



DESERT ENCOUNTERS

BY PAUL WEBER



DUNGEONS & DRAGONS

A menagerie of deadly monsters
for Desert encounters in the world's
greatest roleplaying game



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By Paul Weber

D&D

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A Brief Introduction

Thank you for taking interest in this project! My name is, Paul Weber, and I enjoy Dungeons and Dragons. What I love even more is world building, and fantasy storytelling, which is why I've combined all those passions into this D&D add-on. After the success of my Jungle Encounters, and Arctic Encounters, I've decided to expand and build this Desert Encounters Manual. In this manual you'll find new elements to add to your campaigns and or adventures in Dungeons and Dragons. I've created new monsters, and new Non-Player Characters.. I hope you enjoy this material as much as I enjoyed making it!

Introduction

Welcome to Desert Encounters! This is designed and dedicated to give more life into your Desert themed adventures with monsters, and NPC's. In this material you'll find over sixty new custom Desert themed creatures and creations with full stat blocks, pictures, and descriptions. These creatures range from beasts, a new dragon, eight new non-playable characters, a new race, and weather patterns! You'll also find, for your convenience, some official Dungeons and Dragons 5th Edition monsters that now have descriptions and pictures to better serve your creative juices when creating an adventure. Creatures taken from the official Dungeons and Dragons 5th edition Monster Manual have the exact stat block as they do in the manual, and have been marked with the red Dungeons and Dragons Logo on the upper right-hand corner of their stat block. These creatures were added to this project because they are common creatures found within Desert-like environments. Like all creatures in the world of Dungeons and Dragons these creatures can be modified anyway you like and were created for inspiration and ideas for your enjoyment.

“I've been though the desert on a horse with no name, it felt good to get out of the rain.”

A Worthy Note

Artwork in this was not created, nor is it owned by me. Most artwork was found using a basic Google image search. Most of the artwork in this was photoshopped by me to give it a more appealing, or desired look to what I was going for. Some images may be copyrighted or trademarked. Dungeons and Dragons is a registered Trademark by Wizards of the Coast. All rights reserved. This is a non-profit project.

Designed by Paul Weber

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John Colorado

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ALKAROACH

Medium, Humanoid chaotic neutral

Armor Class 13 natural armor
Hit Points 13 (3d8)
Speed 30 ft.

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

Skills Perception +6, Stealth +5
Damage Immunities. Bludgeoning from nonmagical weapons
Senses passive Perception 12
Languages understands common but cannot speak
Challenge 1/4 (50 XP)

Ambusher. The Alkaroach has advantage on attack rolls against any creature it has surprised.

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

Actions

Handaxe. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) piercing damage.



ALKAROACH

Making lairs in sand dunes, in basements, and inside walls, the Alkaroach is a common creature found within deserts. They appear as humanoid ants with ties to roach ancestry. They are fast, stealthy, and utilize light weight weapons. The Alkaroach can burrow underground and will do so leaving just its head exposed to spot a target. Because of their strong roach ancestry, these creatures can take bludgeoning damage without being effected. Their boneless bodies help absorb any crushing blows that may be bestowed upon it. An Alkaroach will travel in swarms of others of its kind, sweeping across desert terrain wreaking havoc on all they come across.



ANCIENT GREY

Small Aberration, neutral

Armor Class 13 natural armor
Hit Points 99 (18d8 + 18)
Speed 30 ft., Hover 5 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	17(+3)	20(+5)	20(+5)	20(+5)	12(+1)

Saving Throws Con + 10 Int +10, Wis + 10
Skills History +18, Knowledge +15, perception +19
Damage Resistances damage from spells; nonmagical bludgeoning, piercing, and slashing
Damage Immunities psychic
Senses passive Perception 12, darkvision 80 ft.
Languages any six languages, Glyph, Telepathy, Grey
Challenge 13 (10,000 XP)

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

Innate Spellcasting. The Grey's innate spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: fire bolt, light, mage hand, prestidigitation, shocking grasp, teleport, plane shift, fly, detect thoughts, lightning bolt, cone of cold, mind blank, magic missile.

3/Day Each: mirror image, misty step, mage armor.

2/Day Each: Heal (at 7th level), counter spell, globe of invulnerability, scrying, wall of force.

