is supernatural cold and counts as difficult terrain for all other creatures.

**Keen Sight.** Rimewing has advantage on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Multiattack.** Rimewing makes one bite and one claw attack.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (1d12 + 6) piercing damage and 10 (3d6) cold damage.

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







## TIGER GRIFFIN

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

**Huge monstrosity, Lawful Neutral**

**Armor Class** 18

**Hit Points** 170 (10d10 + 20)

**Speed** 50 ft., fly 50 ft.

<b>STR</b> 22 (+6)	<b>DEX</b> 10 (+0)	<b>CON</b> 18 (+4)
<b>INT</b> 8 (-1)	<b>WIS</b> 14 (+1)	<b>CHA</b> 10 (+0)

**Skills** Perception +10

**Senses** Darkvision 120 ft., Passive Perception 18

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

### ABILITIES

**Keen Sight.** The tiger griffin has advantage on Wisdom (Perception) checks that rely on sight.

**Knock Down.** A creature successfully hit by one of the tiger griffin's attacks must make a DC 16 Dexterity saving throw or be knocked prone.

**Flyby.** The tiger griffin doesn't provoke opportunity attacks when it flies out of an enemy's reach.

### ACTIONS

**Multiattack.** The tiger griffin makes three attacks: one with its beak and two with its claws.

**Beak.** *Melee weapon attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (2d6+6) piercing damage.

**Claws.** *Melee weapon attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) slashing damage.

## KHAN

(UNIQUE GRIFFIN)

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

**Huge monstrosity, lawful neutral**

**Armor Class** 15 (natural armor)

**Hit Points** 112 (15d12 + 15)

**Speed** 40 ft., fly 100 ft..

<b>STR</b> 15 (+2)	<b>DEX</b> 14 (+2)	<b>CON</b> 12 (+1)
<b>INT</b> 14 (+2)	<b>WIS</b> 15 (+2)	<b>CHA</b> 16 (+3)

**Skills** Intimidation +9, Medicine +5, Perception +5, Persuasion +9

**Senses** passive Perception 15

**Languages** Common

### ABILITIES

**Blind.** Khan is always afflicted by the blinded condition.

**Royal Decree.** Khan's allies that can hear him that make an attack roll of saving throw can roll a d4 and add the number rolled to the attack roll or saving throw.

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

### ACTIONS

**Command.** All creatures that are not hostile to Khan can make a weapon attack.

### REACTIONS

**Loyalty.** When Khan would take damage from a spell or attack, an allied creature within 40 feet can move up to its speed and intercede. The creature takes the damage and effects instead of Khan.

# HARPIES

The harpy was long thought to be one of the most understood magical creatures in the material plane. Recent observations by myself and other scholars in the last several decades have revealed more accurate information, discrediting long-held beliefs preached by travelers and villagers alike. It should be noted, however, that no discredited rumors have made the harpy less dangerous than before, and the fearless adventurer is still advised to take extreme caution when encountering these melodic — but deadly — creatures.



## EGYPTIAN HARPY

CHALLENGE 1 (200 XP)

Medium Monstrosity, Chaotic Neutral

Armor Class 11

Hit Points 38 (7d8 + 7)

Speed 20 ft., fly 50 ft.

STR 12 (+1)      DEX 15 (+2)      CON 12 (+1)

INT 12 (+1)      WIS 10 (+0)      CHA 10 (+0)

Senses Passive perception 10

Languages Harpy

### ABILITIES

**Minic voice.** Egyptian vulture harpies can perfectly mimic familiar sounds, voices, and accents, to confuse lost travelers and lead them into an ambush.

**Egyptian vulture harpy's song.** All harpies can produce a hauntingly beautiful mixture of human singing and birdsong, which can enchant a person listening to it. Though Egyptian vulture harpies tend to use this the least and prefer to use tactics and cunning to capture their prey. The person must make a dc 12 wisdom saving throw, if it fails it is charmed until the spell ends or until it's hurt. The charmed creature regards the harpy as a friendly acquaintance.

**Pack tactics.** They have advantage on attack rolls against a creature if at least one of their allies is within 5 feet of the creature and the ally isn't incapacitated.

### ACTIONS

**Talon.** *melee weapon attack*, +4 to hit, reach., one creature. *Hit:* 2 (2d4) slashing damage.

## PIXIE HARPY

CHALLENGE 1 (200 XP)

**Tiny monstrosity, chaotic neutral**

**Armor Class** 9

**Hit Points** 15 (1d8 + 7)

**Speed** 10 ft., fly 40 ft.

<b>STR</b> 7 (-2)	<b>DEX</b> 18 (+4)	<b>CON</b> 11 (+1)
<b>INT</b> 16 (+3)	<b>WIS</b> 15 (+2)	<b>CHA</b> 14 (+2)

**Senses** Passive perception 10

**Languages** Harpy, Sylvan

### ABILITIES

**Group up:** The pixie harpy can call out to others to form a large swarm, which will boost their singing ability. Which increases the DC save to 15.

### ACTIONS

**Talon.** *melee weapon attack*, +4 to hit, reach., one creature. *Hit:* 1 (1d4) slashing damage.

**Pixie harpy song:** All harpies can produce a hauntingly beautiful mixture of human singing and birdsong, but unlike their cousins, pixie harpies songs create a type of magical buzz that give the person a headache instead of charming them due to their size. The person must make a DC 10 wisdom saving throw or be confused/dazed.

## PIXIE HARPY MAGUS

CHALLENGE 3 (700 XP)

**Tiny dragon, neutral evil**

**Armor Class** 14

**Hit Points** 28 (8d4 + 4)

**Speed** 10 ft., fly 40 ft.

<b>STR</b> 8 (-1)	<b>DEX</b> 19 (+4)	<b>CON</b> 12 (+1)
<b>INT</b> 17 (+3)	<b>WIS</b> 16 (+3)	<b>CHA</b> 15 (+2)

**Skills** Arcana +3, Perception +2, Religion + Stealth +8

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

**Languages** Harpy, Sylvan

### ABILITIES

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

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

### ACTIONS

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

**Pixie Harpy Song.** The harpy produces a haunting song. Creatures within 60 ft. that can hear the song must make a DC 13 Charisma saving throw or suffer from the effects of the confusion spell on their next turn.





## ELYSIUM HARPY

CHALLENGE 1 (200 XP)

**Medium Monstrosity, Chaotic Neutral**

**Armor Class** 11

**Hit Points** 38 (7d8+7)

**Speed** 20 ft., fly 40 ft.

**STR** 12 (+1)    **DEX** 15 (+2)    **CON** 12 (+1)

**INT** 7 (-2)    **WIS** 10 (+0)    **CHA** 13 (+1)

**Senses** Passive perception 10

**Languages** Harpy

### ABILITIES

**Elysium harpy's song.** They produce a hauntingly beautiful mixture of human singing and birdsong, which can enchant a person listening to it. The Elysium harpy's song is one of the most powerful and hardest to resist, the person must make a dc 20 wisdom saving throw, If it fails it is charmed until the spell ends or until it's hurt. The charmed creature regards the harpy as a friendly acquaintance.

### ACTIONS

**Talon.** *melee weapon attack*, +4 to hit, reach., one creature. *Hit:* 3 (2d4+1) slashing damage.



## PHOENIX HARPY

CHALLENGE 1 (200 XP)

**Size creature, Alignment**

**Armor Class** 11 (Natural Armor)

**Hit Points** 38 (7d8+7)

**Speed** 20 ft., fly 50 ft.

<b>STR</b> 12 (+1)	<b>DEX</b> 15 (+2)	<b>CON</b> 12 (+1)
<b>INT</b> 12 (+1)	<b>WIS</b> 10 (+0)	<b>CHA</b> 10 (+0)

**Senses** Passive perception 10

**Languages** Harpy, Primordial

### ABILITIES

**Phoenix harpy song.** The Phoenix harpy's song is mixed with fire magic, the warmth of their song instead of charming a person can put them into a deep sleep, unless a 15 DC wisdom saving throw is made.

### ACTIONS

**Talon.** *melee weapon attack*, +4 to hit, reach 5ft., one creature. *Hit:* 3 (2d4+1) slashing damage.

**Burning Wings.** *something attack*, +4 to hit, reach 5ft., all enemy creatures surrounding the phoenix harpy. *Hit:* 4 (2d8) fire damage.

# HIPPOCAMPI

Once the villains of children's nightmares, the hippocampus now features in bardic tales of heroic ocean quests. Fishermen of the southern seas popularized the name "hippocampus" centuries ago, combining the words for "sea monster" and "horse." An understandable mistake, given the creature's eerily similar yet dissimilar appearance to the horse. My own research and observations, compiled after a year amongst the sea-elf fishing tribes south of the Pocaenan wildlands and the Tide-dancer merfolk, however, revealed attributes more reminiscent of whales and dolphins.



## KELPIE HIPPOCAMPUS

CHALLENGE 1/4 (50 XP)

Medium beast, Unaligned

Armor Class 10

Hit Points 13 (2d10 + 2)

Speed 0 ft., swim 60 ft.

STR 16 (+3)    DEX 10 (+0)    CON 12 (+1)

INT 2 (-4)    WIS 11 (+0)    CHA 7 (-2)

Skills Athletics +5

Senses darkvision 60 ft., passive Perception 10

Languages understands Common

### ABILITIES

**Water Breathing.** The hippocampus can breathe only underwater.

### ACTIONS

**Slam.** *Melee weapon attack*, +5 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4+3) bludgeoning damage.

## ANGLER HIPPOCAMPUS

CHALLENGE 1 (200 XP)

Medium beast, Unaligned

Armor Class 9

Hit Points 26 (4d8 + 8)

Speed 0 ft., swim 60 ft.

STR 16 (+3)    DEX 8 (-1)    CON 15 (+2)

INT 3 (-4)    WIS 12 (+1)    CHA 15 (+2)

Skills Athletics +5

Senses darkvision 60 ft., passive Perception 11

Languages -

### ABILITIES

**Deep Acclimation.** The hippocampus can survive at extreme aquatic depths.

**Depth Lure.** The hippocampus deals 11 (2d10) additional damage against charmed creatures.

**Water Breathing.** The hippocampus can breathe only underwater

### ACTIONS

**Bite.** *Melee weapon attack*, +5 to hit, reach 5 ft., one creature. *Hit*: 6 (1d6+3) piercing damage.

**Lure.** The hippocampus targets a creature that can see its light within 60 feet. The target makes a DC 14 Intelligence saving throw. On a failed save, the creature is charmed and moves towards the hippocampus on its turn. At the end of each of the creature's turn it can reattempt its saving throw to end this effect.

## COLOSSAL

## ANGLER HIPPOCAMPUS

CHALLENGE 6 (2,300 XP)

Gargantuan monstrosity, unaligned

Armor Class 10 (natural armor)

Hit Points 181 (11d20 + 66)

Speed 0 ft., swim 25 ft.

STR 25 (+7)    DEX 4 (-3)    CON 22 (+6)

INT 3 (-4)    WIS 13 (+1)    CHA 16 (+3)

Skills Athletics +10, Perception +4

Senses darkvision 240 ft., passive Perception 14

Languages -

### ABILITIES

**Deep Acclimation.** The hippocampus can survive at extreme aquatic depths.

**Water Breathing.** The hippocampus can breathe only underwater.

### ACTIONS

**Bite.** *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 33 (4d12 + 7) piercing damage.

**Lure.** The hippocampus targets a creature that can see its light within 60 feet. The target makes a DC 15 Intelligence saving throw. On a failed save, the creature is charmed and moves towards the hippocampus on its turn. At the end of each of the creature's turns, it can attempt a new saving throw to end this effect.

**Swallow.** The hippocampus makes one bite attack against a Large or smaller creature that is charmed by it. If the attack hits, that creature takes the bite's damage and is swallowed, and the charmed effect ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the hippocampus, and it takes 17 (5d6) acid damage at the start of each of the hippocampus' turns.

If the hippocampus takes 25 damage or more on a single turn from a creature inside it, the hippocampus must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the hippocampus. If the hippocampus dies, a swallowed creature is no longer restrained by it and can escape the corpse using 20 feet of movement, exiting prone.



## SAILFISH HIPPOCAMPUS

CHALLENGE 4 (1,100 XP)

**Huge beast, Unaligned**

**Armor Class** 13

**Hit Points** 76 (9d12+18)

**Speed** 0 ft., swim 40 ft.

**STR** 16 (+3)    **DEX** 16 (+3)    **CON** 15 (+2)

**INT** 4 (+3)    **WIS** 11 (+0)    **CHA** 9 (-1)

**Skills** Acrobatics +5, Athletics +5

**Senses** passive Perception 10

**Languages** understands Common

### ABILITIES

**Charge.** If the hippocampus moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 11 (2d10) piercing damage.

**Water Breathing.** The hippocampus can breathe only underwater

### ACTIONS

**Gore.** *Melee weapon attack*, +5 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8+3) piercing damage.

## SCALED LANCER

CHALLENGE 5 (1,800 XP)

**Large monstrosity, chaotic good**

**Armor Class** 14

**Hit Points** 90 (12d10 + 24)

**Speed** 0 ft., swim 50 ft.

**STR** 18 (+4)    **DEX** 18 (+4)    **CON** 14 (+2)

**INT** 6 (-2)    **WIS** 12 (+1)    **CHA** 10 (+0)

**Skills** Acrobatics +7, Athletics +7, Perception +4

**Senses** passive Perception 14

**Languages** understands Common

### ABILITIES

**Brave.** The Lancer has advantage on saving throws against being frightened.

**Lancer's Charge.** If the Lancer moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 14 (4d6) piercing damage.

**Nimble Swimmer.** Opportunity attacks targeting the Lancer are made with disadvantage.

**Water Breathing.** The Lancer can breathe only underwater.

### ACTIONS

**Gore.** *Melee weapon attack*, +6 to hit, reach 5 ft., one creature. *Hit:* 14 (3d6 + 4) piercing damage.







## LIONFISH HIPPOCAMPUS

CHALLENGE 2 (450 XP)

Large beast, Unaligned

Armor Class 9

Hit Points 26 (4d8+8)

Speed 0 ft., swim 40 ft.

STR 15 (+2)    DEX 13 (+1)    CON 16 (+3)

INT 2 (-4)    WIS 10 (+0)    CHA 16 (+3)

Skills Athletics +4

Condition Immunities poisoned

Senses passive Perception 10

Languages -

### ABILITIES

**Back Spines.** The hippocampus cannot be ridden as a mount except by creatures that are immune to poison damage and the poisoned condition.

**Coral Camouflage.** The hippocampus has advantage on Dexterity (Stealth) checks made in coral reefs.

**Water Breathing.** The hippocampus can breathe only underwater

### ACTIONS

**Spine.** *Melee weapon attack*, +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4+2) piercing damage and 10 (2d6+3).

## COLOSSAL LIONFISH HIPPOCAMPUS

CHALLENGE 3 (700 XP)

Huge monstrosity, unaligned

Armor Class 10 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 0 ft., swim 40 ft.

STR 15 (+2)    DEX 13 (+1)    CON 16 (+3)

INT 2 (-4)    WIS 10 (+0)    CHA 16 (+3)

Skills Athletics +4

Condition Immunities poisoned

Senses passive Perception 10

Languages -

### ABILITIES

**Back Spines.** Creatures that attempt to ride the hippocampus suffer 5 (1d10) poison damage each round they are mounted on it.

**Coral Camouflage.** The hippocampus has advantage on Dexterity (Stealth) checks made in coral reefs.

**Water Breathing.** The hippocampus can breathe only underwater.

### ACTIONS

**Multiattack.** The hippocampus makes one attack with its hooves and one with its spines.

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

**Spine.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage and 14 (2d8 + 5) poison damage.

# HIPPOGRIFFS

An offshoot of the griffin, believed by some to be the spawn of a griffin and horse, hippogriffs soar across the sky above the Shield Mountains. Many have been domesticated for use as steeds.

## COMMON HIPPOGRIFF

CHALLENGE 2 (450 XP)

Large monstrosity, unaligned

**Armor Class** 10 (natural armor)

**Hit Points** 37 (5d10 + 10)

**Speed** 40 ft., climb 25 ft., fly 20 ft.

**STR** 18 (+4)     **DEX** 8 (-1)     **CON** 14 (+2)

**INT** 10 (+0)     **WIS** 13 (+1)     **CHA** 7 (-2)

**Skills** Athletics +6, Perception +3

**Senses** passive Perception 13

**Condition Immunities** frightened

**Languages** --

### ABILITIES

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

### ACTIONS

**Multiattack.** The hippogriff makes two attacks: one with its beak and one with its claws.

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

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.



## HOATIZIN HIPPOGRIFF

CHALLENGE 2 (450 XP)

**Large monstrosity, unaligned**

**Armor Class** 10 (natural armor)

**Hit Points** 37 (5d10 + 10)

**Speed** 40 ft., climb 25 ft., fly 20 ft.

**STR** 18 (+4)    **DEX** 8 (-1)    **CON** 14 (+2)

**INT** 3 (-4)    **WIS** 13 (+1)    **CHA** 7 (-2)

**Skills** Athletics +6, Perception +3

**Senses** passive Perception 13

**Condition Immunities** frightened

**Languages** - -

### ABILITIES

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

**Stench.** Any creature other than a hoatizin hippogriff that starts its turn within 10 feet of the hippogriff must succeed on a DC 13 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 of all hoatizin hippogriff for 1 hour.

### ACTIONS

**Multiattack.** The hippogriff makes two attacks: one with its beak and one with its claws.

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

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.



## PEREGRINE HIPPOGRIFF

CHALLENGE 2 (450 XP)

Medium monstrosity, unaligned

**Armor Class** 15 (natural armor)

**Hit Points** 33 (6d8 + 6)

**Speed** 40 ft., fly 80 ft.

STR 16 (+3)

DEX 18 (+4)

CON 13 (+1)

INT 3 (-4)

WIS 14 (+2)

CHA 10 (+0)

**Skills** Athletics +5, Perception +3

**Senses** truesight 30 ft., passive Perception 13

**Languages** -

### ABILITIES

**Between Worlds.** The hippogriff's attacks can target creatures on the Material Plane and the Ethereal Plane.

**Dive Bomb.** If the hippogriff moves at least 20 feet before using the claws action, it has advantage on the attack roll and deals an extra 7 (2d6) piercing damage with the attack.

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

**Mountain Born.** The hippogriff is acclimated to high altitude, including elevations above 20,000 feet. It is also naturally adapted to cold climates.

### ACTIONS

**Multiattack.** The hippogriff makes two attacks: one with its beak and one with its claws.

**Beak.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage and the target is grappled (escape DC 13). The hippogriff can only grapple one target at a time.



## COCKATOO HIPPOGRIFF

CHALLENGE 2 (450 XP)

**Large monstrosity, unaligned**

**Armor Class** 13 (natural armor)

**Hit Points** 45 (6d10 + 12)

**Speed** 30 ft., fly 40 ft.

STR 16 (+3)    DEX 15 (+2)    CON 14 (+2)

INT 6 (-2)    WIS 14 (+2)    CHA 14 (+2)

**Skills** Deception +6, Perception +4

**Senses** passive Perception 14

**Languages** understands Common but speaks only through the use of its Mimicry trait

### ABILITIES

**Death Attuned.** Creatures within 30 feet of the hippogriff have disadvantage on death saving throws.

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

**Mimicry.** The hippogriff can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

### ACTIONS

**Multiattack.** The hippogriff makes two attacks: one with its beak and one with its claws.

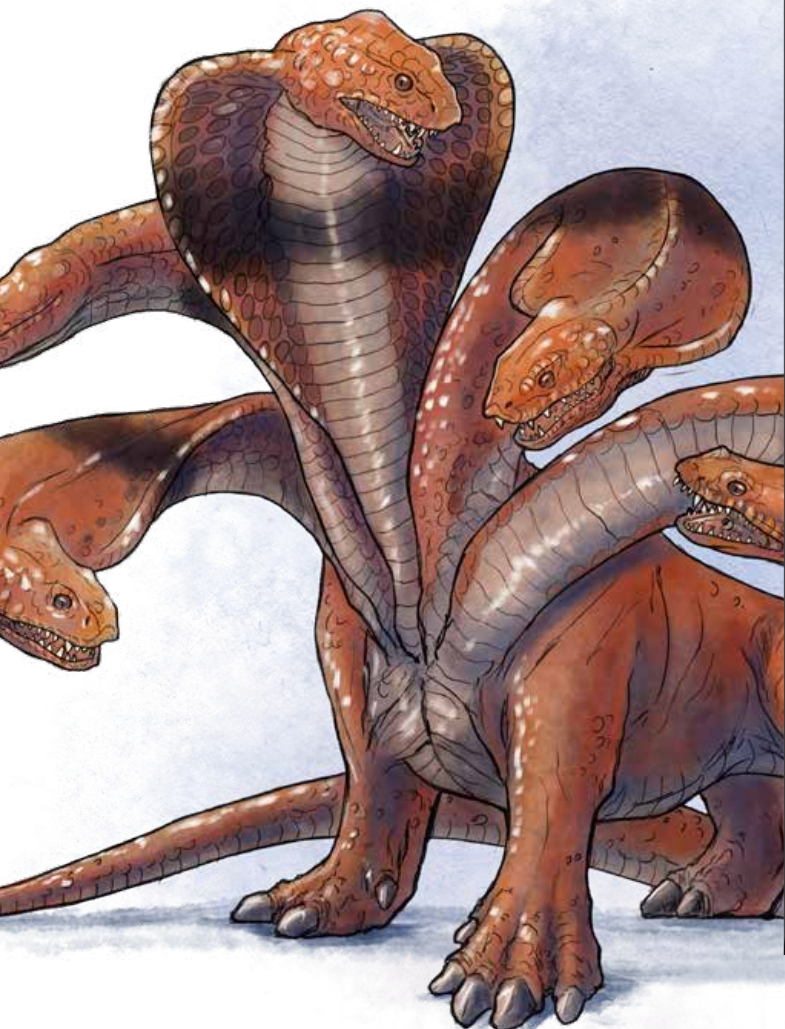
**Beak.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.

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



# HYDRAS

Living in the highest places in the world is the peregrine hippogriff. These delicate and cunning creatures live in castle towers, high mountaintops, and giant trees if they can find them. Unlike their common cousins, peregrine hippogriffs live in mated pairs, building their nests together high above anything else. Young peregrine hippogriffs learn to fly quickly, as a sudden fall could easily lead to their death. Several castles with high-enough towers boast a peregrine hippogriff pair. It has become popular enough that some nobles build high towers with these hippogriffs in mind.



## HOODED HYDRA

CHALLENGE 8 (3,900 XP)

Huge monstrosity, Unaligned

Armor Class 16 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 30 ft., swim 30 ft.