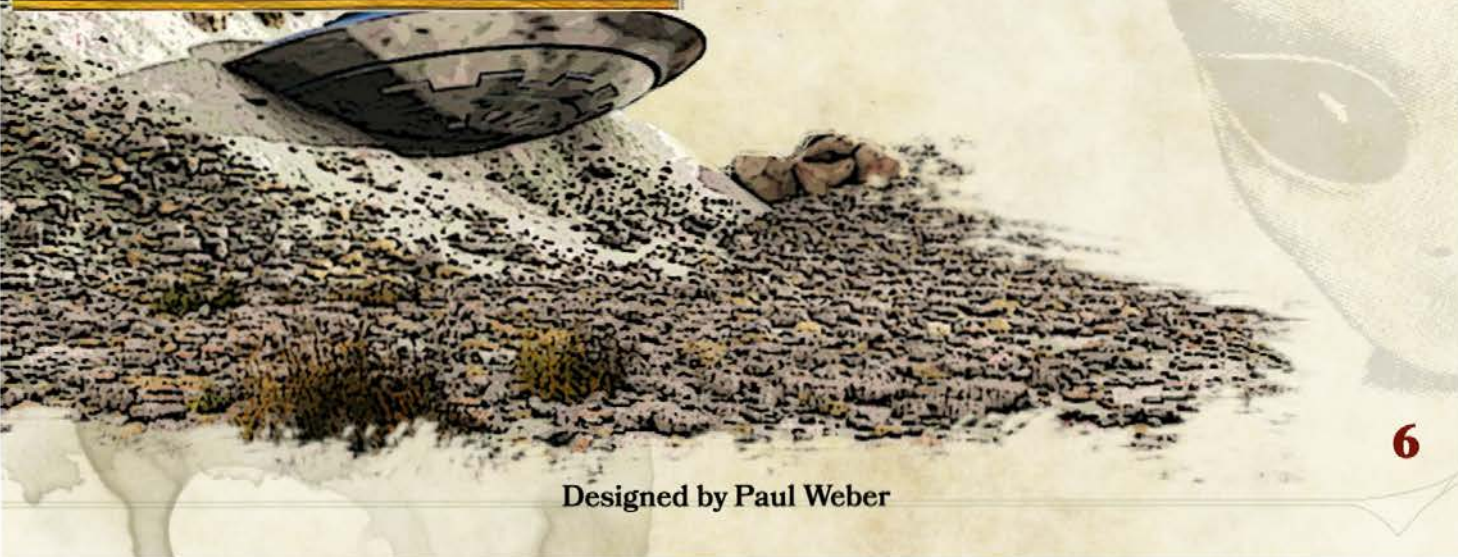
1/Day Each: Time Stop.

Actions

Telekinetic Ray. If the target is a creature, it must succeed on a DC 16 Strength saving throw or the Grey moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the Grey's next turn or until the Grey is incapacitated.

ANCIENT GREY

Little is known of this greyish and small humanoid looking creature with a bulbous head, huge black oval eyes, and slender physique. Some say these creatures are from another world as they have incredibly strong mental abilities and are very intelligent. Some may say that Ancient Grey's will be the end of everything within their world while others say these creatures are here to help build the world they exist in, as they are credited for helping Glyphs build their societies and advance their technology. Though these creatures don't often make an appearance, they're out there, somewhere.



AMPUMOAD

Odd creatures that hop around on one leg, have only one arm, a tail, and a long neck, the Ampumoad is an extraordinary creature with its ability to survive with such limitations. Ampumoad's have very little in line of defence except that their skin put off a foul odor that makes other creatures shy away. The Ampumoad can also mimic sounds of large beast that often intimidate creatures that still may want to approach. If a creature is still unaffected by these tactics the ampumoad will peck with its tiny beak as a last resort attack.

AMPUMOAD

Small beast, unaligned

Armor Class 5 natural armor
Hit Points 5 (1d4+2)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
2(-4)	10(+0)	8(-1)	8(-1)	11(+0)	11(+0)

Senses passive perception +2
Languages —
Challenge 0 (10 XP)

Mimicry. The Ampumoad 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.

Stench. The Ampumoad distributes a foul odor that can nauseate those who get too close. Any creature within 10 feet of an Ampumoad must succeed on a DC8 constitution saving throw taking 1 (1d4-1) necrotic damage on a failed throw and none on a successful one.

Actions

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



ANIMATED SAND

Small construct, unaligned

Armor Class 14 (natural armor)

Hit Points 27(6d8)

Speed 30 ft. burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	10(+0)	10(+0)	11(+0)	12(+1)	9(-1)

Skills Stealth +8

Damage Immunities poison, psychic, slashing, piercing, bludgeoning from nonmagical weapons.

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone.

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

passive Perception 6

Languages —

Challenge 1 (200 XP)

False Appearance. While the sand remains motionless, it is indistinguishable from a normal sand.

Antimagic Susceptibility. The sand is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the sand must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Actions

Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) bludgeoning damage.



ANIMATED SAND

Animated Sand is, more often than not, found within desert temples, ruins, pyramids, or other dungeons as a trap set for those seeking treasure or other valuable items to steal. This creature is formed by magic and is indistinguishable from a normal small pile of sand. Animated Sand can also spread out to individual grains and appear as just a light feathering of sand. This construct will use this tactic while lying motionless on sarcophagus or at the entrance to treasure rooms.

ARMADILLO

Armadillo aimlessly wonder the desert for scraps of food, cool shelter, and others of their kind. An armadillo is a rat-like creature with a hard natural armored shell encasing its back. These creatures are unable to enter their shell, unlike turtles, but do tend to use them as their main line of defence by tucking into balls. The Armadillo walks on four legs, or rolls using its shell to tumble over itself. These creatures are basically non-threatening to anything larger than itself, and provide other desert dwelling creatures as a popular food source. Armadillo shells make great soup bowls.