STR 20 (+5)

DEX 14 (+2)

CON 20 (+5)

INT 2 (-4)

WIS 10 (+0)

CHA 7 (-2)

Skills Perception +6

Senses darkvision 60ft., passive Perception 16

Languages --

Challenge 8 (3,900 XP)

### ABILITIES

**Multiple Heads.** The hooded hydra has five heads.

While it has more than one head, the hooded hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Whenever the hooded hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hooded hydra dies. At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hooded hydra regains 10 hit points for each head regrown in this way.

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

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

**Caustic Breath.** Any creature coming within 10ft of the hooded Hydra must make a DC 13 Constitution check or takes 4 (1d6) poison damage each turn they remain in range. On a success they take no damage and are immune to the effect for 24 hours.

### ACTIONS

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

**Bite.** *Melee weapon attack*, +8 to hit, reach 10 ft., one creature. *Hit:* 10 (1d10+5) piercing damage and 4 (1d6) acid damage.

**Toxi Spit (recharge 6).** The hooded Hydra launches a ball of caustic venom at a target within 100 ft. *Ranged attack*, +5 to hit, one target. *Hit:* 11 (2d10) acid and 11 (2d10) poison damage, and the acid remains on the target until they spend an action to remove it, taking 5 (1d8) acid damage each turn. The target must also make a DC 13 Constitution save or is poisoned, which lasts 1d4 weeks. A save can be repeated each day to end the effect, or it can be removed with a *Lesser Restoration* spell.

## JUNGLE HYDRA

CHALLENGE 8 (3,900 XP)

**Huge monstrosity, Unaligned**

**Armor Class** 17 (natural armor)

**Hit Points** 171 (18d10 + 72)

**Speed** 20 ft., climb 50 ft.

**STR** 14 (+2)    **DEX** 20 (+5)    **CON** 18 (+4)

**INT** 2 (-4)    **WIS** 10 (+0)    **CHA** 7 (-2)

**Saving Throws** Dex +8

**Skills** Perception +6, Stealth +8

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

**Languages** --

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

### ABILITIES

**Multiple Heads.** The jungle hydra has three heads.

While it has more than one head, the jungle hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Whenever the jungle hydra takes 35 or more damage in a single turn, one of its heads dies. If all its heads die, the jungle hydra dies. At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The jungle hydra regains 10 hit points for each head regrown in this way.

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

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

### ACTIONS

**Multiattack.** The jungle hydra makes as many bite attacks as it has heads and one tail attack.

**Bite.** *Melee weapon attack*, +8 to hit, reach 10 ft., one creature. *Hit*: 10 (1d10+5) piercing damage and 4 (1d6) poison damage.

**Tail.** *Melee Weapon Attack*. +8 to hit, reach 15 ft., one creature. *Hit*: 12 (2d6+5) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained. If the tail has a target grappled it can slam the grappled creature into the ground as an attack, dealing 6 (1d10) bludgeoning damage.

**Poison Spit (recharge 5, 6).** The jungle Hydra spits a ball of poison at a target within 60 ft. All creatures within a 10 ft radius of the target must make a DC 15 Dexterity save or take 17 (3d10) poison damage, reduced to half on a successful save.

**Distressed Mewing (recharge 5, 6).** The jungle hydra makes a loud sound that mimics a young creature in danger. All creatures within 50 ft. that can hear the sound must make a DC 15 Wisdom save or take 9 (2d8) psychic damage and spend their next turn moving towards the jungle hydra and are considered charmed until the end of their next turn.



## EEL HYDRA

CHALLENGE 14 (11,500 XP)

**Huge monstrosity, Unaligned**

**Armor Class** 16 (natural armor)

**Hit Points** 310 (20d20 + 100)

**Speed** 20ft., swim 50 ft.

**STR** 26 (+8)    **DEX** 14 (+2)    **CON** 20 (+5)

**INT** 8 (-1)    **WIS** 14 (+2)    **CHA** 7 (-2)

**Saving Throws** Str +13, Dex +7, Con +10

**Skills** Stealth +8

**Damage Resistances** cold

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical weapons

**Condition Immunities** blinded, frightened, paralyzed, prone

**Senses** darkvision 90 ft., blindsense 40 ft., passive perception 16

**Languages** --

### ABILITIES

**Multiple Heads.** The eel hydra has seven heads. While it has more than one head, the eel hydra has advantage on saving throws against being charmed, deafened, stunned, and knocked unconscious. Whenever the eel hydra takes 50 or more damage in a single turn, one of its heads dies. If all its heads die, the eel hydra dies. At the end of its turn, it grows two heads for

each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The eel hydra regains 10 hit points for each head regrown in this way.

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

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

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

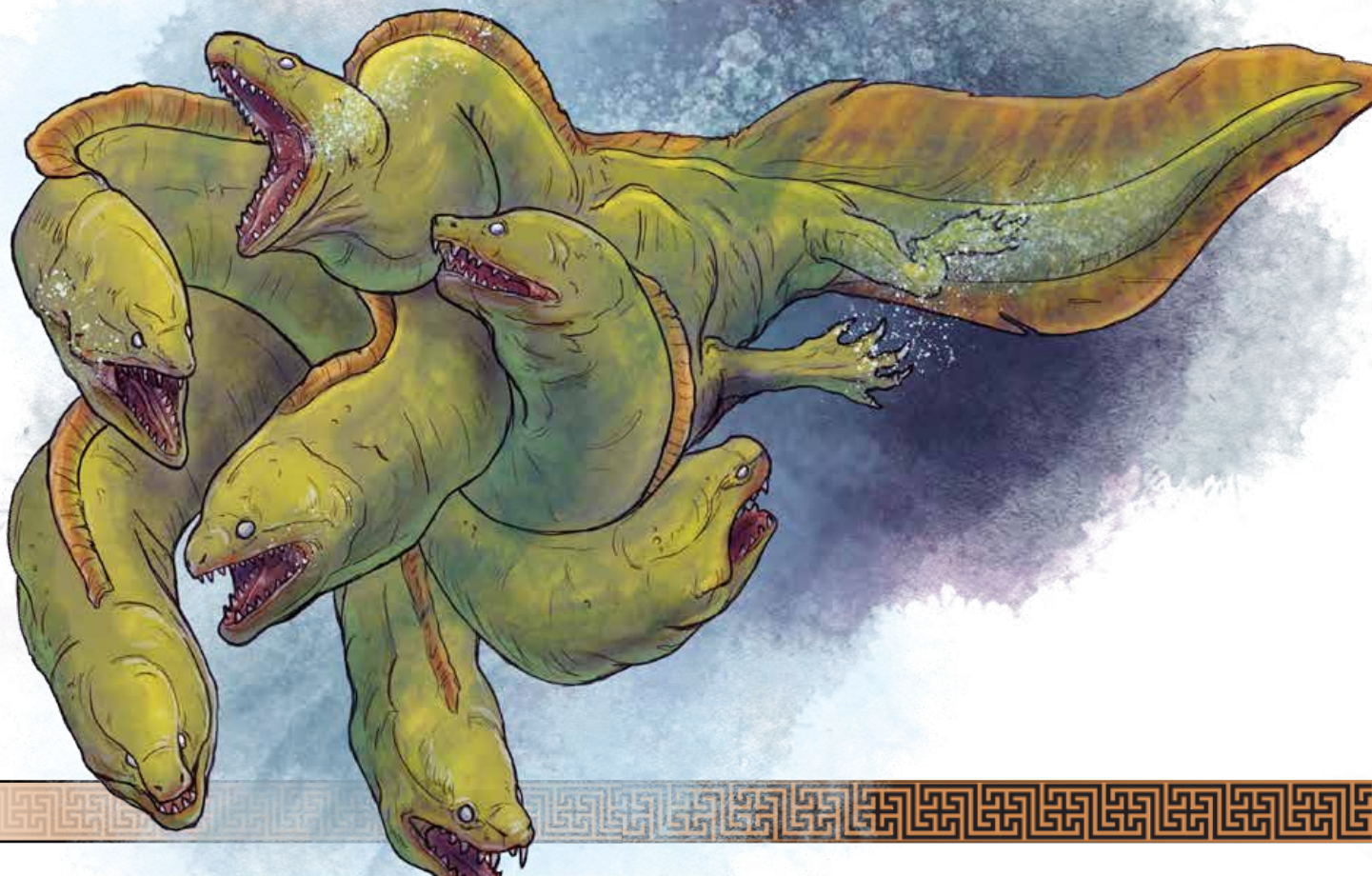
**Amphibious.** The eel hydra can breathe air and water.

### ACTIONS

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

**Bite.** *Melee weapon attack*, +13 to hit, reach 15 ft., one creature. *Hit:* 19 (2d10 + 8) piercing damage.

**Ink Cloud (recharge 5, 6).** The eel Hydra releases a blast of toxic ink in a 20 ft cube within 15ft of it. The area is considered filled with magical darkness for 3 rounds. All creatures starting, ending, or passing through the area must make a DC 15 Constitution save or take 28 (6d8) poison damage, reduced to half on a successful save.







## STORM HYDRA

CHALLENGE 20 (25,900 XP)

### Huge monstrosity, Unaligned

**Armor Class** 18 (natural armor)

**Hit Points** 385 (22d20 + 154)

**Speed** 20ft., fly 50ft.

**STR** 28 (+9)    **DEX** 16 (+3)    **CON** 24 (+7)

**INT** 12 (+1)    **WIS** 14 (+2)    **CHA** 9 (-1)

**Saving Throws** Str +15, Con +13, Wis +8

**Skills** Perception +8

**Damage Resistances** thunder

**Condition Immunities** frightened, paralyzed, prone

**Senses** darkvision 90ft., passive perception 18

**Languages** --

**Challenge** 20 (25,900 XP)

### ABILITIES

**Multiple Heads.** The storm hydra has three heads. While it has more than one head, the storm hydra has advantage on saving throws against being blinded, charmed, deafened, stunned, and knocked unconscious. Whenever the storm hydra takes 80 or more damage in a single turn, one of its heads dies. If all its heads die, the storm hydra dies. At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The storm hydra regains 15 hit points for each head regrown in this way.

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

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

**Legendary Resistance (3/day).** If the storm hydra fails a saving throw, it can choose to succeed instead.

**Magical Creature.** The storm hydra is a magical creature and as such its attacks are considered magical for resistance purposes.

### REGIONAL EFFECTS

The region containing a storm hydra's lair is altered by the storm hydra's presence, which creates one or more of the following effects:

- The mountain and the area within a half mile of the base of it is covered in a constant light rain and sleet mixture, with a cold wind blowing steadily.
- The land within 2 miles of the base of the mountain is prone to strong storms, often with high winds and lightning which cause some damage and occasional wildfires.

When the storm hydra dies or moves on, the effects on the region remain for 2d6 weeks.

### ACTIONS

**Multiattack.** The storm hydra makes as many bite attacks as it has heads and one tail attack.

**Bite.** *Melee Weapon Attack.* +15 to hit, reach 10ft., one target.

Hit: 23 (3d8 + 9) piercing damage and 5 (1d8) lightning damage.

**Tail.** *Melee Weapon Attack:* +15 to hit, reach 15 ft., One target.

Hit: 20 (3d6+9) bludgeoning damage.

**Lightning Gout (recharge 5,6).** The storm hydra releases a blast of intense lightning from each of its heads. Each blast is a line 10ft wide and 50 ft long, causing any creature in the line to make a DC 20 Dexterity save or take 33 (10d6) lightning damage, reduced to half on a successful save.

**Startic Discharge.** As a reaction to being hit with a melee attack, the storm hydra can release built up electric energy in its body. All creatures within 10ft of the storm hydra must make a DC 20 Constitution save or take 6 (1d10) lightning damage and are stunned until the end of their next turn.

### LEGENDARY ACTIONS

The storm hydra 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 storm hydra regains spent legendary actions at the start of its turn.

**Bite Attack.** The storm hydra makes a bite attack.

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

**Wing Attack (Costs 2 Actions).** The storm hydra beats its wings. Each creature within 15 feet of it must succeed on a DC 20 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The storm hydra can then fly up to half its flying Speed.

# LIZARDFOLK

The lizardfolk are some of the most insular creatures I have observed, which only encourages the many misunderstandings surrounding their tribes. It is said the lizardfolk were once ancient monsters more akin to serpents than lizards, but received the gifts of legs and intelligence from long-forgotten gods. Eventually their tribes spread and evolved with their environments, leading to the four major variations of lizardfolk encountered throughout the material realm today.



## WETLANDS LIZARDFOLK

CHALLENGE 1/2 (100 XP)

Medium humanoid, neutral

Armor Class 14 (natural armor)

Hit Points 27 (5d6 + 10)

Speed 30 ft., swim 30ft.

STR 15 (+2)    DEX 12 (+1)    CON 14 (+2)

INT 10 (+0)    WIS 12 (+1)    CHA 9 (-1)

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

Senses Passive Perception 13

Languages Draconic

### ABILITIES

**Hold Breath.** The lizardfolk can hold its breath for 30 minutes.

**Truthful Culture.** The lizardfolk has advantage on saving throws against being charmed.

### ACTIONS

**Multiattack.** The lizardfolk makes two attacks: one with its mace and one with its tail

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

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



## AXOLOTLEAN LIZARDFOLK

**CHALLENGE 1 (200 XP)**

**Medium humanoid, neutral**

**Armor Class** 13 (natural armor)

**Hit Points** 33 (6d8 + 6)

**Speed** 30 ft., swim 25ft.

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

**Skills** Athletics +6, Deception +4, Stealth +5, Survival +6

**Senses** Passive Perception 12

**Languages** Aquan, Draconic

### ABILITIES

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

**Neotenic.** After spending 24 hours above water, the lizardfolk temporarily loses its gills and takes on the appearance of a wetland lizardfolk. After spending at least 1 hour soakin in water, the lizardfolk regains its gills and original form.

**Regeneration.** The lizardfolk regains 5 hit points at the start of its turn. If the lizardfolk takes fire or lightning damage, this trait doesn't function at the start of the lizardfolk's next turn. The lizardfolk dies only if it starts its turn with 0 hit points and doesn't regenerate.

### ACTIONS

**Multiattack.** The lizardfolk makes two attacks: one with its bite and one with its macuahuitl.

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

**Macuahuitl.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if wielded in two hands.

## AXOLOTLEAN LIZARDFOLK SHAMAN

**CHALLENGE 4 (700 XP)**

**Medium humanoid, neutral**

**Armor Class** 15 (natural armor)

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

**Speed** 30 ft.

<b>STR</b> 16 (+3)	<b>DEX</b> 9 (-1)	<b>CON</b> 15 (+2)
<b>INT</b> 12 (+1)	<b>WIS</b> 16 (+3)	<b>CHA</b> 10 (+0)

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

**Senses** passive Perception 15

**Languages** Common, Draconic

### ABILITIES

**Desert Dweller.** The lizardfolk is naturally adapted to hot climates.

**Fatal Spittle.** As a bonus action, the lizardfolk coats one of its weapons with venomous saliva. The next attack made with the weapon deals an extra 7 (2d6) poison damage.

**Spellcasting.** The shaman is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following spells prepared:

**Cantrips (at will):** *fire bolt*, *mending*, *true strike*

**1st level (4 slots):** *magic missile*, *sleep*, *thunderwave*

**2nd level (3 slots):** *magic weapon*, *shatter*

### ACTIONS

**Multiattack.** The lizardfolk makes two attacks.

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

**Throwing Spear.** *Ranged Weapon Attack:* +5 to hit, range 20/80 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Greataxe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage, or 9 (1d12 + 3) slashing damage if used with two hands.

## CHAMELEON LIZARDFOLK

CHALLENGE 1/2 (100 XP)

Medium humanoid, neutral

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft., swim 30ft.

STR 10 (+0) DEX 15 (+2) CON 12 (+1)

INT 10 (+0) WIS 13 (+1) CHA 11 (+0)

Skills Perception +3, Stealth +7, Survival +3

Senses Passive Perception 13

Languages Common, Draconic

### ABILITIES

**Snipe (2/Day).** As a bonus action, the lizardfolk adds 1d10 to its next attack or damage roll with a longbow.

**Innate Spellcasting.** The lizardfolk's innate spellcasting ability is Charisma (spell save DC 11). It can innately cast a number of spells, requiring no material components.

1/day each: *greater invisibility*

### ACTIONS

**Multiattack.** The lizardfolk makes two attacks.

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

**Longbow.** *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

## CHAMELEON LIZARDFOLK SHAMAN

CHALLENGE 1 (200 XP)

Medium humanoid, neutral

Armor Class 12

Hit Points 49 (7d8 + 7)

Speed 30 ft., climb 30 ft.

STR 10 (+0) DEX 15 (+2) CON 12 (+1)

INT 15 (+2) WIS 14 (+2) CHA 11 (+0)

Skills Arcana +4, Perception +4, Stealth +7, Survival +4

Senses passive Perception 14

Languages Common, Draconic

### ABILITIES

**Innate Spellcasting.** The lizardfolk's innate spellcasting ability is Charisma (spell save DC 11). It can innately cast a number of spells, requiring no material components.

1/day each: *greater invisibility*

**Spellcasting.** The shaman is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following spells prepared:

**Cantrips (at will):** *acid splash, dancing lights, minor illusion*

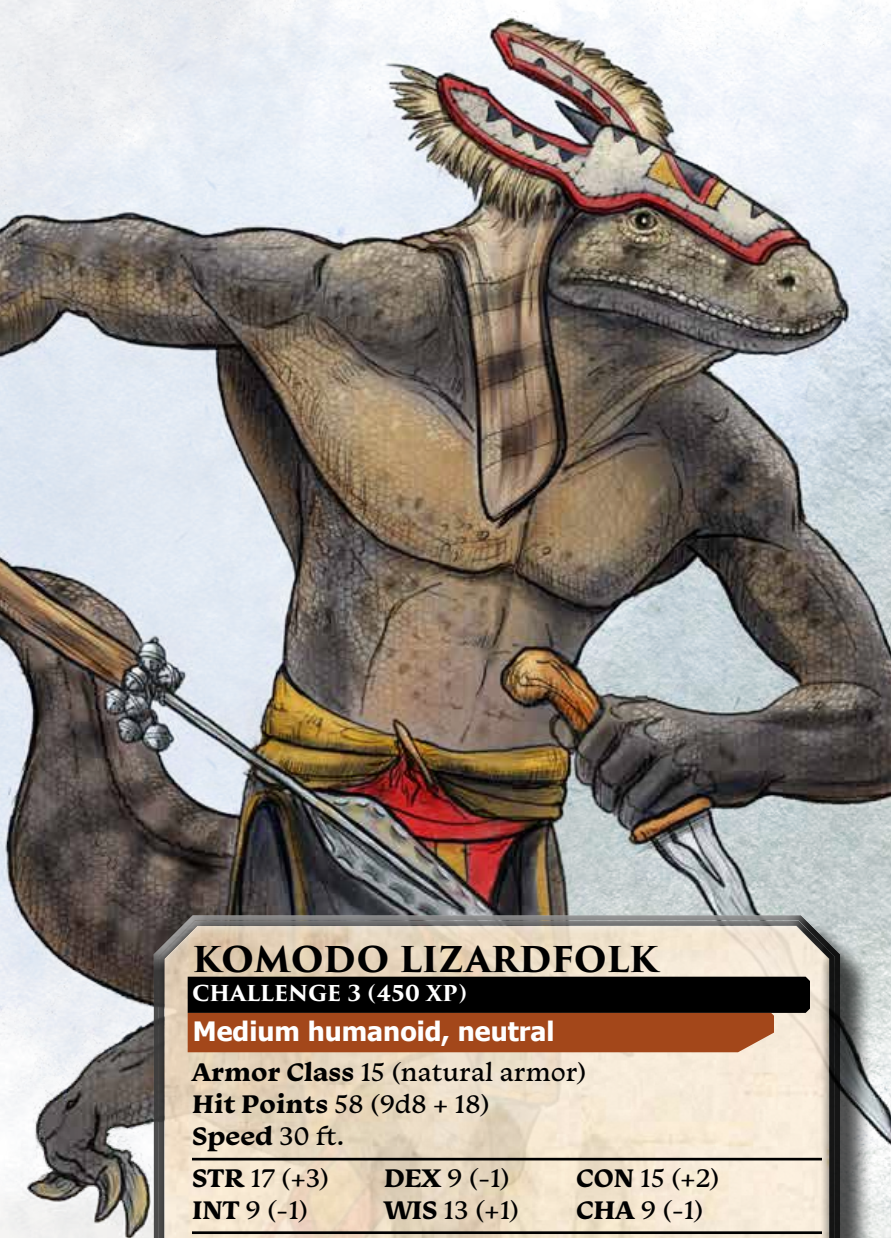
**1st level (4 slots):** *false life, grease, jump*

**2nd level (3 slots):** *acid arrow, enlarge/reduce*

### ACTIONS

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





## KOMODO LIZARDFOLK

CHALLENGE 3 (450 XP)

Medium humanoid, neutral

**Armor Class** 15 (natural armor)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft.

**STR** 17 (+3)    **DEX** 9 (-1)    **CON** 15 (+2)

**INT** 9 (-1)    **WIS** 13 (+1)    **CHA** 9 (-1)

**Skills** Perception +3, Survival +3

**Senses** passive Perception 13

**Languages** Common, Draconic

### ABILITIES

**Desert Dweller.** The lizardfolk is naturally adapted to hot climates.

**Fatal Spittle.** As a bonus action, the lizardfolk coats one of its weapons with venomous saliva. The next attack made with the weapon deals an extra 7 (2d6) poison damage.

### ACTIONS

**Multiattack.** The lizardfolk makes three attacks.

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

**Throwing Spear.** *Ranged Weapon Attack:* +5 to hit, range 20/80 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

## KOMODO LIZARDFOLK SHAMAN

CHALLENGE 4 (700 XP)

Medium humanoid, neutral

**Armor Class** 15 (natural armor)

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

**Speed** 30 ft.

**STR** 16 (+3)    **DEX** 9 (-1)    **CON** 15 (+2)

**INT** 12 (+1)    **WIS** 16 (+3)    **CHA** 10 (+0)

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

**Senses** Passive Perception 15

**Languages** Common, Draconic

### ABILITIES

**Desert Dweller.** The lizardfolk is naturally adapted to hot climates.

**Fatal Spittle.** As a bonus action, the lizardfolk coats one of its weapons with venomous saliva. The next attack made with the weapon deals an extra 7 (2d6) poison damage.

**Spellcasting.** The shaman is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following spells prepared:

**Cantrips (at will):** *fire bolt*, *mending*, *true strike*

**1st level (4 slots):** *magic missile*, *sleep*, *thunderwave*

**2nd level (3 slots):** *magic weapon*, *shatter*

### ACTIONS

**Multiattack.** The lizardfolk makes two attacks.

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

**Throwing Spear.** *Ranged Weapon Attack:* +5 to hit, range 20/80 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Greataxe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage, or 9 (1d12 + 3) slashing damage if used with two hands.

# MANTICORES

Some say they are the result of horrible magical and alchemical experiments that escaped the laboratory to hunt. Some say all of the evil, violent thoughts in the world coalesced one day to form them. Whatever the origin, the manticore is a monstrous beast. It has the body of a large cat and the wings of a bat, with spines down its back which ends in the tail of a scorpion. Its face is monstrous yet also vaguely human, and rests in a contorted expression of rage.

Manticores seem to have a deep-seated hatred of humans and humanoids. They seek the taste of human flesh, and seem to enjoy the suffering of their victims. One should be very wary when seeking to slay a manticore, for even victory may be pyrrhic when you walk away with their poison in your veins.

## LION-HEADED MANTICORE

CHALLENGE 2 (450 XP)

Large monstrosity, neutral evil

**Armor Class** 14 (natural armor)

**Hit Points** 59 (7d10 + 21)

**Speed** 60 ft., fly 40 ft.

**STR** 16 (+3)      **DEX** 15 (+2)      **CON** 17 (+3)

**INT** 11 (+0)      **WIS** 14 (+2)      **CHA** 8 (-1)

**Skills** Stealth +4

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

**Languages** Common

### ABILITIES

**Natural Camouflage.** The manticore has advantage on Dexterity (Stealth) checks made to hide in deserts and other sandy terrain.

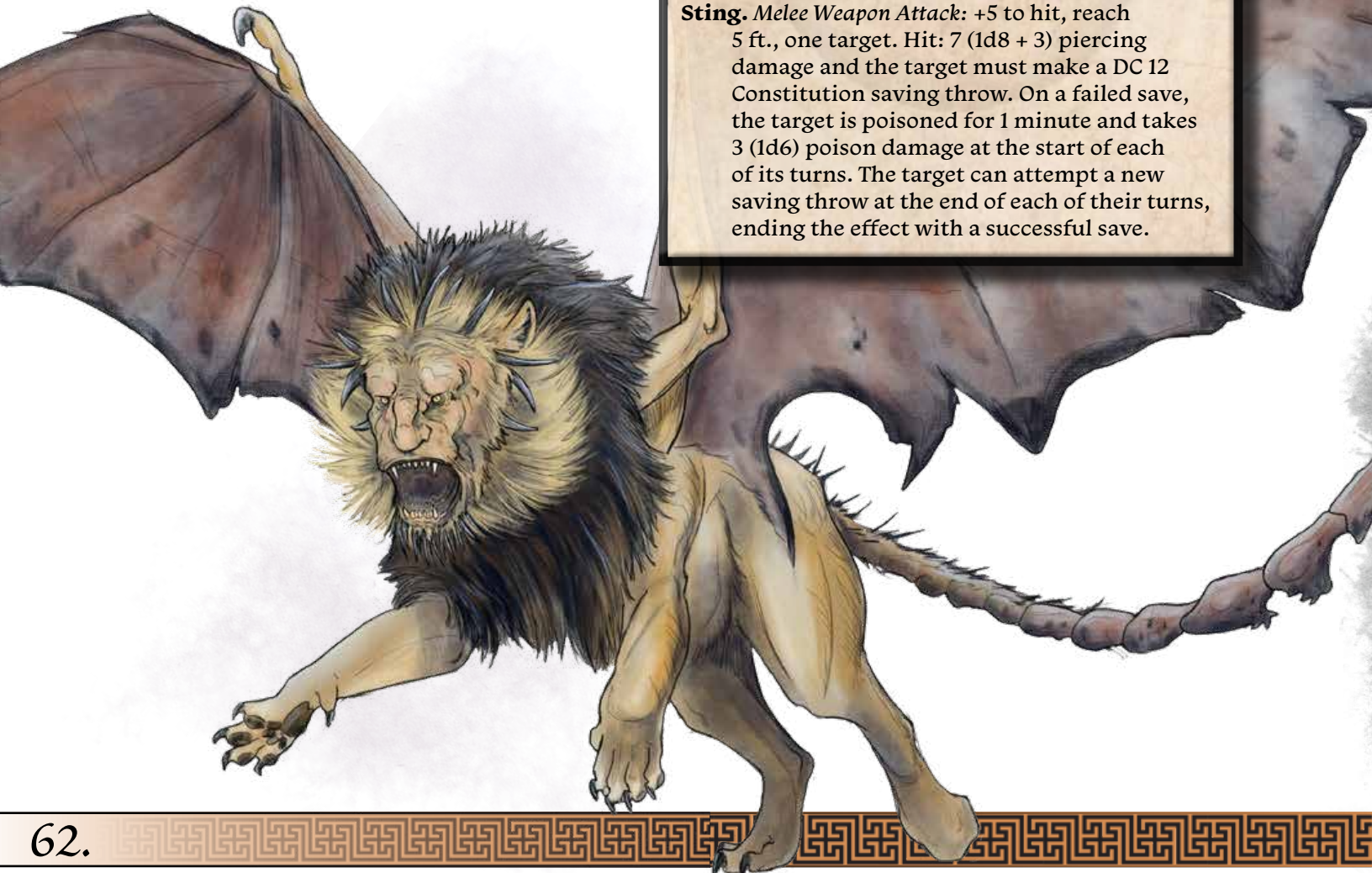
### ACTIONS

**Multiattack.** The manticore makes two attacks: one with its bite or claws and one with its sting.

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

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

**Sting.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage and the target must make a DC 12 Constitution saving throw. On a failed save, the target is poisoned for 1 minute and takes 3 (1d6) poison damage at the start of each of its turns. The target can attempt a new saving throw at the end of each of their turns, ending the effect with a successful save.



## DARK MANTICORE

CHALLENGE 5 (1800 XP)

Large monstrosity, chaotic evil

**Armor Class** 15 (natural armor)

**Hit Points** 85 (9d10 + 36)

**Speed** 40 ft., climb 40 ft., fly 20 ft.

**STR** 17 (+3)    **DEX** 17 (+3)    **CON** 18 (+4)

**INT** 8 (-1)    **WIS** 14 (+2)    **CHA** 7 (-2)

**Skills** Perform +6, Stealth +7

**Senses** blindsight 120 ft., darkvision 30 ft., passive Perception 12

**Condition Immunities** charmed, frightened

**Languages** Common

### ABILITIES

**Bristling Spines.** When a creature within 5 feet of the manticore makes a melee attack against it, the creature takes 3 (1d6) piercing damage.

**Dirge.** While not in combat, the manticore can choose to sing a haunting dirge that can be heard up to 300 feet away. Creatures that hear the dirge must make a DC 14 Charisma saving throw. On a failed save, whenever the target makes an ability check, attack roll, or saving throw it rolls a d4. The creature subtracts the number rolled from the result of their d20 roll

for the next 24 hours. A creature that passes their saving throw is immune to the specific manticore's dirge for the next week.

**Echolocation.** The manticore can't use its blindsight while deafened.

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

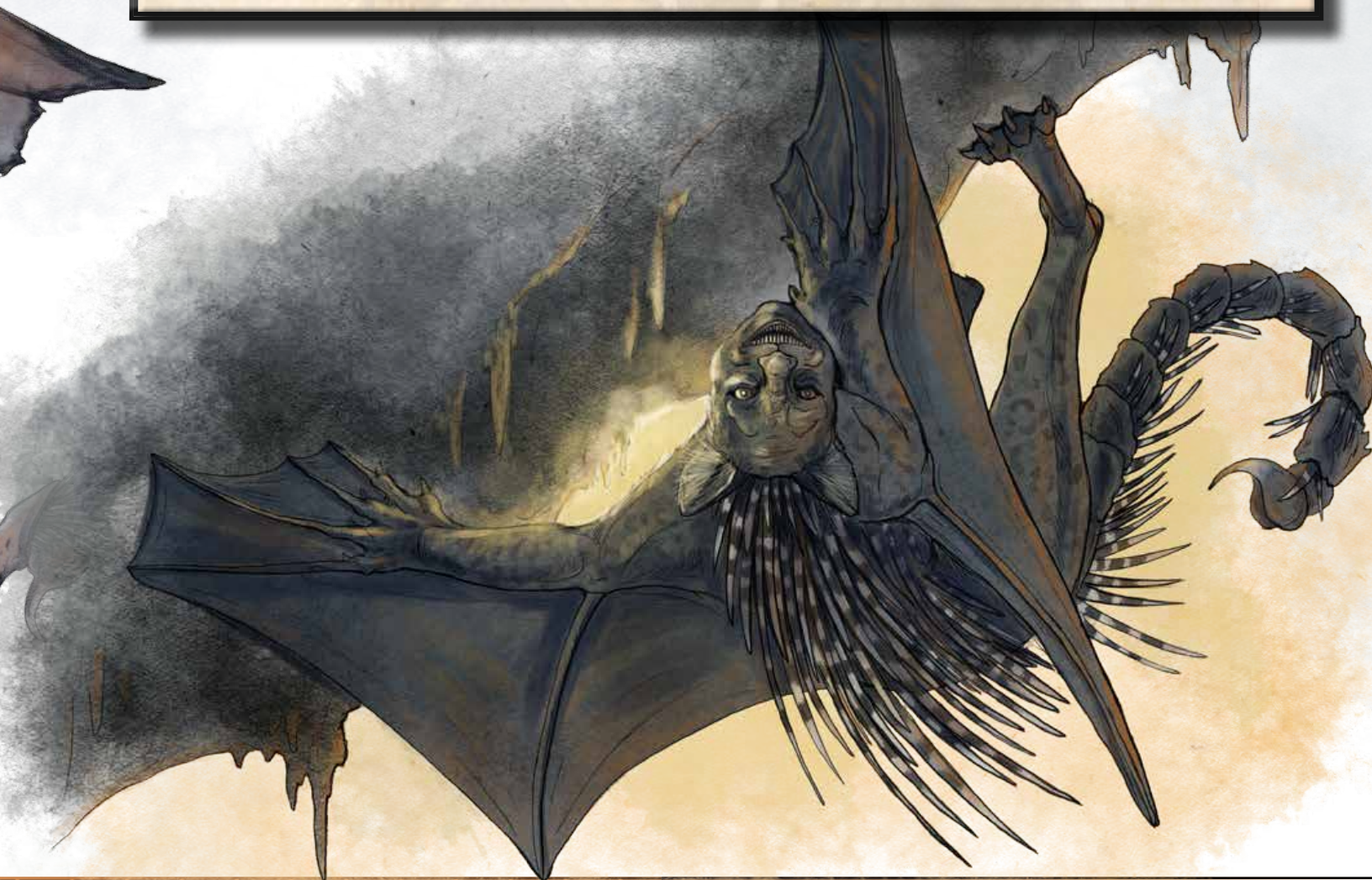
**Tail Quill Regrowth.** The manticore has thirty-six tail quills. Used quills regrow when the manticore finishes a long rest.

### ACTIONS

**Multiattack.** The manticore makes three attacks: one with its bite and two with its tail quill.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

**Tail Quill.** *Melee Weapon Attack:* +6 to hit, range 100/200 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage and a quill is imbedded in the target. A creature that starts its turn with a quill imbedded in them loses 3 (1d6) hit points. As a bonus action, a creature can attempt to pull a quill out with a DC 15 Strength (Athletics) check.



## DESERT MANTICORE

CHALLENGE 2 (450 XP)

Small monstrosity, neutral evil

**Armor Class** 14 (natural armor)

**Hit Points** 27 (5d6 + 10)

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

**STR** 12 (+1)    **DEX** 15 (+2)    **CON** 14 (+2)

**INT** 8 (-1)    **WIS** 13 (+1)    **CHA** 8 (-1)

**Skills** Stealth +4

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

**Languages** Common

### ABILITIES

**Natural Camouflage.** The manticore has advantage on Dexterity (Stealth) checks made to hide in deserts and other sandy terrain.

### ACTIONS

**Multiattack.** The manticore makes two attacks: one with its bite or claws and one with its sting.

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

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

**Sting. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and the target must make a DC 12 Constitution saving throw. On a failed save, the target is poisoned for 1 minute and takes 3 (1d6) poison damage at the start of each of its turns. The target can attempt a new saving throw at the end of each of their turns, ending the effect with a successful save.







## FEATHERED MANTICORE

CHALLENGE 4 (1100 XP)

**Large monstrosity, neutral evil**

**Armor Class** 16 (natural armor)

**Hit Points** 75 (10d10 + 20)

**Speed** 60 ft., fly 40 ft.

**STR** 15 (+2)

**DEX** 16 (+3)

**CON** 15 (+2)

**INT** 7 (-2)

**WIS** 12 (+1)

**CHA** 9 (-1)

**Skills** Intimidation +4, Stealth +7

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

**Languages** Common

### ABILITIES

**Poison Flick** (Recharge 5-6). The manticore's next tail attack has a range of 50/150 ft.

### ACTIONS

**Multiattack.** The manticore makes three attacks: one with its bite, one with its claws, and one with its tail.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage and 3 (1d6) acid damage.

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

**Tail.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage and 7 (2d6) poison damage.

# MYCONIDS

There has never been a more important time to speak about myconid preservation than today. As more species become aware of one another, it becomes increasingly difficult to understand each other. This can be doubly said for the mighty species of myconids who are not animal life, but plant life.

What makes conservation, or better put, preservation, so difficult with the myconids is the common misconception that because one can sprout from the ground centuries old they are ancient and wise. While these two descriptors may be totally true in reference to their own ways and their own kind, newly sprouted myconids are naive to the ways of our world. We should set realistic expectations for these alien creatures and perhaps learn better how to communicate with them, rather than expecting them to adapt to us.



## AMANITA MUSCARIA MYCONID

CHALLENGE 1/2 (100 XP)

Medium Plant, Unalignment

Armor Class 12 (natural armor)

Hit Points 22 (4d8+4)

Speed 20 ft.

STR 10 (+0)    DEX 10 (+0)    CON 12 (+1)

INT 10 (+0)    WIS 13 (+1)    CHA 8 (-1)

Senses Darkvision 120 ft., Passive Perception 11

Languages --

### ABILITIES

**Telepathic Fungi.** Amanita muscaria myconids cast intertwining filaments to communicate. Any creature within 10 feet of the myconid can communicate telepathically with one another. This affects only creatures with Intelligence of 2 or higher aren't undead, constructs, or elementals.

**Panfungal Awareness.** Amanita muscaria myconids are a singular organism, even if their colonies are continents apart. Their shared genealogy creates a unique awareness that transcends space and time. If one myconid is aware of something, all within a colony are aware as well.

**Innate Spellcasting.** The myconid's innate spellcasting ability is Wisdom (Spell save DC 11). It can innately cast the following spells, requiring no components:

*At-Will:* Detect Thoughts

### ACTIONS

**Fist.** *Melee weapon attack*, +2 to hit, reach 5 ft., one creature. *Hit:* 5 (2d4) bludgeoning damage plus 5 (2d4) poison damage

**Hallucinogenic Spores (3/day).** The myconid releases spores within a 10 foot radius from it. These spores can go around corners. Creatures in the area must succeed a DC 12 Constitution saving throw or suffer uncontrollable delusions as if affected by the confusion spell for 1 minute. The target can attempt a new saving throw at the end of each of their turns, ending the effect on themselves with a success.

## BEARDED TOOTH MYCONID

CHALLENGE 2 (450 XP)

**Small Plant, Unalignment**

**Armor Class** 14 (natural armor)

**Hit Points** 38 (7d6+14)

**Speed** 40 ft.

**STR** 14 (+2)    **DEX** 12 (+1)    **CON** 14 (+2)

**INT** 8 (-1)    **WIS** 12 (+1)    **CHA** 7 (-2)

**Senses** Darkvision 120ft., Passive Perception 11

**Languages** Common

### ABILITIES

**Aura of Sickening.** The bearded tooth myconid emits a sickening aura. Creatures that enter or start their turn within a 10-foot radius of the myconid must make a DC 12 Constitution saving throw or be poisoned while in the aura and for 1 minute upon leaving the aura. If the saving throw fails by 5 or more, the creature is automatically stunned while in the area of the aura. On a successful saving throw, the creature is immune to the aura of sickening of all bearded tooth myconid for 1 hour.

**Defensive.** As a bonus action, the myconid can use the Disengage action.

**Mistrustful.** The myconid has advantage on Insight checks. Additionally, it has advantage on saving throws against charm effects.

**Pact Tactics.** The myconid has advantage on attack rolls against a creature if at least one of the myconid's allies is within 5 feet of the creature and the ally isn't incapacitated.

### ACTIONS

**Multiattack.** The myconid makes two bite attacks.

**Bite.** *Melee weapon attack*, +4 to hit, reach 5 ft., one creature. *Hit*: 5 (1d4+2) piercing damage plus 5 (2d4) poison damage.

## SCRUFFY SPORELING

## BEARDED TOOTH MYCONID

CHALLENGE 1/8 (25 XP)

**Tiny plant, unaligned**

**Armor Class** 12

**Hit Points** 7 (2d4 + 2)

**Speed** 30 ft.

**STR** 10 (+0)    **DEX** 14 (+2)    **CON** 12 (+1)

**INT** 6 (-2)    **WIS** 11 (+0)    **CHA** 7 (-2)

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

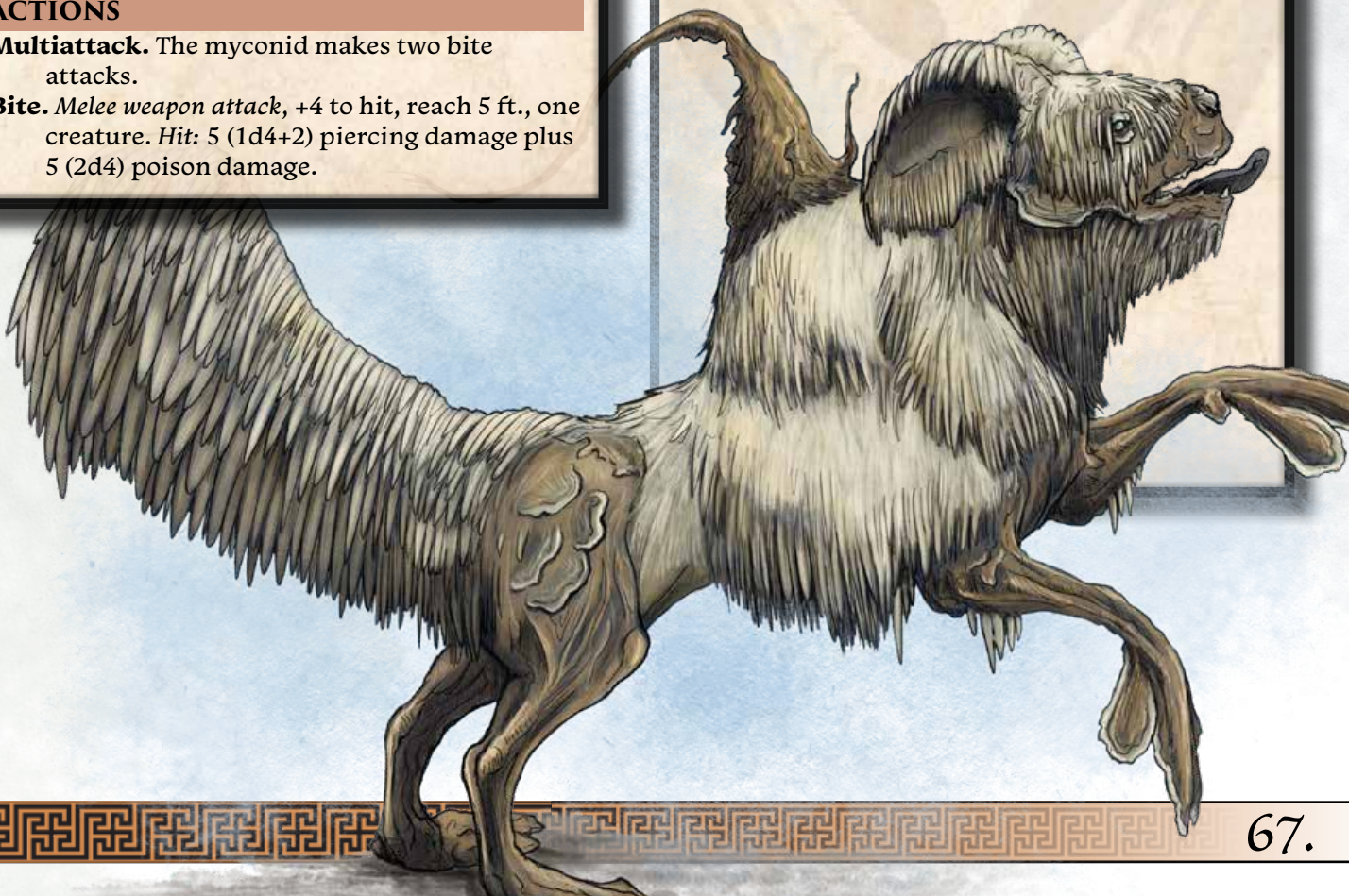
**Languages** understands Common

### ABILITIES

**Spore Explosion.** When the myconid is reduced to 0 hit points or less, it explodes in a 10 foot radius cylinder of spores. Creatures in the cylinder must make a DC 10 Constitution saving throw, becoming poisoned for 1 hour on a failed save.

### ACTIONS

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



## MORELL MYCONID

CHALLENGE 3 (700 XP)

Medium Plant, Unalignment

**Armor Class** 16 (natural armor)

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

**Speed** 30 ft.

**STR** 10 (+0)    **DEX** 12 (+1)    **CON** 14 (+2)

**INT** 13 (+1)    **WIS** 16 (+3)    **CHA** 13 (+1)

**Senses** Darkvision 120ft., Passive Perception 13

**Languages** any three languages

### ABILITIES

**Aura of Tranquility.** Morrell mycnoids exude an aura of calmness that extends within a 20-foot radius from it. Creatures that enter the area or starts their turn in it must make a DC 14 Charisma saving throw or be affected by the calm emotions spell. Creatures can choose to fail this saving throw.

**Mediators.** Morrell myconids are natural mediators and have advantage on Charisma checks to interact with creatures inside their Aura of Tranquility.

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

**At-will:** *find familiar, speak with animals*

**1/day:** *conjure woodland beings*

### ACTIONS

**Multiattack.** The myconid makes three fist attacks.

**Fist.** *Melee weapon attack*, +3 to hit, reach 5 ft., one creature. *Hit:* 5 (2d4) bludgeoning damage

**Regenerative Touch.** As an action, the morell myconid can touch a creature to restore bodily functions or lost limbs. The target heals 12 (2d8+3) Hit Points. The target's severed body parts (fingers, legs, tails, and so on), if any, are restored after 2 minutes. If the severed part is held to the stump, it instantaneously causes the limb to knit to the stump.