ARMADILLO

Small beast, unaligned

Armor Class 14 natural armor

Hit Points 9 (2d6)

Speed 5 ft., (10 ft. when rolling, 30 ft., rolling downhill)

STR	DEX	CON	INT	WIS	CHA
8(-2)	10(+0)	10(+0)	7(-3)	11(+0)	11(+0)

Skills Perception +2

Damage Resistances piercing, and slashing from nonmagical weapons.

Senses passive perception 2, darkvision 20 ft.

Languages —

Challenge 0 (10 XP)

Actions

Multiattack. The Armadillo makes two bite attacks.

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



BLANK

Small beast, unaligned

Armor Class 6 natural armor

Hit Points 3 (1d4 - 2)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
7(-2)	7(-2)	2(-4)	10(+0)	1(-5)	11(+0)

Senses passive perception 5, blindsight 20 ft.

Languages —

Challenge 0 (10 XP)

Actions

The Blank has no prepared attacks



BLANK

Another one of the deserts strangest creatures. A Blank is a small furry creature with light blue fur, a monkey-like face, and fat fluffy tail. They get their name Blank from blankly starring at nothing at all. These creatures are either extremely unintelligent, or think they are invisible, because even while being attacked they don't move. These creatures feed on their own nails and nothing else. Even while chewing its own nails, the Blank will continue to stare off into space. Although its eyes are wide and pure black, its hard to identify exactly where a Blank is looking. Some think these creatures are blind, though it's unclear.

BLOODOATH

Those who have been around for centuries say that the Bloodoath was once a beautiful race with angel-like wings, and perfect muscle definition. Now these creatures are atrocious to look at, as their bodies are mostly bone, exposed veins, and cartilage. The Bloodoath were cursed centuries ago after they became greedy and broke a sacred truce between another unknown race in their desire for wealth and immortality. They were doomed to walk the desert, always thirsting for flesh but never satisfied, and never able to die. Though a Bloodoath can be destroyed, they reanimate in a matter of a few days. Even if its skeleton isn't complete, it will reanimate any lost parts while the scattered remains turn to ash. Some Bloodoath's have embraced their curse and wander the desert causing fear and destruction, while others toss themselves over cliffs just to have a few days of silence before reanimating.

BLOODOATH

Large undead, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Skills Insert

Damage Resistances Insert

Damage Immunities Insert

Senses Insert

Languages Bloodoath, Common

Challenge 6 (2,300 XP)

Charge. If the Bloodoath moves at least 20 feet straight toward a target and then hits it with a melee weapon attack on the same turn, the target takes an extra 15 (2d10) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

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

Immortal. When a Bloodoath drops to 0 hit points and is considered dead, it lies motionless and unconscious for 1d6 days before reanimating in the spot where its corpse or a piece of its corpse lies. Other bones not near the corpse turn to ash.

Actions

Multiattack. The Bloodoath makes three attacks. One with its tail and two with its claws.

Scorpion Tail. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 11 (1d10 + 6) piercing damage and the target must succeed on a DC14 constitution saving throw taking 10 poison damage on a failed throw, or half as much on a successful one.

Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 11 (1d10 + 6) slashing damage.



"There was no use in forging a helmet from the Bloodoath's skull, as a few days later it turned to dusty ash."

-Blacksmith, Throdgarlum Kegshield

Designed by Paul Weber

CACTOR

Large Monstrosity, chaotic neutral

Armor Class 17 natural armor

Hit Points 106 (9d10 + 57)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	12(+1)	16(+3)	9(-1)	11(+0)	9(-1)

Skills Perception +14, stealth +6

Damage Resistances piercing, bludgeoning, slashing from nonmagical weapons.

Damage Immunities poison, acid

Condition Immunities prone, charmed, frightened, paralyzed

Senses blindsight 60 ft., passive Perception 14

Languages —

Challenge 5 (XP)

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

Brute. A melee weapon deals one extra die of its damage when the Cactor hits with it.

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

False Appearance. While the Cactor remains motionless, it is indistinguishable from a normal cactus.

Multiple Arms. The Cactor can have up to eight arms and can grapple one creature, of smaller than huge size, per arm.

Barbed Hide. At the start of each of its turns, the Cactor deals 5 (1d10) piercing damage to any creature grappling it.

Actions

Piercing Touch. Melee Spell Attack: +4 to hit, reach 5 ft., one target. Hit: 12 (3d6 + 2) piercing damage and 12 (3d6 + 2) poison damage.

Grapple. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 15 (2d6 + 8) piercing damage and 12 (3d6 + 2) poison damage. The target is grappled (escape DC 14)



CACTOR

Stealthy and vicious, the Cactor is a large monstrosity that appears exactly like a cactus at first glance. The Cactor, upon closer inspection, has small beady eyes, and large mouth filled with razor sharp teeth. The Cactor is a multiple arm creature and can have as many as eight arms, each one being able to grapple a separate creature of equal or lesser size. Cactor stand motionless in the desert amongst cactuses or other cactor, waiting to ambush its victim. These creatures are covered in tiny needle-like thorns that penetrate and poison anything that touches it. The Cactor will push its grappled target into its needles to further damage it. It's not uncommon to see a forest of Cactor walking or standing in one particular area of the desert.

CAMEL

Camels are large four legged beast that aimlessly wander deserts. They are usually brown or tan in color and have a large hump or two on their backs. Desert natives will use camels as steeds to travel from one place to another. Although they are slow, a camel has the ability to retain water for several days giving it the ability to travel without making having to hydrate. Wild camels can be aggressive if they perceive a threat and will use their wide teeth to bite their target. Wild camels also like to travel in packs and are hunted by other desert dwellers for food.

ARMORED CAMEL VARIANT:

An armored Camel has an AC based on the type of barding worn (see player's Handbook for more information on barding). The Camel's AC includes its Dexterity modifier, where applicable. Barding doesn't alter the Camel's challenge rating.

AC	Barding	AC	Barding
12	Leather	16	Chain mail
13	Studded leather	17	Splint
14	Ring mail	18	Plate
15	Scale mail		

-Homebrewed Armor Table



CAMEL

Large beast, unaligned



Armor Class 9

Hit Points 15 (2d10 + 4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	8(-1)	14(+2)	2(-4)	8(-1)	5(-3)

Senses passive Perception 9

Languages —

Challenge 1/8 (25 XP)

Actions

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

WINGED COYOTE

Soaring above desert environments and yelping at creatures below, the winged coyote is one in the same with a coyote, except it has the ability to fly using its angel-like wings. These creatures prey on smaller creatures, like rodents, that they can spot from high above in the sky.



WINGED COYOTE

Small beast, unaligned

Armor Class 12

Hit Points 5 (1d8)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
9(-1)	15(+2)	10(+0)	2(-4)	14(+2)	7(-2)

Skills Perception +4, stealth +4

Senses passive Perception 14, blindsight 20 ft.

Languages —

Challenge 0 (10 XP)

Keen Senses. The Winged Coyote has advantage on Wisdom (Perception) checks that rely on sight, sound, and smell.

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

Actions

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

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



COYOTE

Small beast, unaligned

Armor Class 12
Hit Points 5 (1d8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
9(-1)	15(+2)	10(+0)	2(-4)	14(+2)	7(-2)

Skills Perception +4, stealth +4

Senses passive Perception 14, blindsight 20 ft.

Languages —

Challenge 0 (10 XP)

Keen Senses. The Coyote has advantage on Wisdom (Perception) checks that rely on sight, sound, and smell.

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

Actions

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

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

COYOTE

Coyotes are dog-like beasts that prey on smaller and defenceless creatures like chickens, squirrels, and raccoons. They are sneaky in their approach and often travel in packs. Coyotes are known for their wolf-like howls, long legs, and slender bodies. These creatures will use their claws, as well as their teeth to attack their prey. Isolated coyotes are usually not as threatening as they are when they are in a pack. A pack of coyotes typically celebrate their kills, or the start of their hunt with their famous howls. A pack of coyotes howls can be heard from great distances away.



CRADLE

Medium Undead, neutral evil

Armor Class 13 natural armor

Hit Points 33 (6d8 +6)

Speed 30 ft.

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

Skills perception +16, stealth +4

Damage Immunities charmed, poisoned

Senses blindsight 40 ft., passive perception 10

Languages —

Challenge 3 (700 XP)

False Appearance. When the Cradle is motionless it is indistinguishable from a decapitated corpse.

Sneak Attack (1/Turn). The Cradle deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll.

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

Actions

Grapple. Melee Weapon Attack: +7 to hit, reach 10 ft., one target Hit: 7 (2d6) bludgeoning damage, and the target is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the Cradle can't constrict another target.

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

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

CRADLE

Horrifying in appearance, the Cradle is a foul undead creature that at first glance, resembles a decapitated rotting corpse. It's humanoid in appearance and while lacking a head, it has a slight neck with tiny sharp bones protruding from it. Its mouth is where a human ribcage would be and even resembles one until it opens it; terrifying those who aren't expecting it. The Cradle appears eyeless but upon closer inspection one would see that its tiny eyes are located spread far apart on its shoulders. This creature is also referred to as the sleeping corpse because of its evil luring tactics. The Cradle will occupy pyramid dungeons and lie on the grounds pretending to be a decapitated creature with treasure or supplies that it carries with it. Once a creature gets close enough in an attempt to grab the items, the Cradle will open its ribcage-like mouth and grab its victim trying to shove it inside. The Cradle will also lie waiting in tombs or caskets waiting for looting grave-robbers. Those who explore tombs, pyramids, or desert dungeons are sure to encounter their share of Cradle's. Those who are new to it, will be in for a startling shock.



Designed by Paul Weber

DESERT SCORPION

Huge monstrosity, chaotic neutral

Armor Class 19 natural armor

Hit Points 180 (19d8 + 95)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
23(+6)	16(+3)	17(+4)	9(-1)	2(-4)	9(-1)

Skills Stealth +9, Perception +8

Damage Resistances piercing, slashing, bludgeoning from nonmagical weapons

Damage Immunities poison

Senses blindsight 50ft., passive perception 10

Languages —

Challenge 10 (5,900 XP)

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

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

Actions

Multiattack. The Scorpion makes three attacks, two with its claws and one with its stinger.