## MORRELL SPORELING

CHALLENGE 1/8 (25 XP)

Tiny plant, unaligned

**Armor Class** 12

**Hit Points** 7 (2d4+2)

**Speed** 30 ft., movement 00 ft.

**STR** 8 (-1)    **DEX** 10 (+0)    **CON** 12 (+1)

**INT** 10 (+0)    **WIS** 12 (+1)    **CHA** 12 (+1)

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

**Languages** understands Common

### ABILITIES

**Protective Aura.** Creatures within 30 feet of the sporeling that attempt to harm it must make a DC 12 Charisma saving throw. On a failed save, the creature must choose a new target for the hostile action.

### ACTIONS

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

**Mending Touch.** The sporeling touches a creature within 5 feet of it. The target heals 2 hit points.



## MOSSY MYCONID

CHALLENGE 1 (200 XP)

**Medium Plant, Unalignment**

**Armor Class** 12 (natural armor)

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

**Speed** 20 ft.

<b>STR</b> 12 (+1)	<b>DEX</b> 10 (+0)	<b>CON</b> 14 (+2)
<b>INT</b> 10 (+0)	<b>WIS</b> 13 (+1)	<b>CHA</b> 14 (+2)

**Skills** Persuasion +5, Survival +4

**Senses** Darkvision 120ft., Passive Perception 11

**Languages** Common, Sylvan, telepathy 30 ft.

### ABILITIES

**Wanderer.** The mossy myconid has advantage on Wisdom (Survival) checks when determining directions or finding a safe location to rest.

**Trinket Crafter.** The mossy myconid can spend 8 hours to craft a trinket made from parts of their flesh. A creature in possession of this trinket can cast the scrying spell targeting the myconid. Additionally, the owner gains advantage on Charisma (Persuasion) checks when interacting with other plant creatures.

### ACTIONS

**Fist.** *Melee weapon attack*, +3 to hit, reach 5 ft., one creature. *Hit*: 6 (2d4+1) bludgeoning damage

**Awaken Ally (2/day).** As an action, the mossy myconid can touch a Huge or smaller non-intelligent plant and grant it sentience as if it had cast the awaken spell on it. Huge and Large targets use the stats for *awakened tree*, Medium and Small targets use the stats for *needle blights* or *vine blights*.

**Captivating Tale.** As an action, the myconid tells a story that lasts until the end of the turn. Hostile creatures within 30 feet of the myconid must succeed a DC 12 Charisma saving throw or be charmed. Creatures with an Intelligence score of 3 or less are immune to this effect. The spectacle ends early if the myconid is incapacitated, silenced, or it voluntarily end the tale (no action required).

# OTYUGHS

Putrid mounds of walking refuse is often the first thought a person has when thinking of the noble otyugh. What most fail to see in these olfactory-sense-assaulting monsters is that they are not monsters at all, but creatures perfectly designed to live as one in their natural environment: garbage.

A great many creatures in the realms were created by wizards, but the otyugh species is one of the only ones 'enhanced' by an alchemist. Many years ago, an alchemist whose name was lost to time needed something to help clean up her experiments. If left alone, they tended to grow claws, teeth, and feet — running off to terrify pesky villagers who would oft speak of raising arms against the alchemist.

## UNDERCITY OTYUGH

CHALLENGE 4 (1,100 XP)

Large aberration, neutral

Armor Class 10

Hit Points 105 (11d10 + 50)

Speed 30 ft.

STR 16 (+3)      DEX 10 (+0)      CON 20 (+5)

INT 6 (-2)      WIS 12 (+1)      CHA 7 (-2)

Senses darkvision 120 ft., passive Perception 11

Languages Otyugh, telepathy 60 ft.

### ABILITIES

**Stinky.** Creatures that start their turn or move within 30 feet of the otyugh must make a DC 15 Constitution saving throw or become poisoned for 30 minutes.

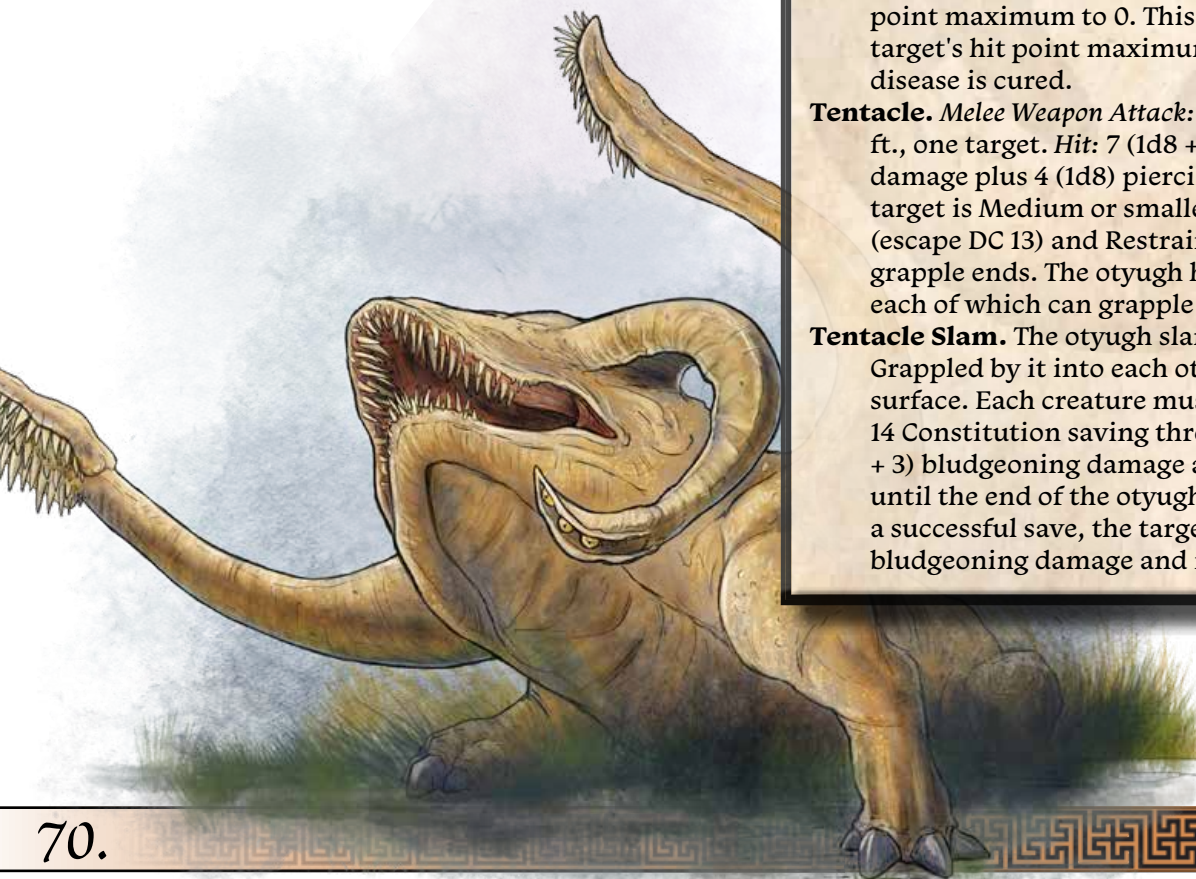
### ACTIONS

**Multiattack.** The otyugh makes three attacks: one with its bite and two with its tentacles.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become Poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

**Tentacle.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is Grappled (escape DC 13) and Restrained until the grapple ends. The otyugh has two tentacles, each of which can grapple one target.

**Tentacle Slam.** The otyugh slams creatures Grappled by it into each other or a solid surface. Each creature must succeed on a DC 14 Constitution saving throw or take 10 (2d6 + 3) bludgeoning damage and be Stunned until the end of the otyugh's next turn. On a successful save, the target takes half the bludgeoning damage and isn't Stunned.





## SLUDGE SWIMMER

**CHALLENGE 3 (2,300 XP)**

**Large aberration, Neutral**

**Armor Class** 12 Natural Armor

**Hit Points** 82 (11d10+22)

**Speed** 30 ft., swim 25 ft.

<b>STR</b> 17 (+3)	<b>DEX</b> 8 (-1)	<b>CON</b> 15 (+2)
<b>INT</b> 16 (+3)	<b>WIS</b> 14 (+2)	<b>CHA</b> 9 (-1)

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

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

**Senses** passive Perception 14

**Languages** Common, Otyugh, telepathy 120 ft.

### ABILITIES

**Amphibious.** The sludge swimmer can breathe air and water.

**Inscrutable.** The sludge swimmer 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 the sludge swimmer's intentions or sincerity have disadvantage.

**Innate Spellcasting.** The sludge swimmer innate spellcasting ability is Intelligence (spell save DC 13). It can innately cast a number of spells, requiring no material components.

**1/day:** shield

**2/day:** identify

### ACTIONS

**Multiattack.** The sludge swimmer makes two attacks: one with its bite and one with its tentacle.

**Bite.** *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) piercing damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

**Tentacle.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage plus 3 (1d6) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The sludge swimmer has two tentacles, each of which can grapple one target.

**Tentacle Slam.** The sludge swimmer slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 13 Strength saving throw or take 10 (2d6+3) bludgeoning damage and be stunned until the end of the sludge swimmer's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

## BENTHIC OTYUGH

CHALLENGE 6 (2300 XP)

**Large aberration, Neutral**

**Armor Class** 13 natural armor

**Hit Points** 157 (15d10+75)

**Speed** 30 ft., swim 25 ft.

**STR** 17 (+3)    **DEX** 10 (+0)    **CON** 20 (+5)

**INT** 6 (-2)    **WIS** 13 (+1)    **CHA** 12 (+1)

**Saving Throws** Con +8

**Skills** Perception +4

**Vulnerabilities** fire

**Senses** blindsight 20 ft., darkvision 240 ft. passive Perception 14

**Languages** Otyugh

### ABILITIES

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

**Limited Telepathy.** The otyugh can magically transmit simple messages and images to any creature within 120 ft. of it that can understand a Language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

### ACTIONS

**Multiattack.** The otyugh makes three attacks: one with its mandible and two with its tentacles.

**Mandible.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (2d12+3) piercing damage and 5 (1d10) slashing damage. If the otyugh moved at least 10 ft. before attacking, it has advantage on the roll. Additionally, a hit creature must make a DC 15 Constitution saving throw or begin to bleed. A bleeding creature takes 5 (1d10) damage at the start of each of its turns. The bleeding can be stopped with a successful DC 13 Wisdom (Medicine) check or any magical healing.

**Tentacle.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is Grappled (escape DC 13) and Restrained until the grapple ends. The otyugh has two tentacles, each of which can grapple one target. *Luring Light.* The otyugh uses its bioluminescent lure to muddle the thoughts of a single creature that is not blinded within 100 ft. of it. The creature must succeed on a DC 14 Charisma or it must use its next turn to do nothing but walk closer to the otyugh. The creature ignores potential threats in its path to the otyugh.







## VINE TRAPPER OTYUGH

CHALLENGE 6 (2300 XP)

**Large aberration, Neutral**

**Armor Class** 12 (natural armor)

**Hit Points** 112 (15d10+30)

**Speed** 30 ft.

<b>STR</b> 19 (+4)	<b>DEX</b> 14 (+2)	<b>CON</b> 14 (+2)
<b>INT</b> 2 (-4)	<b>WIS</b> 8 (-1)	<b>CHA</b> 10 (+0)

**Saving Throws** Con +5

**Skills** Perception +4

**Vulnerabilities** fire

**Senses** passive Perception 14

**Languages** --

### ABILITIES

**Ambusher.** During the first turn, the vine trapper deals additional 11 (2d10) acid damage with its bite attack and an additional 4 (1d8) piercing damage on its tentacle attacks against any creature that hasn't taken its turn.

**Constrict.** At the start of its turn, the vine trapper deals 10 (2d6 + 3) bludgeoning damage to any creature it has grappled with its tentacles.

**False Appearance.** While the vine trapper remains motionless, it is indistinguishable from a collection of vines and jungle flowers.

### ACTIONS

**Multiattack.** The vine trapper makes three attacks: one with its bite and two with its tentacles.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The vine trapper can only grapple one creature at a time with its mouth. A creature grappled by the vine trapper's mouth takes 6 (1d12) acid damage at the start of its turn.

**Tentacle.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 5 (1d10) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 15) and restrained until the grapple ends. The vine trapper has two tentacles, each of which can grapple one target.

# OWLBEARS

Owlbears are often perceived as a simple species; violent beasts who originated as a botched experiment by a foolhardy wizard. And while I cannot deny the creatures' violent natures, owlbears are far more complex creatures whose various forms of nonverbal communication allow them to convey a wealth of knowledge between one another. Many incorrectly assume owlbears are birds because of their avian features. However, like the platypus, owlbears are considered mammals, if not with the caveat that they came into creation by way of magical means.



## GREAT HORNED OWLBEAR

CHALLENGE 4 (1,100 XP)

Large monstrosity, Unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 78 (8d10 + 24)

**Speed** 40 ft.

**STR** 20 (+5)      **DEX** 12 (+1)      **CON** 17 (+3)

**INT** 3 (-4)      **WIS** 12 (+1)      **CHA** 7 (-2)

**Saving Throws** Text

**Skills** Perception +3, Intimidation +3

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

**Languages** --

### ABILITIES

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

**Standing Leap.** The great horned owlbear's long jump is 20ft and its high jump is up to 10 ft, with or without a running start.

**Pounce.** If the great horned owlbear moves at least 20 feet straight toward a creature and then hits it with a claw or beak 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 great horned owlbear can make one beak attack against it as a bonus action.

### ACTIONS

**Multiattack.** The great horned owlbear makes two attacks: one with its beak and one with its claws.

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

**Claws.** *Melee weapon attack*, +7 to hit, reach 5 ft, one creature. *Hit:* 14 (2d8+5) slashing damage

## PANDOWL

CHALLENGE 2 (450 XP)

Medium monstrosity, Unaligned

**Armor Class** 13 (natural armor)

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

**Speed** 20 ft.

<b>STR</b> 18 (+4)	<b>DEX</b> 12 (+1)	<b>CON</b> 16 (+3)
<b>INT</b> 3 (-4)	<b>WIS</b> 12 (+1)	<b>CHA</b> 7 (-2)

**Skills** Perception +3

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

**Languages** --

### ABILITIES

**Downhill Roll.** When moving down a hill or other incline, a pandawl can roll down the hill. This increases its base speed by 20 ft while it is moving down the hill.

**Furious Lament.** If its partner dies during combat, the pandawl has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

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

### ACTIONS

**Multiattack.** The pandawl makes two attacks: one with its beak and one with its claws.

**Beak.** *Melee weapon attack*, +6 to hit, reach 5 ft, one creature. *Hit:* 9 (1d10+4) piercing damage

**Claws.** *Melee weapon attack*, +6 to hit, reach 5 ft, one creature. *Hit:* 13 (2d8+4) slashing damage

## COLOSSAL PANDOWL

CHALLENGE 7 (2,900 XP)

Huge monstrosity, unaligned

**Armor Class** 14 (natural armor)

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

**Speed** 25 ft.

<b>STR</b> 22 (+6)	<b>DEX</b> 10 (+0)	<b>CON</b> 20 (+5)
<b>INT</b> 3 (-4)	<b>WIS</b> 13 (+1)	<b>CHA</b> 8 (-1)

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

**Senses** passive Perception 14

**Languages** -

### ABILITIES

**Downhill Trample.** When moving down a hill or other incline, the pandawl can roll down the hill. This increases its base speed by 20 feet while it is moving down the hill.

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

### ACTIONS

**Multiattack.** The pandawl makes three attacks: one with its beak and two with its claws

**Beak.** *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 19 (2d12 + 6) bludgeoning damage.

**Claws.** *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.





## POWLBEAR

CHALLENGE 5 (1,800 XP)

Medium monstrosity, Unaligned

**Armor Class** 15 (natural armor)

**Hit Points** 85 (9d10 + 36)

**Speed** 50 ft., swim 40ft.

**STR** 20 (+5)    **DEX** 16 (+3)    **CON** 18 (+4)

**INT** 4 (-3)    **WIS** 12 (+1)    **CHA** 7 (-2)

**Skills** Perception +4

**Damage Resistances** Cold

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

**Languages** --

### ABILITIES

**Aggressive.** As a bonus action, the powlbear can move up to its speed towards a hostile creature it can see.

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

**Standing Leap.** The powlbear's long jump is 20ft and its high jump is up to 10 ft, with or without a running start.

**Pounce.** If the powlbear moves at least 20 feet straight toward a creature and then hits it with a claw or beak 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 powlbear can make one beak attack against it as a bonus action.

**Snow and Rock Camouflage.** The powlbear has advantage on Dexterity (Stealth) checks made to hide in snowy or rocky terrain.

### ACTIONS

**Multiattack.** The powlbear makes two attacks: one with its beak and one with its claws.

**Beak.** *Melee weapon attack*, +8 to hit, reach 5 ft, one creature. *Hit:* 10 (1d10+5) piercing damage.

**Claws.** *Melee weapon attack*, +8 to hit, reach 5 ft, one creature. *Hit:* 14 (2d8+5) slashing damage.

## POWLBEAR CUB

CHALLENGE 1 (200 XP)

Small monstrosity, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 32 (5d6 + 15)

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

**STR** 14 (+2)    **DEX** 15 (+2)    **CON** 16 (+3)

**INT** 3 (-4)    **WIS** 10 (+0)    **CHA** 12 (+1)

**Skills** Athletics +4, Perception +2

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

**Languages** -

### ABILITIES

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

**Snow and Rock Camouflage.** The powlbear has advantage on Dexterity (Stealth) checks made to hide in snowy or rocky terrain.

### ACTIONS

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

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

## SUN OWLBEAR

CHALLENGE 2 (450 XP)

Medium monstrosity, Unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 45 (6d8 + 21)

**Speed** 40 ft., climb 20ft.

**STR** 18 (+4)    **DEX** 14 (+2)    **CON** 16 (+3)

**INT** 3 (-4)    **WIS** 12 (+1)    **CHA** 7 (-2)

**Skills** Perception +3, Survival +3

**Damage Resistances** piercing

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

**Languages** --

### ABILITIES

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

**Standing Leap.** The sun owlbear's long jump is 20ft and its high jump is up to 10 ft, with or without a running start.

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

### ACTIONS

**Multiattack.** The sun owlbear makes three attacks: one with its beak, one with its claws, and one with its tongue.

**Beak.** *Melee weapon attack*, +6 to hit, reach 5 ft, one creature. *Hit:* 9 (1d10+4) piercing damage.

**Claws.** *Melee weapon attack*, +6 to hit, reach 5 ft, one creature. *Hit:* 13 (2d8+4) slashing damage.

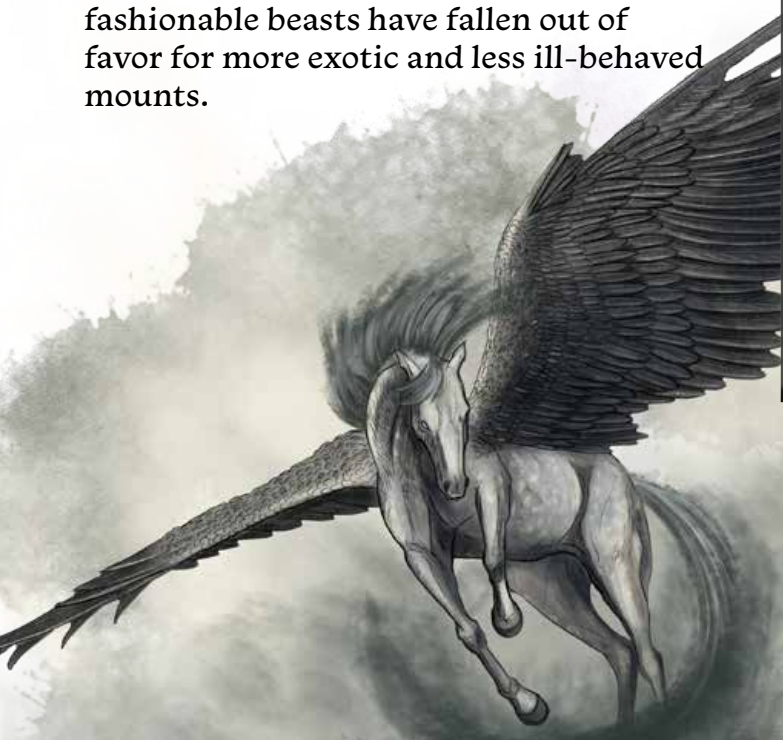
**Tongue.** *Melee weapon attack*, +4 to hit, reach 15 ft, one creature. *Hit:* 13 (2d8+4) slashing damage.



# PEGASI

Created by magic and inspiring the imagination of all, the pegasus remains one of the most well-known and beloved of the mythical beasts. Were it not for the magic infused in the beasts, their wings could not truly hold them up. Known mostly as some of the most notorious mounts for heroes, pegasi are elusive and difficult to find in the wild. Their impressive powers of wind control and flight means they can live nearly anywhere, making it hard for humanoid to reach them when they do not want to be found.

Many breeders now live scattered throughout the kingdoms, selling their stock. These pegasi are overbred and because of eugenics, now have multiple health problems and temperament concerns. While there may be one or two decent breeders left, overall these once fashionable beasts have fallen out of favor for more exotic and less ill-behaved mounts.



## TORNADO PEGASUS

CHALLENGE 2 (450 XP)

Large celestial, Chaotic Good

**Armor Class** 12 (natural armor)

**Hit Points** 59 (7d10 + 21)

Speed 60 ft., fly 90 ft.

**STR** 18 (+4)     **DEX** 15 (+2)     **CON** 16 (+3)

**INT** 10 (+0)     **WIS** 15 (+2)     **CHA** 13 (+1)

**Senses** passive Perception 16

**Languages** Common, Celestial

### ABILITIES

**Summon winds.** The Tornado pegasus can summon a whirlwind to defend itself, this 60 feet of swirling winds moves across the battlefield in a random pattern. Any large or smaller creature that comes in contact with the spell effect must succeed on a dexterity saving throw of 20 or take 3d6 points of damage. A medium or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the whirlwind and held suspended in its powerful winds, taking 1d8 points of damage each round until they can escape.

### ACTIONS

**Stomp.** *Melee Weapon Attack*, +6 to hit, 5ft. reach., one creature. *Hit:* 10 (2d6 + 4) bludgeoning damage.

**Knock back gust.** A line of strong wind 60 feet long and 10 feet wide blasts from the beating wings of the pegasus. Each creature that starts its turn in the line must succeed on a DC 18 strength saving throw or be pushed 10 feet away from them. This wind lasts one round.

## DUST DEVIL PEGASUS

CHALLENGE 2 (450 XP)

Large celestial, Chaotic Good

**Armor Class** 12 (natural armor)

**Hit Points** 59 (7d10 + 21)

**Speed** 60 ft., fly 90 ft.

<b>STR</b> 15 (+2)	<b>DEX</b> 18 (+4)	<b>CON</b> 16 (+3)
<b>INT</b> 10 (+0)	<b>WIS</b> 15 (+2)	<b>CHA</b> 13 (+1)

**Senses** passive Perception 16

**Languages** Common, Celestial

### ABILITIES

**Sand storm.** The Dust Devil creates a sand storm that covers 20 ft. around itself. This badly reduces visibility and deals 1d3 points of nonlethal damage each round to anyone caught out in the open. Creatures caught out in the open and don't have anything to protect their faces must make a DC 10 constitution saving throw each round to avoid breathing in sand and getting lung sickness.

**Static.** Once a sand storm starts up after one round or if they're entering an already formed storm. Magic and other elemental attacks are nullified due to the electrically charged from sand and air.

### ACTIONS

**Stomp.** *Melee Weapon Attack*, +6 to hit, 5ft. reach., one creature. *Hit:* 10 (2d6 + 4) bludgeoning damage.

**Knock back gust.** A line of strong wind 60 feet long and 10 feet wide blasts from the beating wings of the pegasus. Each creature that starts its turn in the line must succeed on a DC 18 strength saving throw or be pushed 10 feet away from them. This wind lasts one round.

## SQUATINA

(UNIQUE PEGASI)

CHALLENGE 4 (1,100 XP)

Large celestial, chaotic evil

**Armor Class** 15 (natural armor)

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

**Speed** 60 ft., fly 90 ft.

<b>STR</b> 16 (+3)	<b>DEX</b> 19 (+4)	<b>CON</b> 16 (+3)
<b>INT</b> 10 (+0)	<b>WIS</b> 16 (+3)	<b>CHA</b> 14 (+2)

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

**Damage Immunities** fire; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

**Condition Immunities** charmed, frightened

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

**Languages** Common, Celestial, Infernal

### ABILITIES

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

**Sand Storm Aura.** Squatina is constantly surrounded by a sand storm in a 30 foot radius center on itself. The sandstorm counts as light obscurement and creatures that enter the aura or begin their turn there take 9 (2d8) damage. Squatina can suppress and reactivate this aura at will.

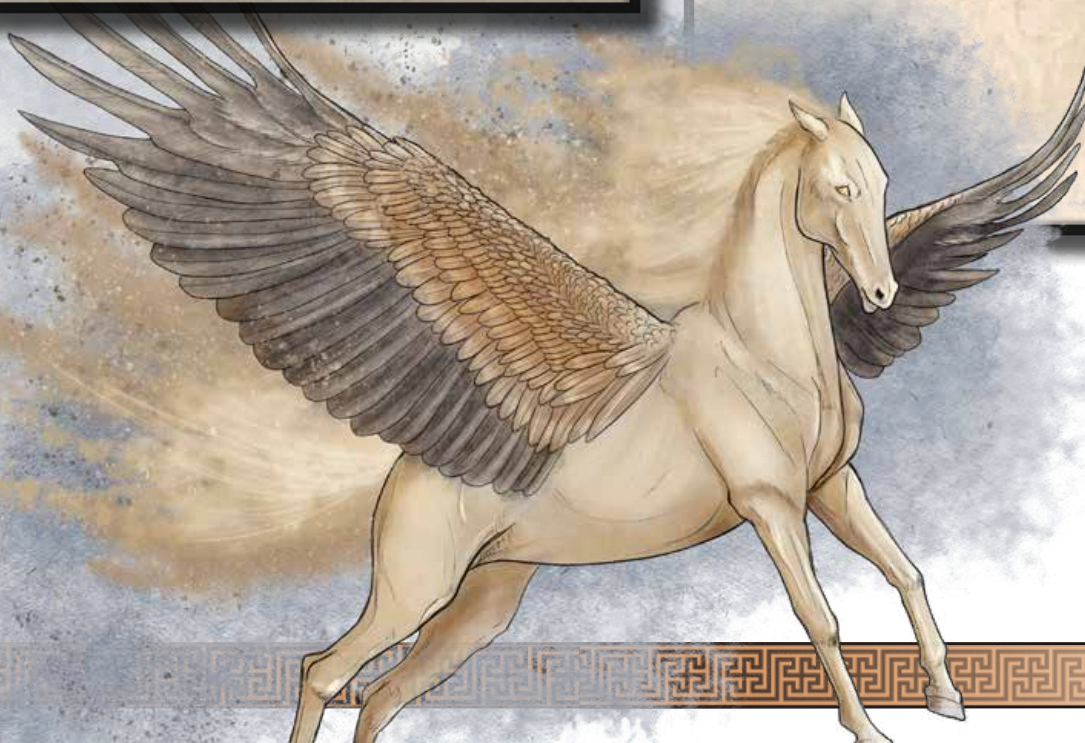
**Innate Spellcasting.** Squatina's innate spellcasting ability is Wisdom (spell save DC 12, +5 to hit with spell attacks). It can innately cast a number of spells, requiring no material components.

**1/day each:** *fog cloud, gust of wind*

**2/day each:** *scorching ray, counterspell*

### ACTIONS

**Stomp.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage and 5 (1d10) necrotic damage.





## SNOW SQUALL PEGASUS

CHALLENGE 2 (450 XP)

Large celestial, Chaotic Good

**Armor Class** 12 (natural armor)

**Hit Points** 59 (7d10 + 21)

**Speed** 60 ft., fly 80 ft.

**STR** 16 (+3)    **DEX** 15 (+2)    **CON** 18 (+4)

**INT** 10 (+0)    **WIS** 15 (+2)    **CHA** 13 (+1)

**Damage Resistances** cold

**Senses** passive Perception 16

**Languages** Common, Celestial

### ABILITIES

**Blizzard.** The Snow Squall wingbeats cause the snow around them to be whipped up and create a blizzard dealing 2d6 points of cold damage to every creature in the area and making it hard to see.

### ACTIONS

**Stomp.** *Melee Weapon Attack*, +6 to hit, 5ft. reach., one creature. *Hit:* 10 (2d6 + 4) bludgeoning damage.

**Bite.** *Melee Weapon Attack*, +2 to hit, 5ft. reach., one creature. *Hit:* 6 (2d4 + 2) piercing damage.

**Knock back gust.** A line of strong wind 60 feet long and 10 feet wide blasts from the beating wings of the pegasus. Each creature that starts its turn in the line must succeed on a DC 18 strength saving throw or be pushed 10 feet away from them. This wind lasts one round.

## FROSTSPRINTER (UNIQUE PEGASI)

CHALLENGE 4 (1,100 XP)

Large celestial, chaotic good

**Armor Class** 13

**Hit Points** 76 (8d10 + 32)

**Speed** 60 ft., fly 100 ft.

**STR** 16 (+3)    **DEX** 16 (+3)    **CON** 19 (+4)

**INT** 12 (+1)    **WIS** 16 (+3)    **CHA** 18 (+4)

**Skills** Perception +5, Persuasion +6

**Damage Immunities** cold, fire

**Senses** passive Perception 15

**Languages** Common, Celestial

### ABILITIES

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

**Frigid Aura.** The area within 15 feet of Frostsprinter is supernatural cold and counts as difficult terrain for all other creatures.

**Innate Spellcasting.** Frostsprinter'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:** *gaseous form*, *ice storm*

**2/day each:** *shield*

### ACTIONS

**Stomp.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage and 5 (1d10) cold damage.



## WILDFIRE PEGASUS

CHALLENGE 2 (450 XP)

Large celestial, Chaotic Good

**Armor Class** 12 (natural armor)

**Hit Points** 59 (7d10+21)

**Speed** 50 ft., fly 80 ft.

<b>STR</b> 18 (+4)	<b>DEX</b> 15 (+2)	<b>CON</b> 16 (+3)
<b>INT</b> 10 (+0)	<b>WIS</b> 15 (+2)	<b>CHA</b> 13 (+1)

**Damage Resistances** fire

**Senses** passive Perception 16

**Languages** Common, Celestial

### ABILITIES

**Blazing circle.** The ground underneath the wildfire pegasus will catch on fire, leaving a trail of fire in its wake. Walking through these flames creatures will take 1d8 of fire damage, they can make a DC 15 dexterity saving throw to only take half damage.

**Fire bonus attack.** While the wildfire pegasus is on fire all attacks do an extra 1d8 of fire damage.

### ACTIONS

**Stomp.** *Melee Weapon Attack*, +6 to hit, 5ft. reach., one creature. *Hit:* 10 (2d6 + 4) bludgeoning damage.

**Knock back gust.** A line of strong wind 60 feet long and 10 feet wide blasts from the beating wings of the pegasus. Each creature that starts its turn in the line must succeed on a DC 18 strength saving throw or be pushed 10 feet away from them. This wind lasts one round. This attack will also cause the smoke and ash from the fire on the pegasus wingtips to be blown out and make it hard to see.

## EMBERHOOF

(UNIQUE PEGASI)

CHALLENGE 4 (1,100 XP)

Large celestial, lawful neutral

**Armor Class** 13

**Hit Points** 76 (8d10 + 32)

**Speed** 60 ft., fly 100 ft.

<b>STR</b> 20 (+5)	<b>DEX</b> 16 (+3)	<b>CON</b> 18 (+4)
<b>INT</b> 13 (+1)	<b>WIS</b> 15 (+2)	<b>CHA</b> 14 (+2)

**Skills** History +3, Intimidation +4, Perception +4, Persuasion +6

**Damage Immunities** cold, fire

**Senses** passive Perception 14

**Languages** Common, Celestial

### ABILITIES

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

**Scalding Aura.** Creatures of Emberhoof's choosing that willingly come within 30 feet of it must make a DC 14 Constitution saving throw or immediately gain a level of exhaustion. Creatures that remain in this aura must make a saving throw each time they start their turn in the aura or willingly enter it.

**Innate Spellcasting.** Emberhoof's innate spellcasting ability is Constitution (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:** *fireball*, *fire shield*

**2/day each:** *scorching ray*

### ACTIONS

**Stomp.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage and 5 (1d10) fire damage.



# PHASE CATS

Although superficially similar to other cat-like beasts, phase cats originate from another plane entirely. An old bardic tale tells of how a litter of young phase cats appeared from nowhere, and how the farmers watched in confusion as the cats appeared to tussle and play, while a nearby herd of sheep was devoured one by one. There are several stories like this, and it is possible that small populations have phased into our plane over many generations. Little is known about the plane from which they originate, except that it was also the former home of blink dogs. Phase cats and blink dogs are natural enemies, and phase cats will roar and whip their tendrils wildly at the sight of a blink dog.



## PHASE PANTHER

CHALLENGE 4 (1,100 XP)

Large monstrosity, unaligned

Armor Class 13

Hit Points 60 (8d10 + 16)

Speed 45 ft.

STR 18 (+4)      DEX 16 (+3)      CON 15 (+2)

INT 7 (-2)      WIS 13 (+1)      CHA 10 (+0)

**Skills** Athletics +6, Perception +3, Stealth +5, Survival +3

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

**Languages** -

### ABILITIES

**Here and There.** The phase panther has advantage on all saving throws.

**Phasing.** The phase panther is always under the effects of the blur spell. It is not under its effect while it is incapacitated or while it is grappled or restrained.

**Rend.** The phase panther deals 4 (1d8) bonus damage with attacks it has advantage on.

### ACTIONS

**Multiattack.** The phase cat makes three attacks: one with its bites, one with its claw, and one with its tendrils.

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

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

**Tendrils.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage and the phase panther has advantage on its next attack roll against the target.

## ARCTIC PHASE CAT

CHALLENGE 7 (2,900 XP)

**Huge monstrosity, unaligned**

**Armor Class** 15 (natural armor)

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

**Speed** 40 ft., swim 20 ft.

**STR** 20 (+5)    **DEX** 15 (+2)    **CON** 18 (+4)

**INT** 7 (-2)    **WIS** 13 (+1)    **CHA** 10 (+0)

**Skills** Athletics +8, Perception +4, Stealth +5, Survival +4

**Damage Resistances** cold, fire

**Senses** darkvision 120 ft., passive Perception 14

**Languages** -

### ABILITIES

**Arctic Dweller.** The phase cat is naturally adapted to cold climates.

**Here and There.** The phase cat has advantage on all saving throws.

**Phasing.** The phase cat is always under the effects of the blur spell. It is not under its effect while it is incapacitated or while it is grappled or restrained.

**Rend.** The phase cat deals 11 (2d10) bonus damage with attacks it has advantage on.

### ACTIONS

**Multiattack.** The phase cat makes three attacks: one with its bites, one with its claw, and one with its tendrils.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

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

**Tendrils.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (1d12 + 5) piercing damage and the phase cat has advantage on its next attack roll against the target.

## ICESTALKER

(UNIQUE PHASE CAT)

CHALLENGE 9 (3,900 XP)

**Small monstrosity, unaligned**

**Armor Class** 16 (natural armor)

**Hit Points** 91 (14d6 + 42)

**Speed** 50 ft., swim 30 ft.

**STR** 17 (+3)    **DEX** 19 (+4)    **CON** 17 (+3)

**INT** 14 (+2)    **WIS** 16 (+3)    **CHA** 12 (+1)

**Skills** Athletics +7, Perception +7, Stealth +8, Survival +7

**Damage Resistances** cold, fire

**Senses** darkvision 120 ft., passive Perception 17

**Languages** -

### ABILITIES

**Arctic Dweller.** Icestalker is naturally adapted to cold climates.

**Here and There.** Icestalker has advantage on all saving throws.

**Jaunt.** Icestalker can Dash as a bonus action.

**Phasing.** Icestalker is always under the effects of the blur spell. It is not under its effect while it is incapacitated or while it is grappled or restrained.

### ACTIONS

**Multiattack.** Icestalker makes four attacks: one with its bites, two with its claw, and one with its tendrils.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage and 7 (2d6) cold damage.

**Claws.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage and 7 (2d6) cold damage.

**Tendrils.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage and 9 (2d8) cold damage.





## PHASE CHEETAH

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

**Large monstrosity, unaligned**

**Armor Class 17**

**Hit Points 52 (7d10 + 14)**

**Speed 60 ft.**

**STR 16 (+3)    DEX 24 (+7)    CON 14 (+2)**

**INT 7 (-2)    WIS 12 (+1)    CHA 10 (+0)**

**Skills** Athletics +9, Perception +4, Stealth +10, Survival +4

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

**Languages -**

### ABILITIES

**Feline Speed.** The phase cheetah's speed increased by +10 ft. when it takes the Dash action.

**Here and There.** The phase cheetah has advantage on all saving throws.

**Phasing.** The phase cheetah is always under the effects of the blur spell. It is not under its effect while it is incapacitated or while it is grappled or restrained.

**Projected Pounce.** The phase cheetah deals 1 extra damage for every 5 feet it runs in a line towards its target before it makes an attack.

**Sprint.** The phase cheetah can Dash as a bonus action.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage.

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage.

**Tendrils.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (1d6 + 7) piercing damage and the phase panther has advantage on its next attack roll against the target.

## THE ARROW

(UNIQUE PHASE CAT)

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

**Large monstrosity, unaligned**

**Armor Class 17**

**Hit Points 76 (9d10 + 27)**

**Speed 60 ft.**

**STR 18 (+4)    DEX 25 (+7)    CON 16 (+3)**

**INT 7 (-2)    WIS 12 (+1)    CHA 10 (+0)**

**Skills** Athletics +10, Perception +4, Stealth +10, Survival +4

**Senses** darkvision 120 ft., passive Perception 14

**Languages -**

### ABILITIES

**Feline Speed.** The Arrow's speed increased by +15 ft. when it takes the Dash action.

**Here and There.** The Arrow has advantage on all saving throws.

**Phasing.** The Arrow is always under the effects of the blur spell. It is not under its effect while it is incapacitated or while it is grappled or restrained.

**Projected Pounce.** The Arrow deals 2 extra damage for every 5 feet it runs in a line towards its target before it makes a bite or claws attack.

**Sprint.** The Arrow can Dash as a bonus action.

### ACTIONS

**Multiattack.** The Arrow makes two tendril attacks.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d6 + 7) piercing damage.

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage.

**Tendrils.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (1d6 + 7) piercing damage and the phase panther has advantage on its next attack roll against the target.



## PHASE TABBY

CHALLENGE 1 (200 XP)

Small monstrosity, unaligned

Armor Class 14

Hit Points 22 (4d6 + 8)

Speed 30 ft.

STR 14 (+2)	DEX 19 (+4)	CON 14 (+2)
INT 8 (-1)	WIS 14 (+2)	CHA 15 (+2)

**Skills** Athletics +6, Perception +3, Stealth +5, Survival +3

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

**Languages** -

### ABILITIES

**Here and There.** The phase tabby has advantage on all saving throws.

**Phasing.** The phase tabby is always under the effects of the blur spell. It is not under its effect while it is incapacitated or while it is grappled or restrained.

### ACTIONS

**Multiattack.** The phase cat makes two attacks: one with its claw, and one with its tendrils.

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

**Tendrils.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage and the phase cat has advantage on its next attack roll against the target.

## PHASE TABBY SWARM

CHALLENGE 2 (450 XP)

Large swarm of Small monstrosities, unaligned

Armor Class 14

Hit Points 44 (8d6 + 16)

Speed 30 ft.

STR 17 (+3)	DEX 18 (+4)	CON 14 (+2)
INT 8 (-1)	WIS 14 (+2)	CHA 15 (+2)

**Skills** Athletics +6, Perception +3, Stealth +5, Survival +3

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

**Languages** -

### ABILITIES

**Here and There.** The phase tabby swarm has advantage on all saving throws.

**Phasing.** The phase tabby swarm is always under the effects of the blur spell. It is not under its effect while it is incapacitated or while it is grappled or restrained.

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Small cat. The swarm can't regain hit points or gain temporary hit points.

### ACTIONS

**Frenzy.** *Melee Weapon Attack:* +7 to hit, reach 0 ft., all creatures in the swarm's space. *Hit:* 15 (2d10 + 4) piercing damage, or 9 (1d10 + 4) piercing damage if the swarm has half of its hit points or fewer.

# RUST MONSTERS

Although superficially similar to other cat-like beasts, phase cats originate from another plane entirely. An old bardic tale tells of how a litter of young phase cats appeared from nowhere, and how the farmers watched in confusion as the cats appeared to tussle and play, while a nearby herd of sheep was devoured one by one. There are several stories like this, and it is possible that small populations have phased into our plane over many generations. Little is known about the plane from which they originate, except that it was also the former home of blink dogs. Phase cats and blink dogs are natural enemies, and phase cats will roar and whip their tendrilclaws wildly at the sight of a blink dog.



## COMMON RUST MONSTER

CHALLENGE 1/2 (100 XP)

Medium monstrosity, Unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 27 (5d8 + 5)

**Speed** 40 ft.

**STR** 13 (+1)     **DEX** 12 (+1)     **CON** 12 (+1)

**INT** 6 (-2)     **WIS** 13 (+1)     **CHA** 6 (-2)

**Senses** Darkvision 60 ft., Passive Perception 11

**Languages** --

### ABILITIES

**Iron Scent.** The rust monster can pinpoint, by scent, the location of iron metal within 30 feet of it.

**Rust Metal.** Any nonmagical weapon made of metal that hits the rust monster 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 rust monster is destroyed after dealing damage.

**Percussive Communication.** The rust monster can communicate with other members of its species by tapping their legs within 30 feet of it.

### ACTIONS

**Bite.** *Melee weapon attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 5 (1d8+1) piercing damage.

**Corroding Antennae.** The rust monster corrodes a nonmagical metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot 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 rust monster's touch.

If the object touched is either metal weapon or a metal armor being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers or damage rolls. If a weapon's penalty drops to -5, it is destroyed. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

## AQUATIC RUST LICE

CHALLENGE 1/8 (50 XP)

**Tiny monstrosity, Unaligned**

**Armor Class** 12 (natural armor)

**Hit Points** 10 (3d4 + 3)

**Speed** 10ft., swim 40ft.

<b>STR</b> 10 (+0)	<b>DEX</b> 13 (+1)	<b>CON</b> 13 (+1)
<b>INT</b> 4 (-3)	<b>WIS</b> 13 (+1)	<b>CHA</b> 4 (-3)

**Senses** Darkvision 60 ft., Passive Perception 11

**Languages** --

### ABILITIES

**Amphibious.** The aquatic rust lice can breathe air and water.

**Strong Grip.** The aquatic rust lice has advantage on Strength (Athletics) checks to grapple an object or creature.

**Sunlight Sensitivity.** While in sunlight, the rust lice has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Wood Sniffer.** The aquatic rust lice can pinpoint, by scent, the location of wood within 100 feet of it.

### ACTIONS

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

**Wood Eater.** The rust lice devours a nonmagical wooden or metal object within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 12 Dexterity saving throw to avoid the rust lice.

## AQUATIC RUST LICE SWARM

CHALLENGE 1 (200 XP)

**Large swarm of Tiny monstrosities, unaligned**

**Armor Class** 12 (natural armor)

**Hit Points** 37 (5d10 + 10)

**Speed** 10 ft., climb 20 ft., swim 40 ft.

<b>STR</b> 14 (+2)	<b>DEX</b> 12 (+1)	<b>CON</b> 14 (+2)
<b>INT</b> 4 (-3)	<b>WIS</b> 13 (+1)	<b>CHA</b> 4 (-3)

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

**Languages** understands Common and at least one other language

### ABILITIES

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

**Sunlight Sensitivity.** While in sunlight, the swarm has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

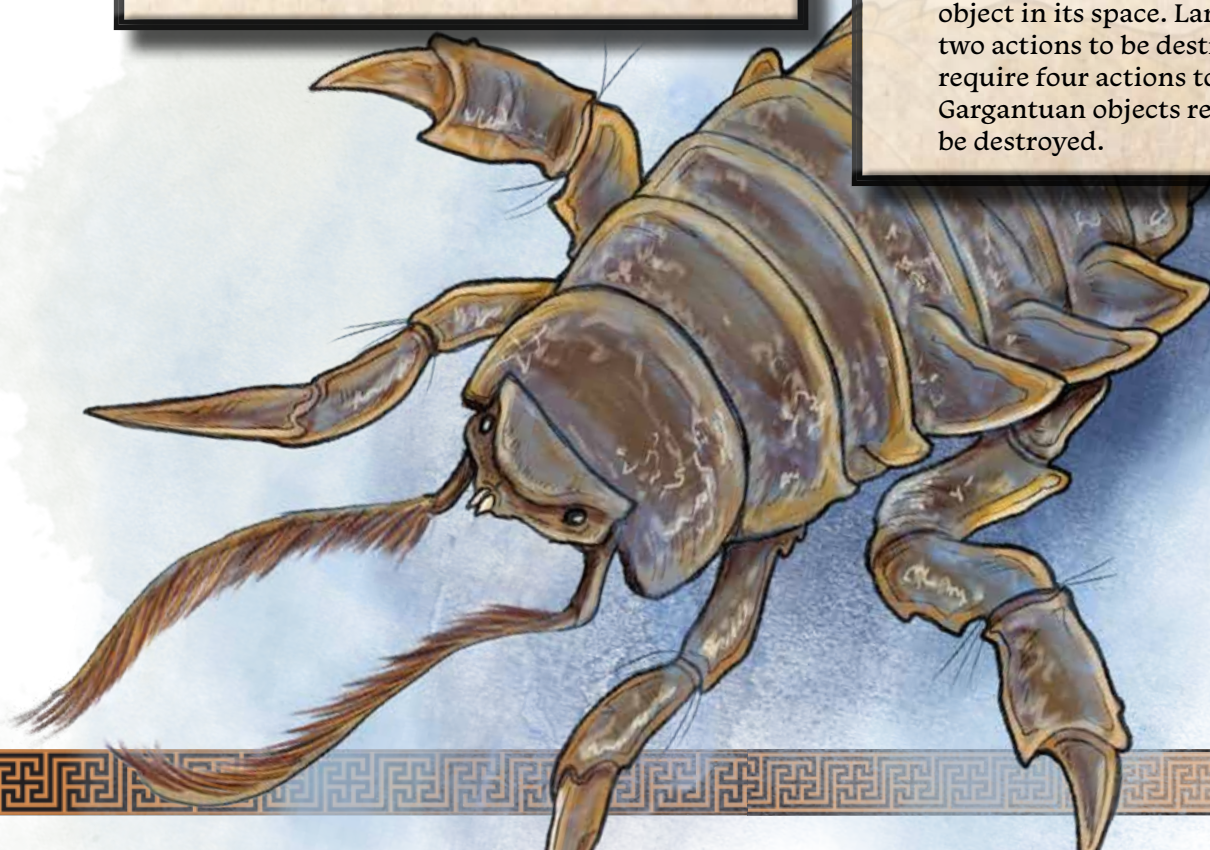
**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bug. The swarm can't regain hit points or gain temporary hit points.