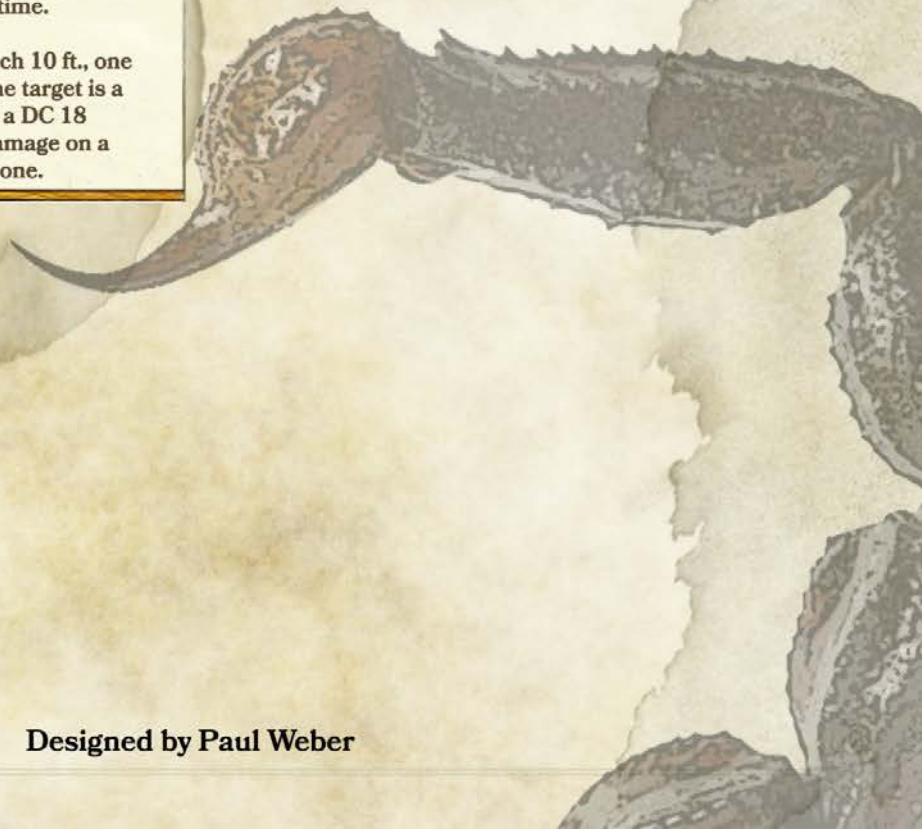
Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 16 bludgeoning damage, and the target is grappled (escape DC 13). The target takes an additional 1d10 bludgeoning damage each time it starts its turn while grappled. The Scorpion can grapple two targets at one time.

Stinger. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 20 (4d6 + 6) piercing damage. If the target is a Huge or smaller creature, it must succeed on a DC 18 constitution saving throw taking 16 poison damage on a failed throw, and half as much on a successful one.



DESERT SCORPION

Huge in size, even compared to a giant scorpion, the desert scorpion stands taller than sand dunes. They are extremely fast and aggressive creatures that will burrow into sands and strike when they feel the time is right. The desert Scorpion is capable of crushing a rhinoceros with its claws in a matter of seconds. These huge monstrosities will also use their long and poisonous tail to inject a flow of deadly toxins into their prey. These creatures are unfortunately found all over desert environments.



DILLOFOLK

Dillofolk are humanoid creatures with ancestry ties to armadillo. They have large colonies built into desert rock such as inside mountain ranges. Their tough skin and natural shell give them a strong natural armor. These creatures take pleasure in battling and adventuring throughout their desert habitat. A Dillofolk will make armor and weapons just as most races would.

Dillofolk Colonies. Dillofolk dwell inside cool and damp desert mountain ranges. They prefer venturing at night because of the cooler temperatures, and because of their keen darkvision abilities. Dillofolk dwell together in their own unique civilization that consist of an ever changing leader. Dillofolk are aggressive and will kill their leader if they believe he or she is not succeeding in their duties. A Dillofolk whom kills its leader, then becomes the leader.

Ferocious Fighters. Dillofolk love to fight. Whether its a fight to the death, or friendly sparring amongst friends, they are rough and vigorous. Dillofolk range in size and built, and make their own armor that forms tightly to their body. They also make their own weapons as their unique hands can't properly hold a typical weapon. With their need to be victorious in all that they attempt, Dillofolk practice with their custom weapons every day to gain proficiency with them. These creatures favor swords and other melee weapons.

Adventurous. Dillofolk are naturally adventurous creatures that would rather be out of their homes exploring than sitting around within them. They favor silver over gold but adore all treasure. Dillofolk also have a keen love for knowledge and will venture out to find books and other material containing flavourful information.



DILLOFOLK

Small humanoid, (Dillofolk) chaotic lawful

Armor Class 17 natural armor
Hit Points 57 (6d6 + 36)
Speed 25 ft., burrow 25 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	17(+3)	17(+3)	16(+3)	16(+3)	12(+1)

Saving Throws Str +4, Dex +3, Con +2
Skills Stealth +8, perception +10
Damage Resistances cold
Senses darkvision 80 ft., passive Perception 10
Languages Dillofolk, common, one additional language
Challenge 6 (2,300 XP)

Keen Senses. The Dillofolk has advantage on Wisdom (Perception) checks that rely on sight, smell, and sound.