**Wood Sniffers.** The swarm can pinpoint, by scent, the location of wood within 100 feet of it.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 0 ft., all creatures in the swarm's space. *Hit:* 12 (4d4 + 2) piercing damage, or 6 (2d4 + 1) piercing damage if the swarm has half of its hit points or fewer.

**Devour Wood.** The swarm destroys a Medium or smaller nonmagical wooden or metal object in its space. Large objects require two actions to be destroyed, Huge objects require four actions to be destroyed, and Gargantuan objects require twelve actions to be destroyed.



## HORNED RUST MONSTER

CHALLENGE 5 (1,800 XP)

**Large monstrosity, Unaligned**

**Armor Class** 17 (natural armor)

**Hit Points** 102 (12d10+36)

**Speed** 50ft.

**STR** 22 (+6)    **DEX** 9 (-1)    **CON** 17 (+3)

**INT** 5 (-3)    **WIS** 14 (+1)    **CHA** 4 (-3)

**Senses** Darkvision 60 ft., Passive Perception 11

**Languages** --

### ABILITIES

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

**Ore Scent.** The rust monster can pinpoint, by scent, the location of precious metals within 30 feet of it.

**Trampling Charge.** If the rust monster moves at least 20 feet straight toward a creature and hits it with a gore attack on the same turn, the target takes an extra 11 (2d10) piercing damage.

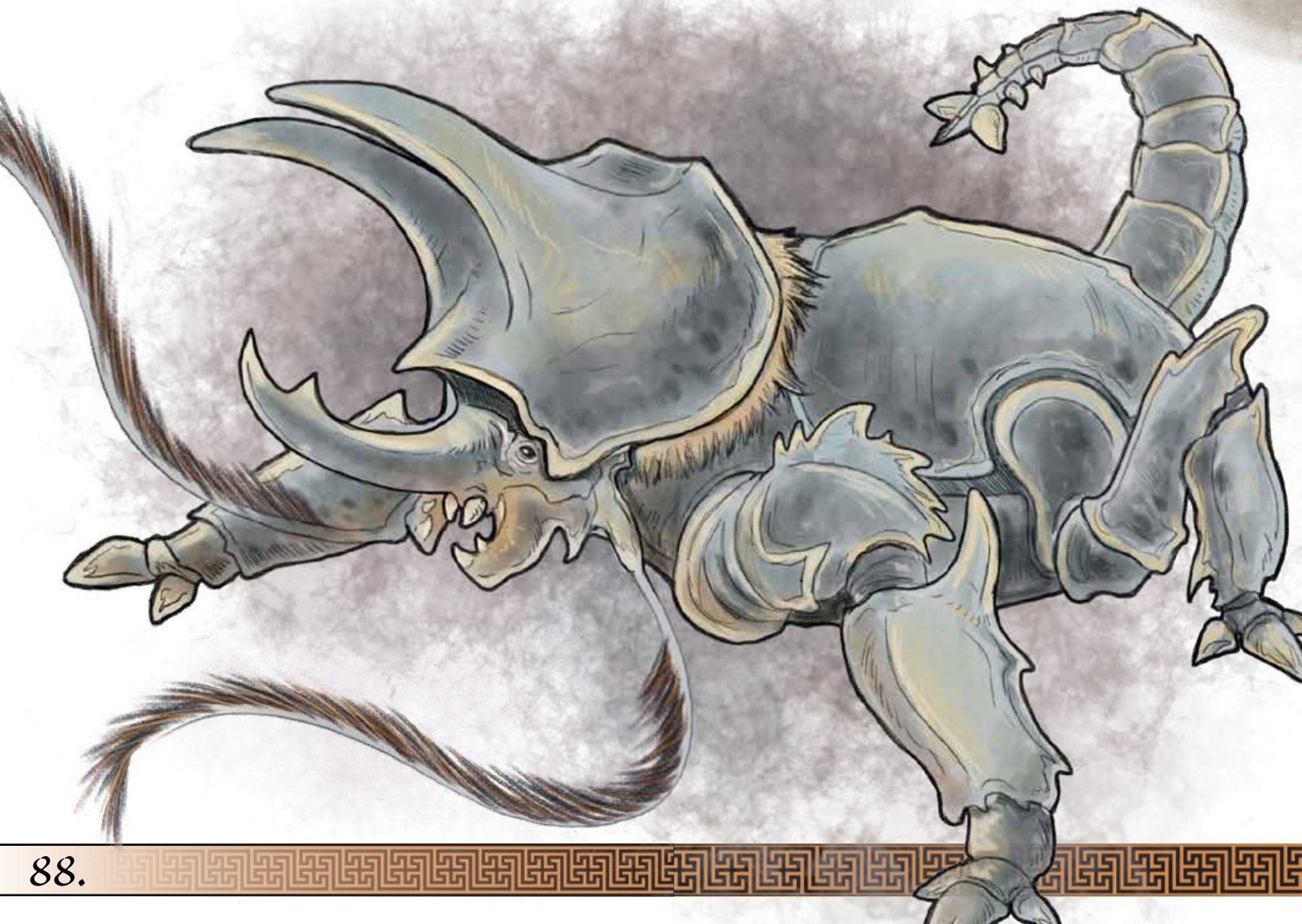
If the target is a creature, the target must succeed a DC 14 Strength saving throw or be knocked prone.

### ACTIONS

**Gore.** *Melee weapon attack:* +8 to hit, reach 5 ft, one creature. *Hit:* 18 (3d8+5) piercing damage

**Corroding Antennae** The rust monster corrodes a nonmagical metal object it can see within 5 feet of it. If the object isn't being worn or carried, it destroys a 1-foot cube of it. If the object is worn or carried by a creature, the creature can make a DC 14 Dexterity saving throw to avoid the rust monster's touch.

If the object touched is either a metal weapon or a metal armor being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers or to damage rolls. If a weapon's penalty drops to -5, it is destroyed. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.







## JEWEL MANTIS

CHALLENGE 1 (200 XP)

Medium monstrosity, Unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 38 (7d8 + 7)

**Speed** 40 ft.

**STR** 15 (+2)    **DEX** 12 (+1)    **CON** 12 (+1)

**INT** 6 (-2)    **WIS** 13 (+1)    **CHA** 6 (-2)

**Senses** Darkvision 60 ft., Passive Perception 11

**Languages** --

### ABILITIES

**Jewelry Scent.** The jewel mantis can pinpoint, by scent, the location of gemstones within 30 feet of it.

**Gemstone Incubator.** The corpse of an adult jewel mantis holds a gemstone worth 250 gold pieces.

### ACTIONS

**Multiattack.** The jewel mantis makes two attacks: one with its bite and one with its claws.

**Bite.** *Melee weapon attack:* +4 to hit, reach 5 ft, one creature. *Hit:* 6 (1d8+2) piercing damage

**Claws.** *Melee weapon attack:* +4 to hit, reach 5 ft, one creature. *Hit:* 8 (2d6 + 2) piercing damage

**Jewel Eater.** The jewel mantis devours jewelry and gemstones within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 12 Dexterity saving throw to avoid the jewel mantis' touch.

If the jewel mantis has eaten 10-foot cube worth of precious gems, it becomes encumbered. While encumbered, its speed is reduced by half and it cannot perform the Dash action.

# SPHINXES

Guarding the most ancient of spaces across the world, the sphinx has become an almost universal symbol of death, destruction, and of course, riddles. These mysterious creatures roam the most aged of places, preventing would-be looters from entering their homes. They say the gods bind them to these places, trapping them until death. There's no proof there is a mystical binding to the sphinx, except it has been reported that upon being released from their duty, the animals die.



## DESERT SPHINX

CHALLENGE 13 (10,000 XP)

Large Monstrosity, Lawful Neutral

Armor Class 18

Hit Points 171 (19d10+76)

Speed 30 ft., fly 60 ft.

STR 18 (+4) DEX 15 (+2) CON 18 (+4)

INT 18 (+4) WIS 18 (+4) CHA 18 (+4)

**Skills** Arcana +12, History +12, Perception +8, Religion +8

**Damage Resistances** Bludgeoning, Piercing, And Slashing From Nonmagical Weapons

**Damage Immunities** Fire

**Condition Immunities** Charmed, Frightened

**Senses** Truesight 120 ft., passive Perception 18

**Languages** All

### ABILITIES

**Enigmatic Mind.** The sphinx is immune to any effect that can sense its emotions or read its thoughts, and to all Divination spells. Any Wisdom (Insight) skill used against the Sphinx, whether to figure out its motives or otherwise, are at a disadvantage.

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

**Innate Spellcasting.** The sphinx is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, +9 to hit with spell attacks). It requires no material Components to cast its Spells. The sphinx has the following Cleric Spells prepared:

**Cantrips (at will):** *Spare the Dying, Sacred Flame, Thaumaturgy, Mending*

**1st level (4 slots):** *Healing Word, Detect Magic, Sanctuary*

**2nd level (3 slots):** *Augury, Locate Object, Hold Person*

**3rd level (3 slots):** *Speak with Dead, Create Food and Water, Revivify*

**4th level (3 slots):** *Death Ward, Divination*

**5th level (2 slots):** *Legend Lore, Geas*

### ACTIONS

**Multiattack.** The sphinx makes three attacks using its claws.

**Claws.** *Melee weapon attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+4) slashing damage.

### LEGENDARY ACTIONS

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. Spent legendary actions are regained at the start of each turn.

**Claw Attack.** The sphinx makes one claw Attack.

**Maddening Riddle (Costs 2 actions):** The sphinx utters a baffling riddle. A creature must make an intelligence saving throw (DC 18), or they act as if under the effects of the Confusion spell cast by the sphinx, however, it doesn't require concentration to maintain.

**Cast a Spell (Costs 3 Actions):** The sphinx casts a spell from its list of prepared Spells, using a spell slot as normal.

## ARCTIC SPHINX

CHALLENGE 10 (5,900 XP)

Large Monstrosity, Lawful Neutral

Armor Class 17

Hit Points 128 (16d10+48)

Speed 30 ft., fly 60 ft.

STR 18 (+4)    DEX 15 (+2)    CON 16 (+3)

INT 18 (+4)    WIS 18 (+4)    CHA 18 (+4)

**Skills** Arcana +8, History +8, Perception +4, Religion +4

**Vulnerabilities** Text

**Damage Resistances** Bludgeoning, Cold, Piercing, And Slashing From Nonmagical Weapons,

**Condition Immunities** Charmed, Frightened

**Senses** Truesight 120 ft., passive Perception 14

**Languages** All

### ABILITIES

**Enigmatic Mind.** The sphinx is immune to any effect that can sense its emotions or read its thoughts, and to all Divination spells. Any Wisdom (Insight) skill used against the Sphinx, whether to figure out its motives or otherwise, are at a disadvantage.

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

**Innate Spellcasting.** The sphinx is a 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +7 to hit with spell attacks). It requires no material Components to cast its Spells. The sphinx has the following Wizard Spells prepared:

**Cantrips (at will):** *Ray of Frost, Prestidigitation, Message, Mage Hand*

**1st level (4 slots):** *Identify, Detect Magic, Longstrider*

**2nd level (3 slots):** *Blur, Detect Thoughts, Locate Object*

**3rd level (3 slots):** *Clairvoyance, Glyph of Warding, Hypnotic Pattern*

**4th level (3 slots):** *Arcane Eye, Locate Creature*

### ACTIONS

**Multiattack.** The sphinx makes two attacks using its claws.

**Claws.** *Melee weapon attack:* +7 to hit, reach 5 ft., one target. Hit: 12 (2d8+4) slashing damage.

### LEGENDARY ACTIONS

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. Spent legendary actions are regained at the start of each turn.

**Claw Attack.** The sphinx makes one claw Attack.

**Confounding Riddle:** The sphinx utters a baffling riddle. A creature must make an intelligence saving throw (DC 16), or they lose their next turn, as they cannot help but spend it doing nothing but trying to solve the riddle.

**Cast a Spell (Costs 3 Actions):** The sphinx casts a spell from its list of prepared Spells, using a spell slot as normal.



## QUOLL SPHINX

CHALLENGE 8 (3,900 XP)

**Large Monstrosity, Lawful Neutral**

**Armor Class** 16

**Hit Points** 112 (14d10+42)

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

**STR** 16 (+3)    **DEX** 15 (+2)    **CON** 16 (+3)

**INT** 18 (+4)    **WIS** 18 (+4)    **CHA** 14 (+2)

**Skills** Arcana +6, History +6, Perception +3, Religion +6

**Damage Resistances** Bludgeoning, Piercing, And Slashing From Nonmagical Weapons

**Condition Immunities** Charmed, Frightened

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

**Languages** Common, Sphinx

### ABILITIES

**Enigmatic Mind.** The sphinx is immune to any effect that can sense its emotions or read its thoughts, and to all Divination spells. Any Wisdom (Insight) skill used against the Sphinx, whether to figure out its motives or otherwise, are at a disadvantage.

**Innate Spellcasting.** The sphinx is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +7 to hit with spell attacks). It requires no material Components to cast its Spells. The sphinx has the following Cleric Spells prepared:

**Cantrips (at will):** *Spare the Dying, Sacred Flame, Mending, Thaumaturgy*

**1st level (4 slots):** *Detect Poison and Disease, Purify Food and Drink, Guiding Bolt*

**2nd level (3 slots):** *Augury, Spiritual Weapon, Hold Person*

**3rd level (3 slots):** *Bestow Curse, Water Walk, Revivify*

### ACTIONS

**Multiattack.** The sphinx makes three attacks using its claws.

**Spear.** *Melee weapon attack.* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.





## RIVER SPHINX

CHALLENGE 5 (1,800 XP)

Large Monstrosity, Lawful Neutral

**Armor Class** 15

**Hit Points** 96 (12d10+36)

**Speed** 20 ft., swim 40 ft.

**STR** 18 (+4)    **DEX** 16 (+3)    **CON** 16 (+3)

**INT** 16 (+3)    **WIS** 18 (+4)    **CHA** 18 (+4)

**Skills** Arcana +6, Perception +3, Religion +6, Nature +3

**Damage Resistances** Bludgeoning, Piercing, And Slashing From Nonmagical Weapons

**Condition Immunities** Charmed, Frightened

**Senses** passive Perception 13

**Languages** Common, Sphinx

### ABILITIES

**Amphibious.** The river sphinx can breathe both air and water.

**Innate Spellcasting.** The sphinx is a 3rd-level

spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +6 to hit with spell attacks). It requires no material Components to cast its Spells. The sphinx has the following Druid Spells prepared:

**Cantrips (at will):** *Druidcraft, Shape Water<sup>1</sup>*

**1st level (4 slots):** *Animal Friendship, Create or Destroy Water, Thunderwave*

**2nd level (3 slots):** *Locate Animals or Plants, Hold Person*

### ACTIONS

**Multiattack.** The sphinx makes three attacks using its claws.

**Claws.** *Melee weapon attack.* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+4) slashing damage.

<sup>1</sup> *Shape Water* spell is found in the *Elemental Evil Player's Companion* handbook.

# TREANTS

Treants came into existence through faerie magic. Forest-dwelling fae needed trusted guardians to protect their forest homes, and each year they sang to the trees begging them to wake up. Slowly but surely the trees awoke, and so the first treants were born. The fae asked nothing from the treants but to protect the land, which pleased the treants greatly, and so it was for many years. Part of the natural cycle of the world, the treants knew they were part of all things. Being part of all things carries with it a desire to know all things. The treants created saplings so part of them could experience as much of the world as possible. Their saplings founded new groves, protecting the life that grew within their lands; so treants spread through the realms and many different types sprouted into existence.

## OAK TREANT

CHALLENGE 7 (2,900 XP)

Huge plant, neutral

Armor Class 15 (natural armor)

Hit Points 115 (10d12 + 50)

Speed 25 ft.

<b>STR</b> 22 (+6)	<b>DEX</b> 8 (-1)	<b>CON</b> 20 (+5)
<b>INT</b> 14 (+2)	<b>WIS</b> 16 (+3)	<b>CHA</b> 11 (+0)

**Skills** History +8

**Senses** passive Perception 13

**Damage Immunities** bludgeoning, piercing

**Damage Vulnerabilities** fire

**Languages** Common, Druidic, Sylvan

### ABILITIES

**False Appearance.** While the treant remains motionless, it is indistinguishable from a normal oak tree.

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

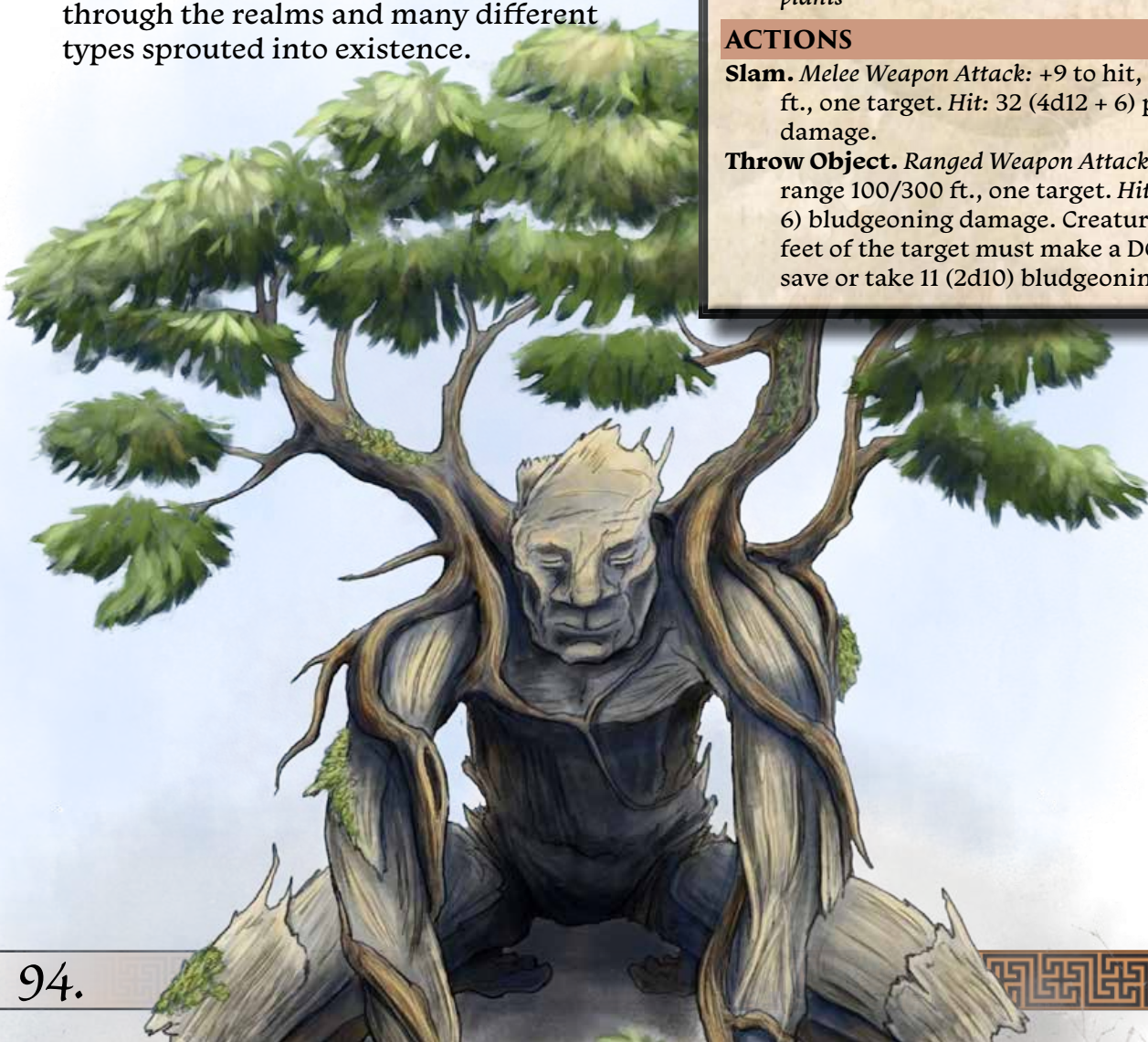
**Innate Spellcasting.** The treant's innate spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It can innately cast a number of spells, requiring no material components.

**2/day:** *entangle, speak with animals, speak with plants*

### ACTIONS

**Slam.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 32 (4d12 + 6) piercing damage.

**Throw Object.** *Ranged Weapon Attack:* +9 to hit, range 100/300 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage. Creatures within 15 feet of the target must make a DC 15 Strength save or take 11 (2d10) bludgeoning damage.



## BANYAN TREANT

CHALLENGE 7 (2900 XP)

Gargantuan plant, any alignment

**Armor Class** 15 (natural armor)

**Hit Points** 155 (10d20 + 50)

**Speed** 30 ft.

<b>STR</b> 22 (+6)	<b>DEX</b> 8 (-1)	<b>CON</b> 20 (+5)
<b>INT</b> 14 (+2)	<b>WIS</b> 16 (+3)	<b>CHA</b> 11 (+0)

**Skills** Insight +10

**Damage Resistances** bludgeoning, piercing

**Damage Vulnerabilities** fire, necrotic

**Condition Immunities** charmed

**Senses** passive Perception 14

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

### ABILITIES

**Empathic.** All Charisma (Bluff) checks made to lie to the banyan automatically fail. Additionally, the banyan is continuously under the effects of the sense emotion spell, except it can sense the emotions of all creatures within 100 feet of it.

**False Appearance.** While the banyan remains motionless, it is indistinguishable from a normal banyan tree.

**Innate Spellcasting.** The banyan treant's spellcasting ability is Wisdom (spell save DC 15). The banyan treant can innately cast the following spells, requiring no material components:

**2/day each:** *calm emotions*

### ACTIONS

**Multiattack.** The banyan makes three slam attacks.

**Slam.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (3d6+6) bludgeoning damage.

**Animate Tree (1/Day).** The banyan magically animates one tree it can see within 60 feet of it. This tree has the same statistics as a banyan treant, except it has Intelligence and Charisma scores of 1, can't speak, and only have the Slam attack option. An animated tree acts as an ally of the banyan treant. The tree remains animate for 1 day or until it dies; until the banyan treant dies or is more than 120 feet from the tree; or until the banyan treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.



# GRAFTED SHAMBLING MOUND TREANT

CHALLENGE 6 (2,300 XP)

Huge plant, neutral

**Armor Class** 15 (natural armor)

**Hit Points** 86 (8d12 + 32)

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

**STR** 20 (+5)    **DEX** 9 (-1)    **CON** 18 (+4)

**INT** 12 (+1)    **WIS** 13 (+1)    **CHA** 11 (+0)

**Skills** History +4, Stealth +2

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

**Damage Resistances** bludgeoning, piercing; necrotic

**Damage Immunities** lightning

**Damage Vulnerabilities** fire

**Condition Immunities** exhaustion

**Languages** Common, Druidic, Sylvan

## ABILITIES

**Energy Absorption.** Whenever the shambling mound is subjected to lightning or necrotic damage, it takes no damage and regains a number of hit points equal to the damage dealt.

**Many Bodied.** The treant rolls initiative twice and has a full turn on both results.

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

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

**2/day:** *entangle*, *spek with animals*, *spek with plants*

## ACTIONS

**Slam.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage and the target is grappled (escape DC 15).

**Engulf.** The treant 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 15 Constitution saving throw at the start of each of the treant's turns or take 14 (2d8 + 5) bludgeoning damage. If the treant moves, the engulfed target moves with it. The treant can only have one creature engulfed at a time.





## WILLOW TREANT

CHALLENGE 8 (3900 XP)

**Large plant, any alignment**

**Armor Class** 19 (natural armor)

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

**Speed** 30 ft.

**Damage Resistances** bludgeoning, piercing

**Damage Vulnerabilities** fire

**Senses** passive Perception 15

**Languages** Druidic, Elvish, Sylvan

### ABILITIES

**False Appearance.** While the willow remains motionless, it is indistinguishable from a normal willow tree.

**Innate Spellcasting.** The willow treant's spellcasting ability is Wisdom (spell save DC 16). The willow treant can innately cast the following spells, requiring no material components:

**At will:** *druidcraft*

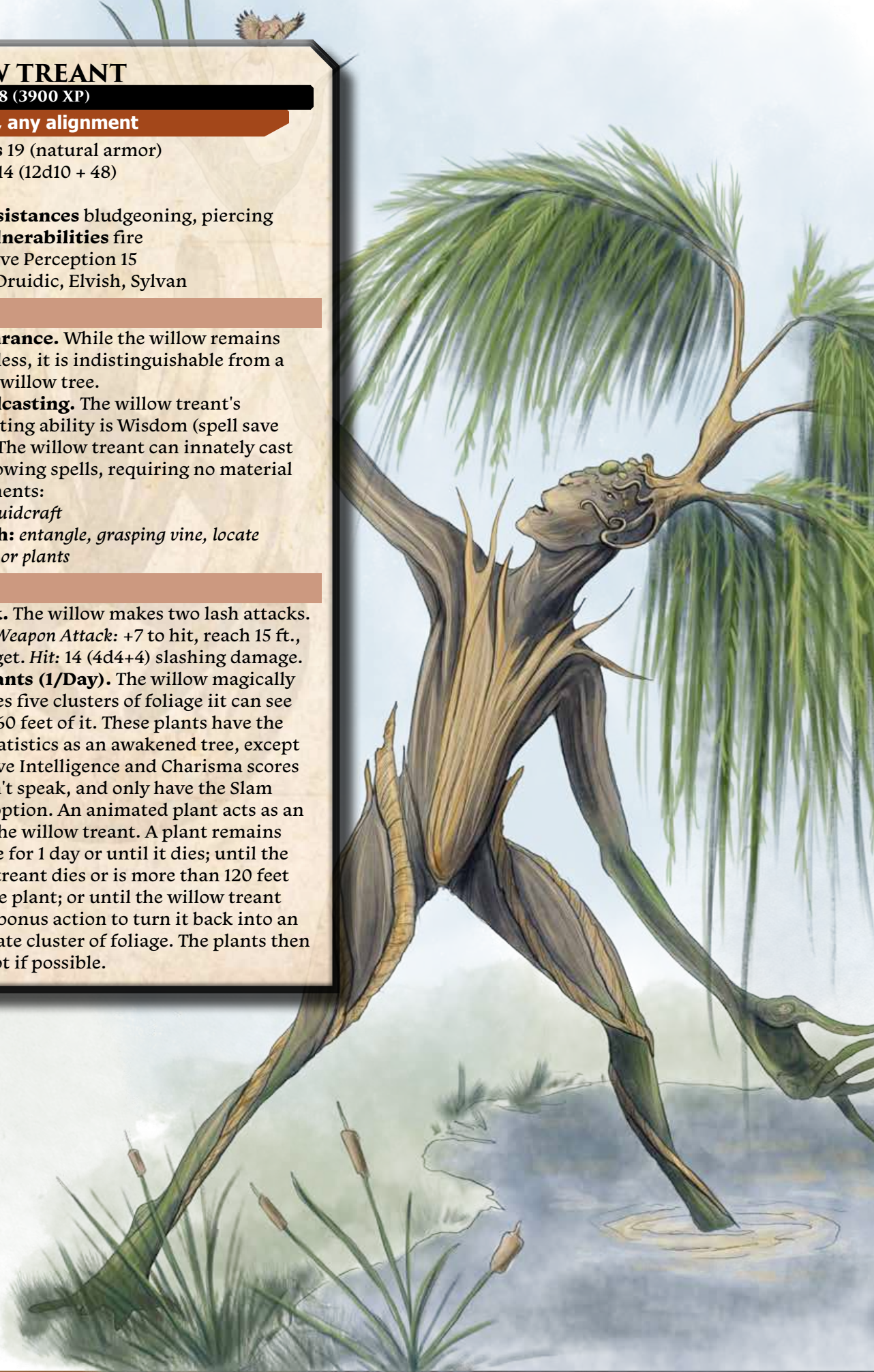
**2/day each:** *entangle*, *grasping vine*, *locate animals or plants*

### ACTIONS

**Multiattack.** The willow makes two lash attacks.

**Lash.** *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 14 (4d4+4) slashing damage.

**Animate Plants (1/Day).** The willow magically animates five clusters of foliage it can see within 60 feet of it. These plants have the same statistics as an awakened tree, except they have Intelligence and Charisma scores of 1, can't speak, and only have the Slam attack option. An animated plant acts as an ally of the willow treant. A plant remains animate for 1 day or until it dies; until the willow treant dies or is more than 120 feet from the plant; or until the willow treant takes a bonus action to turn it back into an inanimate cluster of foliage. The plants then take root if possible.



# UNICORNS

Unicorns possess an innate curiosity, empathy, and gift for illusion that inspire their position as muses in many cultures. People revere them as symbol of righteousness, but like many creatures, they possess a multitude of natures. Some varieties have traveled and adapted to new environments so that they are almost unrecognizable next to the white-pelted, silver-maned creature of bards' tales.



## LUNAR UNICORN

CHALLENGE 3 (450 XP)

Large celestial, lawful good

Armor Class 12

Hit Points 60 (8d10 + 16)

Speed 50 ft.

STR 18 (+4)    DEX 15 (+2)    CON 14 (+2)

INT 14 (+2)    WIS 16 (+3)    CHA 17 (+3)

**Skills** Arcana +4, Athletics +6, History +4, Insight +5, Perception +5, Persuasion +5

**Senses** darkvision 120 ft., passive Perception 15

**Damage Immunities** necrotic, poison, radiant

**Condition Immunities** charmed, poisoned

**Languages** all

### ABILITIES

**Innate Spellcasting.** The unicorn's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast a number of spells, requiring no material components.

**1/day each:** *legend lore, mass healing word, moonbeam, teleport*

**2/day:** *calm emotions, cure wounds, dispel good and evil*

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

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

### ACTIONS

**Multiattack.** The unicorn makes two attacks: one with its hooves and one with its horn.

**Hooves.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage.

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

# NIGHTMARE UNICORN

CHALLENGE 5 (1,800 XP)

Large celestial, chaotic evil

**Armor Class** 13

**Hit Points** 76 (9d10 + 27)

**Speed** 50 ft.

STR 20 (+5)	DEX 16 (+3)	CON 17 (+3)
INT 12 (+1)	WIS 13 (+1)	CHA 18 (+4)

**Skills** Athletics +8, Insight +4, Intimidation +7, Perception +4

**Senses** darkvision 240 ft., passive Perception 14

**Damage Immunities** fire, necrotic, poison

**Condition Immunities** charmed, frightened, poisoned

**Languages** all

## ABILITIES

**Illumination.** The unicorn sheds bright light in a 15-foot radius and dim light for an additional 15-feet.

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

1/day each: *fear*, *fireball*

2/day: *inflict wounds*, *scorching ray*, *dispel good and evil*

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

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

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

## ACTIONS

**Multiattack.** The unicorn makes two attacks: one with its hooves and one with its horn.

**Hooves.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage and 3 (1d6) fire damage.

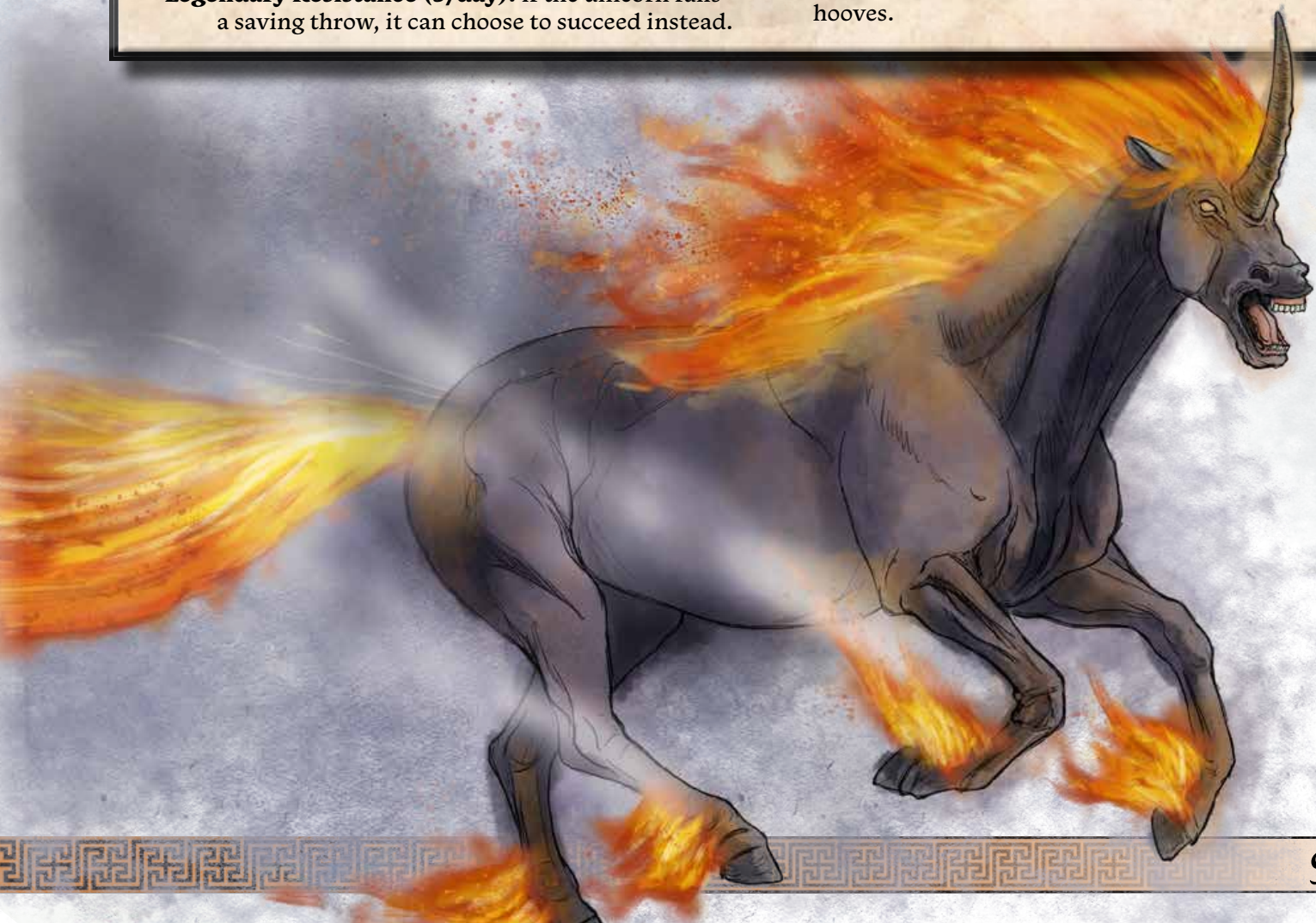
**Horn.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage and 4 (1d8) fire damage.

## LEGENDARY ACTIONS

The unicorn 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 dragon regains spent legendary actions at the start of its turn.

**Hellfire (Costs 2 Actions).** Creatures within 30 feet of the unicorn must make a DC 15 Constitution saving throw, taking 11 (2d10) fire damage on a failed save or half as much on a successful one.

**Hooves.** The unicorn makes one attack with its hooves.



# OKAPI UNICORN

CHALLENGE 4 (1,100 XP)

Large celestial, chaotic good

Armor Class 12

Hit Points 59 (7d10 + 21)

Speed 45 ft.

STR 20 (+5)    DEX 15 (+2)    CON 17 (+3)

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

**Skills** Arcana +4, Athletics +8, History +4, Insight +6, Perception +6, Persuasion +7

**Senses** darkvision 120 ft., passive Perception 16

**Damage Immunities** necrotic, poison, radiant

**Condition Immunities** charmed, frightened, poisoned

**Languages** all

## ABILITIES

**Aura of Peace.** Creatures that attempt to make a hostile action towards the unicorn must first make a DC 15 Charisma saving throw. Creatures that fail must choose a new target for their hostile action and can in no way harm or debilitate the unicorn. Creatures that succeed on this saving throw are immune to the unicorn's Aura of Peace for the next 24 hours.

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

**1/day each:** *charm monster, suggestion*

**2/day:** *cure wounds, dispel good and evil, heroism*

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

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

## ACTIONS

**Multiattack.** The unicorn makes two attacks: one with its hooves and one with its horn.

**Hooves.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage

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





## KARKADANN UNICORN

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

**Huge celestial, chaotic good**

**Armor Class** 15 (natural armor)

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

**Speed** 40 ft.

**STR** 24 (+7)    **DEX** 9 (-1)    **CON** 19 (+4)

**INT** 13 (+1)    **WIS** 15 (+2)    **CHA** 14 (+2)

**Skills** Arcana +4, Athletics +10, History +4, Insight +5, Perception +5, Persuasion +5

**Senses** darkvision 120 ft., passive Perception 15

**Damage Immunities** necrotic, poison, radiant

**Condition Immunities** charmed, frightened, poisoned

**Languages** all

### ABILITIES

**Charge.** If the unicorn moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 13 (2d12) piercing damage and, if the target is a creature, is knocked prone.

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

**2/day:** *lesser restoration, mass cure wounds, water walk*

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

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

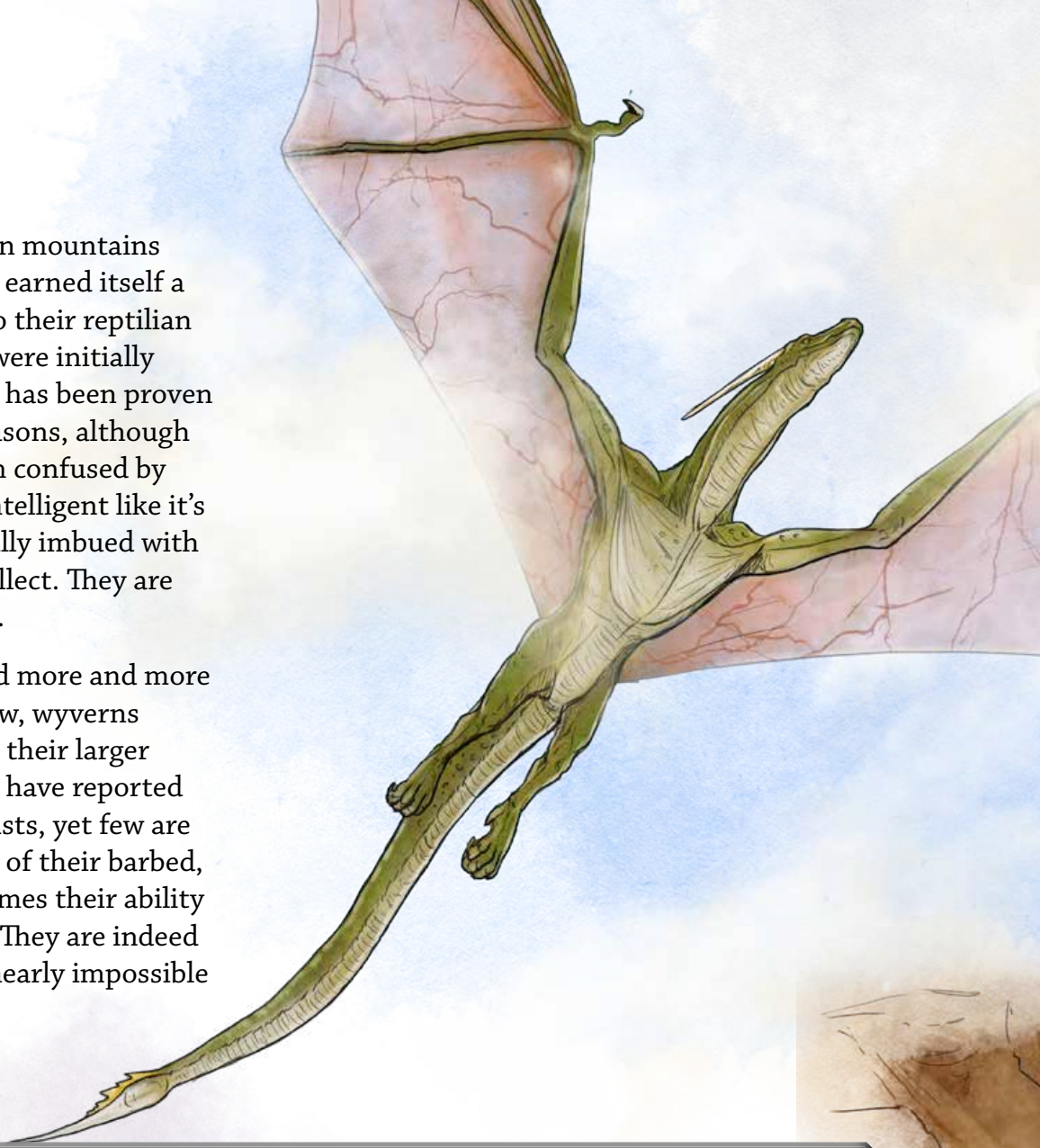
### ACTIONS

**Horn.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage and 7 (2d6) thunder damage.

# WYVERNS

First discovered in northern mountains and forests, the wyvern has earned itself a fearsome reputation. Due to their reptilian nature and large size, they were initially believed to be dragons. This has been proven incorrect for a variety of reasons, although many in the world still seem confused by this. The wyvern is not as intelligent like its draconic cousin, nor magically imbued with any sense of humanoid intellect. They are deadly, quick, and ravenous.

Despite being encountered more and more as humanoid territories grow, wyverns continue to be mistaken for their larger cousins. Multiple kingdoms have reported infestations of the large beasts, yet few are eager to hunt them because of their barbed, venomous tails, and sometimes their ability to breathe a poisonous gas. They are indeed noxious creatures that are nearly impossible to hunt and kill.



## FOREST WYVERN

**DIFFICULTY 4 (1,000 XP)**

**Large dragon, Unaligned**

**Armor Class** 13

**Hit Points** 48 (6d10+18)

**Speed** 20 ft., fly 80ft.

**STR** 18 (+4)    **DEX** 10 (+0)    **CON** 16 (+3)

**INT** 3 (-4)    **WIS** 12 (+1)    **CHA** 6 (-2)

**Skills** Perception +3

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

**Languages** --

### ABILITIES

**Mimic.** The forest wyvern can convincingly mimic people or sounds which it has heard. A creature that hears the wyvern's mimikry can tell they are not what they seem with a DC 14 Wisdom (Insight) check.

### ACTIONS

**Multiattack.** The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

**Bite.** *Melee weapon attack*, +5 to hit, reach 10 ft., one creature. *Hit:* 8 (1d8+4) piercing damage.

**Claws.** *Melee weapon attack*, +5 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8+4) slashing damage.

**Stinger.** *Melee weapon attack*, +5 to hit, reach 10 ft., one creature. *Hit:* 8 (1d8+4) piercing damage. The target must make a DC 14 Constitution saving throw, taking 9 (3d6) poison damage on a failed save, or half as much damage on a successful one.

## DESERT WYVERN

DIFFICULTY 4 (1,000 XP)

Large dragon, Unaligned

**Armor Class** 16

**Hit Points** 146 (19d10+51)

**Speed** 20 ft., fly 60ft.

**STR** 20 (+5)    **DEX** 12 (+1)    **CON** 16 (+3)

**INT** 3 (-4)    **WIS** 12 (+1)    **CHA** 6 (-2)

**Saving Throws** Text

**Skills** Perception +5, Stealth +8

**Vulnerabilities** Text

**Damage Resistances** Fire, Poison

**Damage Immunities** Text

**Condition Immunities** Text

**Senses** Darkvision 60 ft., Tremorsense 60 Ft., passive Perception 15

**Languages** None

**Challenge.** 9

### ABILITIES

**Desert Ambush Predator.** So long as the wyvern is in the desert it has the advantage on Dexterity (Stealth).

**Sorcerous Hunger.** The desert wyvern can sense magical auras within 120 ft of it. The wyvern can attempt to eat a spell once it is within 5ft or closer to the spell's target or area of effect. The caster of the spell must make a Concentration check DC 14 or suffer spell failure. To eat the magic contained within magical items or magical creatures the wyvern must physically consume the object or creature.