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

Brave. The Dillofolk has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the Dillofolk hits with it (included in the attack).

Actions

Multiattack. The Dillofolk makes three melee weapon attacks.

Shortsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (2d6 +2) piercing damage

DRAGOON

These large white sand-roaming monstrosities are thought to be descendants of dragons, though its never been proven. Their bodies are long and wide and their dragon-like heads are attached to very lengthy necks. Their skin adapts to the weather by growing fur while its cool, and shedding it to its scaly skin when it's hot. These creatures have superior vision allowing them to see great distances in the dark, and can even see perfectly through harsh sandstorms. The creature is unable to be blinded and because of that, in addition to their size and strength, they are sought as the prime desert riding steed. The Dragoon is not easily domesticated, even while they are young, due to their sensitive nature, leading them to not often be very trusting of others. They can be a hazard to attempt to train or approach in the desert as they have a vicious dragon-like bite and are even capable of breathing lightning, much like certain dragons. These creatures are typically isolated nomadic creatures that feed on dead creatures, and even consume sand.

DRAGOON

Large monstrosity, neutral

Armor Class 17 natural armor

Hit Points 22 (4d10)

Speed 30 ft.,

STR	DEX	CON	INT	WIS	CHA
23(+6)	9(-1)	12(+1)	8(-1)	13(+1)	12(+1)

Skills Perception +9

Condition Immunities Blind

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 14

Languages —

Challenge 2 (450 XP)

Superior Darkvision. Magical darkness doesn't impede the Dragoons darkvision.

Superior Vision. The Dragoon cannot be blinded even by magic.

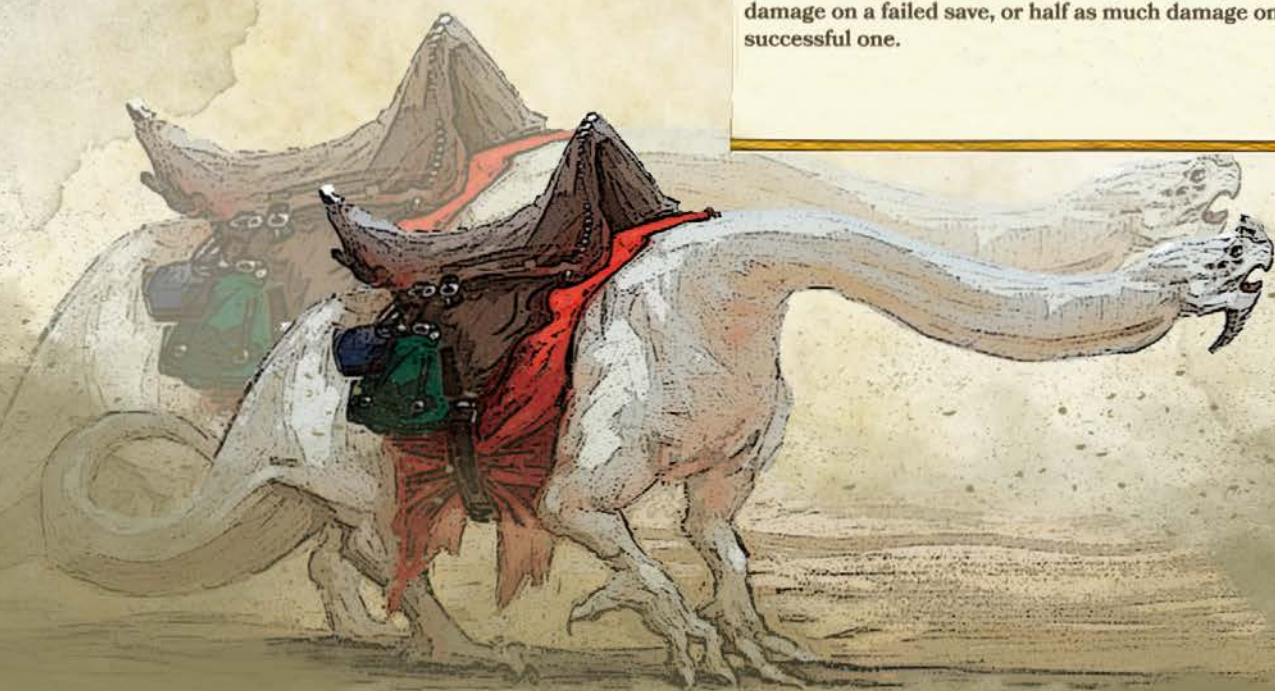
Dragoon Resilience. The Dragoon has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Actions

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

Breath Weapons (Recharge 5-6). The dragoon uses the following breath weapon.

Lightning Breath. The dragoon exhales lightning in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 16 (3d10) lightning damage on a failed save, or half as much damage on a successful one.