### ACTIONS

**Multiattack.** The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack and gains an extra attack with its claws.

**Bite.** *Melee weapon attack*, +8 to hit, reach 10 ft., one creature. *Hit:* 9 (1d8+5) piercing damage.

**Claws.** *Melee weapon attack*, +8 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8+5) slashing damage.

**Stinger.** *Melee weapon attack*, +8 to hit, reach 10 ft., one creature. *Hit:* 9 (1d8+5) piercing damage. The target must make a DC 14 Constitution saving throw, taking 27 (9d6) poison damage on a failed save, or half as much damage on a successful one.



# COASTAL WYVERN

DIFFICULTY 13 (X,000 XP)

Large dragon, Unaligned

Armor Class 18

Hit Points 207 (23d10+92)

Speed 20 ft., fly 30ft., swim 40 ft., climb 20 ft.

STR 20 (+5)    DEX 14 (+2)    CON 18 (+4)

INT 3 (-4)    WIS 12 (+1)    CHA 6 (-2)

Skills Perception +6

Damage Resistances Cold, Electricity, Poison

Senses Darkvision 120 ft., passive Perception 16

Languages --

## ABILITIES

**Deep Lung.** While the coastal wyvern cannot breathe water, it can hold its breath for a long time; up to 30 minutes.

**Glider.** The wyvern is more a glider than a flier. It can glide for rounds equal to its constitution modifier before it begins to descend at a rate of 10 feet per round. It must either spend an entire turn running to take to the air, or leap from a height.

## ACTIONS

**Multiattack.** The wyvern makes two attacks: one with its bite and one with its stinger. While flying or swimming, it can use its claws in place of one other attack and gains an extra attack with its claws.

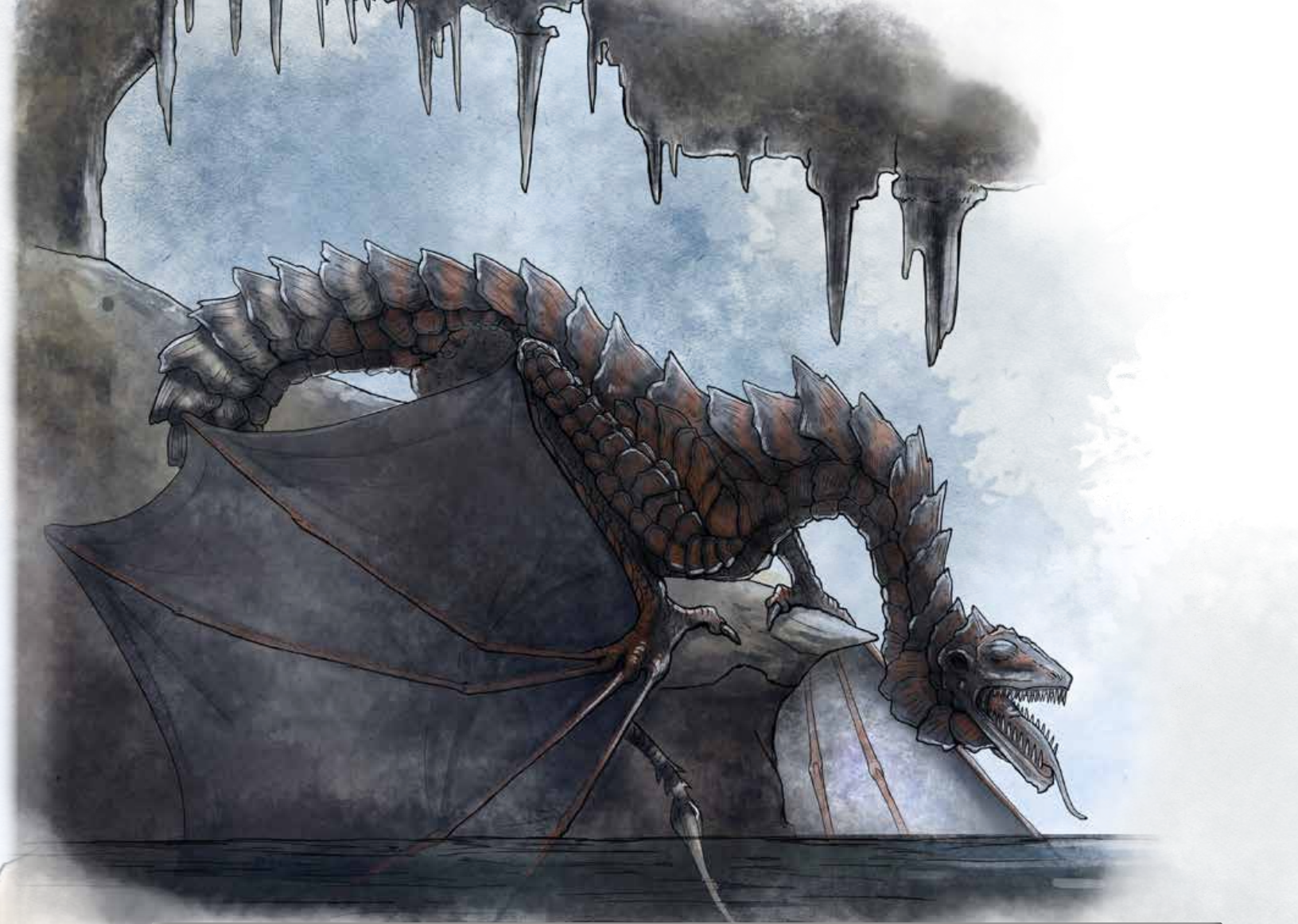
**Bite.** *Melee weapon attack*, +9 to hit, reach 10 ft., one creature. Hit: 13 (2d8+5) piercing damage.

**Claws.** *Melee weapon attack*, +9 to hit, reach 5 ft., one creature. Hit: 17 (3d8+5) slashing damage.

**Stinger.** *Melee weapon attack*, +9 to hit, reach 10 ft., one creature. Hit: 13 (2d8+5) piercing damage. The target must make a DC 18 Constitution saving throw, taking 36 (12d6) poison damage on a failed save, or half as much damage on a successful one.







## CAVE BRUISER WYVERN

DIFFICULTY 17 (X,000 XP)

Large dragon, Unaligned

**Armor Class** 19

**Hit Points** 289 (17d20+119)

**Speed** 40 ft., fly 60 ft., climb 30 ft.

**STR** 26 (+8)    **DEX** 10 (+0)    **CON** 25 (+7)

**INT** 3 (-4)    **WIS** 12 (+1)    **CHA** 6 (-2)

**Skills** Perception +7, Stealth +7

**Damage Immunities** Cold, Acid, Poison

**Senses** Blindsight 120 ft., Tremorsense 60 ft.,  
passive Perception 16

**Languages** --

### ABILITIES

**Keen Sense of Hearing.** The cave wyvern has the advantage on Wisdom (Perception) checks that rely on hearing.

**Stoney Camouflage.** So long as the wyvern is within its natural cave environment it has the advantage on Dexterity (Stealth) checks.

### ACTIONS

**Multiattack.** The wyvern makes two attacks: one with its bite, and one with its stinger. While flying, it can use its claws in place of one other attack and it gains an extra attack with its wings.

**Bite.** *Melee weapon attack*, +9 to hit, reach 10 ft., one creature. *Hit:* 18 (2d10+8) piercing damage.

**Wing Attack.** The cave wyvern beats its immense wings and each creature within 10 feet of it must succeed on a DC 19 Dexterity saving throw or take 16 (2d8+8) bludgeoning damage and be knocked prone.

**Claws.** *Melee weapon attack*, +9 to hit, reach 5 ft., one creature. *Hit:* 23 (3d10+8) slashing damage.

**Stinger.** *Melee weapon attack*, +9 to hit, reach 10 ft., one creature. *Hit:* 18 (2d10+8) piercing damage. The target must make a DC 19 Constitution saving throw, taking 45 (15d6) poison damage on a failed save, or half as much damage on a successful one.

# CREATURES BY CR

CREATURE NAME	BASE CREATURE	CR	ECOLOGY	PAGE
Crystal Couatl Neonate	Couatl	1/8	Jungle	27
Lesser Griffin	Griffin	1/8	Arctic	39
Scruffy Sporeling Bearded Tooth	Myconid	1/8	Forest	67
Morell Sporeling	Myconid	1/8	Forest	68
Aquatic Rust Lice	Rust Monster	1/8	Aquatic	87
Flying Basilisk	Basilisk	1/4	Forest	8
Kelpie Hippocampus	Hippocampus	1/4	Aquatic	46
Coifed Cockatrice	Cockatrice	1/2	Varies	22
Wetlands Lizardfolk	Lizardfolk	1/2	Riparian	58
Chameleon Lizardfolk	Lizardfolk	1/2	Jungle	60
Amanita Muscaria Myconid	Myconid	1/2	Forest	66
Common Rust Monster	Rust Monster	1/2	Underground	86
Hunting Blink Dog	Blink Dog	1	Flexible	10
Laughing Fox	Blink Dog	1	Desert	11
Herding Blink Dog	Blink Dog	1	Highlands	12
Peacockatrice	Cockatrice	1	Grasslands	24
Aquatic Cockatrice	Cockatrice	1	Aquatic	25
Swallowtail skink Faerie Dragon	Faerie Dragon	1	Forest	36
Lesser Griffin Swarm	Griffin	1	Arctic	39
Egyptian Harpy	Harpy	1	Desert	42
Pixie Harpy	Harpy	1	Jungle	43
Elysium Harpy	Harpy	1	Jungle	44
Phoenix Harpy	Harpy	1	Desert	45
Angler Hippocampus	Hippocampus	1	Aquatic	47
Axolotlean Lizardfolk	Lizardfolk	1	Riparian	59
Chameleon Shaman	Lizardfolk	1	Jungle	60
Mossy Myconid	Myconid	1	Forest	69
Powlbear Cub	Owlbear	1	Arctic	76
Phase Tabby	Phase Cats	1	Urban	85
Aquatic Rust Lice Swarm	Rust Monster	1	Aquatic	87
Jewel Mantis	Rust Monster	1	Riparian	89
Crested Basilisk	Basilisk	2	Riparian	7
Shoebill Cockatrice	Cockatrice	2	Riparian	23
Peacockatrice Swarm	Cockatrice	2	Grasslands	24
Crystal Couatl	Couatl	2	Jungle	27
Monarch Faerie Dragon	Faerie Dragon	2	Jungle	34
Stray Sod Faerie Dragon	Faerie Dragon	2	Forest	35
Lionfish Hippocampus	Hippocampus	2	Aquatic	49
Common Hippogriff	Hippogriff	2	Varies	50
Hoatizin Hippogriff	Hippogriff	2	Jungle	51
Peregrine Hippogriff	Hippogriff	2	Varies	52
Cockatoo Hippogriff	Hippogriff	2	Jungle	53

CREATURE NAME	BASE CREATURE	CR	ECOLOGY	PAGE
Lion-Headed Manticore	Manticore	2	Desert	62
Desert Manticore	Manticore	2	Desert	64
Bearded Tooth Myconid	Myconid	2	Forest	67
Pandowl	Owlbear	2	Jungle	75
Sun Owlbear	Owlbear	2	Forest	77
Tornado Pegasus	Pegasi	2	Varies	78
Dust Devil Pegasus	Pegasi	2	Varies	79
Snow Squall Pegasus	Pegasi	2	Arctic	80
Wildfire Pegasus	Pegasi	2	Varies	81
Phase Tabby Swarm	Phase Cats	2	Urban	85
Herding Blink Dog Swarm	Blink Dog	3	Highlands	12
Silence Wolf	Blink Dog	3	Flexible	13
Marsh Bulette	Bluettes	3	Riparian	16
Common Griffin	Griffin	3	Flexible	38
Snow Griffin	Griffin	3	Arctic	40
Pixie Harpy Magus	Harpy	3	Jungle	43
Colossal Lionfish Hippocampus	Hippocampus	3	Aquatic	49
Komodo Lizardfolk	Lizardfolk	3	Desert	61
Morell Myconid	Myconid	3	Forest	68
Sludge Swimmer	Otyughs	3	Underground	71
Lunar Unicorn	Unicorn	3	Forest	98
Pigmy Bulette	Bluettes	4	Coastal	17
Desert Chimera	Chimera	4	Desert	18
Deathroll (unique)	Cockatrice	4	Riparian	23
Sailfish Hippocampus	Hippocampus	4	Aquatic	48
Axolotlean Shaman	Lizardfolk	4	Riparian	59
Komodo Shaman	Lizardfolk	4	Desert	61
Feathered Manticore	Manticore	4	Grasslands	65
Undercity Otyugh	Otyughs	4	Underground	70
Great Horned Owlbear	Owlbear	4	Forest	74
Squatina (unique)	Pegasi	4	Varies	79
Frostsprinter (unique)	Pegasi	4	Arctic	80
Emberhoof (unique)	Pegasi	4	Varies	81
Phase Panther	Phase Cats	4	Grasslands	82
Okapi Unicorn	Unicorn	4	Grasslands	100
Forest Wyvern	Wyvern	4	Forest	102
Desert Wyvern	Wyvern	4	Desert	103
Cave Bruiser Wyvern	Wyvern	4	Underground	105
Gila Basilisk	Basilisk	5	Desert	9
Rock Bulette	Bluettes	5	Hills	14
Swamp Chimera	Chimera	5	Riparian	20
Undersea Chimera	Chimera	5	Aquatic	21

CREATURE NAME	BASE CREATURE	CR	ECOLOGY	PAGE
Will-O-Wisp Faerie Dragon	Faerie Dragon	5	Riparian	37
Rimewing (unique)	Griffin	5	Arctic	40
Scaled Lancer	Hippocampus	5	Aquatic	48
Dark Manticore	Manticore	5	Underground	63
Powlbear	Owlbear	5	Arctic	76
Phase Cheetah	Phase Cats	5	Grasslands	84
Horned Rust Monster	Rust Monster	5	Grasslands	88
River Sphinx	Sphinx	5	Riparian	93
Nightmare Unicorn	Unicorn	5	Varies	99
Arctic Bulette	Bluettes	6	Arctic	15
Sunset Couatl	Couatl	6	Jungle	26
Khan (unique)	Griffin	6	Grasslands	41
Colossal Angler Hippocampus	Hippocampus	6	Aquatic	47
Benthic Otyugh	Otyughs	6	Aquatic	72
Vine Trapper Otyugh	Otyughs	6	Jungle	73
The Arrow (phase cheetah unique)	Phase Cats	6	Grasslands	84
Grafted Shambling Mound Treant	Treant	6	Varies	96
Karkadann Unicorn	Unicorn	6	Grasslands	101
Greater Blue Basilisk	Basilisk	7	Ruins	6
Pigmy Bulette Swarm	Bluettes	7	Coastal	17
Colossal Pandowl	Owlbear	7	Jungle	75
Arctic Phase Cat	Phase Cats	7	Arctic	83
Oak Treant	Treant	7	Forest	94
Banyan Treant	Treant	7	Jungle	95
Hooded Hydra	Hydra	8	Jungle	54
Jungle Hydra	Hydra	8	Jungle	55
Quoll Sphinx	Sphinx	8	Riparian	92
Willow Treant	Treant	8	Riparian	97
Arctic Couatl	Couatl	9	Arctic	28
Icestalker (unique)	Phase Cats	9	Arctic	83
Tiger Griffin	Griffin	10	Grasslands	41
Arctic Sphinx	Sphinx	10	Arctic	91
Cryptic Couatl	Couatl	11	Jungle	29
Forest Chimera	Chimera	12	Forest	19
Desert Sphinx	Sphinx	13	Desert	90
Coastal Wyvern	Wyvern	13	Coastal	104
Eel Hydra	Hydra	14	Aquatic	56
Emerald Dragon Turtle	Dragon Turtle	17	Aquatic	30
Treasure Shell Dragon Turtle	Dragon Turtle	17	Aquatic	31
Swamp Snapper Dragon Turtle	Dragon Turtle	17	Riparian	32
Desert Dragon turtle	Dragon Turtle	17	Desert	33
Storm Hydra	Hydra	20	Varies	57

# CREATURES BY LOCATION

AQUATIC				
CREATURE NAME	BASE CREATURE	CR	ECOLOGY	PAGE
Aquatic Rust Lice	Rust Monster	1/8	Aquatic	87
Kelpie Hippocampus	Hippocampus	1/4	Aquatic	46
Aquatic Cockatrice	Cockatrice	1	Aquatic	25
Angler Hippocampus	Hippocampus	1	Aquatic	47
Aquatic Rust Lice Swarm	Rust Monster	1	Aquatic	87
Lionfish Hippocampus	Hippocampus	2	Aquatic	49
Colossal Lionfish Hippocampus	Hippocampus	3	Aquatic	49
Sailfish Hippocampus	Hippocampus	4	Aquatic	48
Undersea Chimera	Chimera	5	Aquatic	21
Scaled Lancer	Hippocampus	5	Aquatic	48
Colossal Angler Hippocampus	Hippocampus	6	Aquatic	47
Benthic Otyugh	Otyughs	6	Aquatic	72
Eel Hydra	Hydra	14	Aquatic	56
Emerald Dragon Turtle	Dragon Turtle	17	Aquatic	30
Treasure Shell Dragon Turtle	Dragon Turtle	17	Aquatic	31

ARCTIC				
CREATURE NAME	BASE CREATURE	CR	ECOLOGY	PAGE
Lesser Griffin	Griffin	1/8	Arctic	39
Lesser Griffin Swarm	Griffin	1	Arctic	39
Powlbear Cub	Owlbear	1	Arctic	76
Snow Squall Pegasus	Pegasi	2	Arctic	80
Snow Griffin	Griffin	3	Arctic	40
Frostsprinter (snow squall pegasus)	Pegasi	4	Arctic	80
Rimewing	Griffin	5	Arctic	40
Powlbear	Owlbear	5	Arctic	76
Arctic Bulette	Bluettes	6	Arctic	15
Arctic Phase Cat	Phase Cats	7	Arctic	83
Arctic Couatl	Couatl	9	Arctic	28
Icestalker (arctic phase cat unique)	Phase Cats	9	Arctic	83
Arctic Sphinx	Sphinx	10	Arctic	91

*COASTAL*

CREATURE NAME	BASE CREATURE	CR	ECOLOGY	PAGE
Pigmy Bulette	Bluettes	4	Coastal	17
Pigmy Bulette Swarm	Bluettes	7	Coastal	17
Coastal Wyvern	Wyvern	13	Coastal	104

*DESERT*

CREATURE NAME	BASE CREATURE	CR	ECOLOGY	PAGE
Laughing Fox	Blink Dog	1	Desert	11
Egyptian Harpy	Harpy	1	Desert	42
Phoenix Harpy	Harpy	1	Desert	45
Lion-Headed Manticore	Manticore	2	Desert	62
Desert Manticore	Manticore	2	Desert	64
Komodo Lizardfolk	Lizardfolk	3	Desert	61
Desert Chimera	Chimera	4	Desert	18
Komodo Shaman	Lizardfolk	4	Desert	61
Desert Wyvern	Wyvern	4	Desert	103
Gila Basilisk	Basilisk	5	Desert	9
Desert Sphinx	Sphinx	13	Desert	90
Desert Dragon turtle	Dragon Turtle	17	Desert	33

*FOREST*

CREATURE NAME	BASE CREATURE	CR	ECOLOGY	PAGE
Scruffy Sporeling Bearded Tooth	Myconid	1/8	Forest	67
Morell Sporeling	Myconid	1/8	Forest	68
Flying Basilisk	Basilisk	1/4	Forest	8
Amanita Muscaria Myconid	Myconid	1/2	Forest	66
Swallowtail skink Faerie Dragon	Faerie Dragon	1	Forest	36
Mossy Myconid	Myconid	1	Forest	69
Stray Sod Faerie Dragon	Faerie Dragon	2	Forest	35
Bearded Tooth Myconid	Myconid	2	Forest	67
Sun Owlbear	Owlbear	2	Forest	77
Morell Myconid	Myconid	3	Forest	68
Lunar Unicorn	Unicorn	3	Forest	98
Great Horned Owlbear	Owlbear	4	Forest	74
Forest Wyvern	Wyvern	4	Forest	102
Oak Treant	Treant	7	Forest	94
Forest Chimera	Chimera	12	Forest	19

<i>GRASSLAND</i>				
<b>CREATURE NAME</b>	<b>BASE CREATURE</b>	<b>CR</b>	<b>ECOLOGY</b>	<b>PAGE</b>
Peacockatrice	Cockatrice	1	Grasslands	24
Peacockatrice Swarm	Cockatrice	2	Grasslands	24
Feathered Manticore	Manticore	4	Grasslands	65
Phase Panther	Phase Cats	4	Grasslands	82
Okapi Unicorn	Unicorn	4	Grasslands	100
Phase Cheetah	Phase Cats	5	Grasslands	84
Horned Rust Monster	Rust Monster	5	Grasslands	88
Khan (unique)	Griffin	6	Grasslands	41
The Arrow (unique)	Phase Cats	6	Grasslands	84
Karkadann Unicorn	Unicorn	6	Grasslands	101
Tiger Griffin	Griffin	10	Grasslands	41
Desert Dragon turtle	Dragon Turtle	17	Desert	33

<i>FLEXIBLE</i>				
<b>CREATURE NAME</b>	<b>BASE CREATURE</b>	<b>CR</b>	<b>ECOLOGY</b>	<b>PAGE</b>
Phase Tabby	Phase Cats	1	Varies	85
Herding Blink Dog	Blink Dog	1	Varies	12
Hunting Blink Dog	Blink Dog	1	Varies	10
Phase Tabby Swarm	Phase Cats	2	Varies	85
Common Hippogriff	Hippogriff	2	Varies	50
Peregrine Hippogriff	Hippogriff	2	Varies	52
Tornado Pegasus	Pegasi	2	Varies	78
Dust Devil Pegasus	Pegasi	2	Varies	79
Wildfire Pegasus	Pegasi	2	Varies	81
Herding Blink Dog Swarm	Blink Dog	3	Varies	12
Silence Wolf	Blink Dog	3	Varies	13
Common Griffin	Griffin	3	Varies	38
Squatina (dust devil pegasus)	Pegasi	4	Varies	79
Emberhoof (wildfire pegasus unique)	Pegasi	4	Varies	81
Rock Bulette	Bluettes	5	Varies	14
Nightmare Unicorn	Unicorn	5	Varies	99
Grafted Shambling Mound Treant	Treant	6	Varies	96
Storm Hydra	Hydra	20	Varies	57