DROPE

The drope is a multitude of various creatures. It has ties to lizards, salamanders, orcs, crocodiles, and even dragons. This bipedal monstrosity lurks in rocky desert terrain waiting for any sign of life that it can attack and consume. These creatures take pleasure in stalking and torturing other creatures no matter what they are. Drope are known for being tough, strong, and wicked. A standard drope stands at about 7 and a half feet tall, weighing three-hundred pounds, and they have armor-like skin, one hammer-like fist, and another fist that resembles and acts like a natural shield with very sharp claws protruding from it. Drope's typically dwell and hunt alone, however they have been seen in groups of two or three.



DROPE

Large monstrosity, chaotic evil

Armor Class 20 natural armor
Hit Points 210 (20d10 + 100)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25(+7)	11(+0)	16(+2)	10(+0)	13(+2)	11(+0)

Skills Perception +14, Stealth +2
Damage Immunities acid, bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 15
Languages Abyssal, Draconic, Orc
Challenge 16 (15,000 XP)

Damage Absorption. Whenever the Drope is subjected to nonmagical melee weapon and or acid damage, it takes no damage and instead regains a number of hit points equal to the nonmagical weapon and or acid damage dealt.

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

Actions

Multiattack. The Drope makes two melee attacks.

Fist. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 20 (3d8 + 7) bludgeoning damage.

Clawed Fist. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 23 (3d10 + 7) slashing damage.

Acid Spit. (Recharge 6). The Drope exhales Acid in a 15-foot by 5 foot line Each creature in that area must make a DC 19 Constitution saving throw, taking 45 (10d8) acid damage on a failed save, or half as much damage on a successful one.

DUNE DEVIL

The Dune Devil goes by many names; The dirt devil, the dust devil, and the desert hag. The Dune Devil is small in height and considered a lesser devil, she will start all of her attacks by attempting to summon a demon to assist in her fights. This devil has red flesh, and porcupine like spikes that protrude in various parts of her body. It roams desert plains searching for souls to consume and destroy. These devils are loyal only to the underdark and serve their archdevil by roaming the Material Plane in search for souls. Dune Devils also have their own malicious agenda while on the Material Plane. They seek the bones and souls of children or try to lure them down an evil path in life.

DUNE DEVIL

Small fiend (devil) chaotic evil

Armor Class 15 (natural armor)

Hit Points 110 (13d8 +52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	16(+3)	20(+5)	13(+1)	14(+2)	14(+2)

Saving Throws Str +6, Con +7, Wis +5, Cha +5

Skills Deception +5, Insight +5, Perception +8

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120ft., passive Perception 18

Languages Infernal, telepathy 120ft.

Challenge 6 (2,300 XP)

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

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

Barbed Hide. At the start of each of its turns, the devil deals 5 (1d10) piercing damage to any creature grappling it.

Actions

Multiattack. The Devil makes two attacks.

Spear. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 14 (1d6 + 11) piercing damage, or 17 (1d8 + 13) piercing damage if used with two hands to make a melee attack, plus 3 (1 d6) fire damage.

Summon Demon (1/Day). The devil magically summons a Chasme, or attempts to summon a Hezrou with a 50 percent chance of success. The summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It



DUHERA

medium beast, unaligned

Armor Class 12 natural armor

Hit Points 34 (4d10 + 12)

Speed 50 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	15(+2)	14(+0)	3(-2)	12(+1)	10(+0)

Skills Perception +3, Stealth +6

Senses darkvision 60 ft., passive perception 13

Languages —

Challenge 1 (200 XP)

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

Pounce. If the Duhera moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the Duhera can make one bite attack against it as a bonus action.

Standing Leap. The Duhera's long jump is up to 30 feet and its high jump is up to 10 feet, with or without a running start.

Actions

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

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

Duhera

Appearing as a cat-like dog, the Duhera is a little mix of both. They are extremely fast, have excellent senses, are easily domesticated, and can leap great distances. Duhera's dwell in desert caves or other cool places away from the sun. They are usually brown or tan in color and have a mane much like a zebra. They have dog-like tails with tiger-like claws that are as fierce as its bite. Creatures like Dwarves and halflings use Duhera's as riding mounts, and others use them as attack beast, or carrying mules. Though a domesticated Duhera is loyal, those in the wild should be avoided.





DUNE BUZZER

Medium beast, unaligned

Armor Class 12 natural armor

Hit Points 13 (3d8)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	14(+2)	10(+0)	1(-5)	10(+0)	3(-4)

Senses passive perception 10

Languages —

Challenge 1/2 (100 XP)

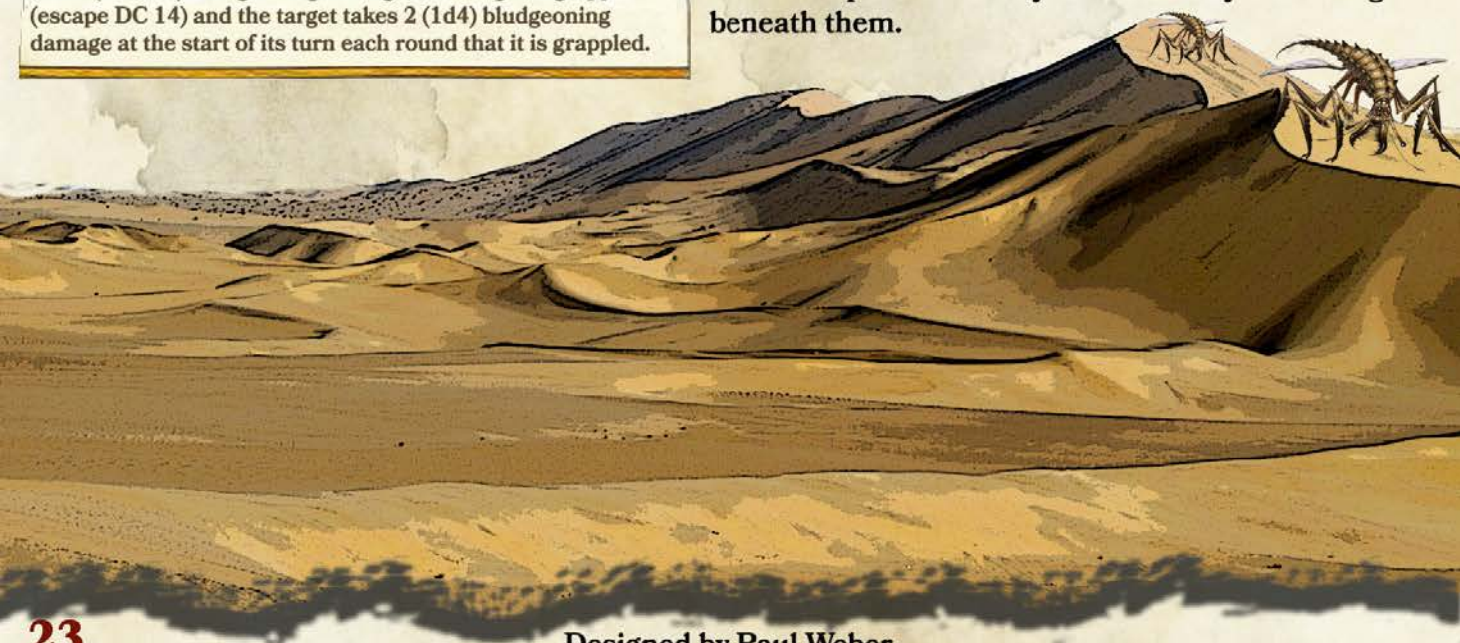
Keen Smell. The Buzzer has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Pincer. Melee Weapon Attack: +6 to hit, reach 10ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage. The target is grappled (escape DC 14) and the target takes 2 (1d4) bludgeoning damage at the start of its turn each round that it is grappled.

DUNE BUZZER

A Dune Buzzer is a large flying beast that resembles an ant and a wasp. They get their name from flying around sand dunes and making an awful low pitched buzzing noise that can cause irritating headaches, especially when these creatures travel in large swarms. The Dune Buzzer eats blood but doesn't particular care for flesh. These creatures will latch onto their target with their oversized pincers and chew through flesh, spit it out, and consume the blood. Due to their tiny wings and large bodies, the Dune Buzzer can't fly very far and requires landing and resting for a moment before taking flight again. Though they can fly, they like to walk in sand and dig with their pincers for any food that may be lurking beneath them.



DUST MULE

A Dust Mule is a a rabid bipedal mule-like creature that appears malnourished and unhealthy. They have fur that grows in various patches on their dry skin, and a large mouth with very wide teeth. These creatures adore the taste of flesh or bones. A Dust Mule can commonly be found feasting on other dead desert corpses that other creatures have left behind. A Dust Mule's bite to living creatures causes the Dust Mules rabid disease to spread through its targeted victim until they have cured themselves. As atrocious as these creatures sound, they aren't very feared as they are unintelligent, and slow. Typically those who come across a Dust Mule simply walk passed it without the creature even realizing someone was there. Others kill these creatures for sport or to stop its rabid diseases from spreading. One who consumes the meat of a Dust Meal suffers the effects of its disease.



DUST MULE

Medium Monstrosity, neutral

Armor Class 12 natural armor

Hit Points 19 (3d8 + 6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	8(-2)	12(+1)	1(-5)	1(-5)	7(-2)

Senses darkvision 10 ft.

Languages —

Challenge 1 (200 XP)

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

Trampling Charge. If the Dust Mule moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 9 Strength saving throw or be knocked prone. If the target is prone, the triceratops can make one bite attack against it as a bonus action.

Actions

Bite. **Melee Weapon Attack:** +4 to hit, reach 5 ft., one creature
Hit: 4 (1d4 + 2) piercing damage plus 4 (1d4 + 2) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the Dust Mule regains hit points equal to that amount. The reduction lasts until the target finds a cure either by potion, magic, or spells. The target dies if this effect reduces its hit point maximum to 0.

*"It was Dust Mule Meat, and that was the last time I purchased meat from a travelling desert vendor."
-Desert Adventurer Willex Shahorg*

GALLUPTROSS

Large monstrosity, chaotic neutral

Armor Class 13 (natural armor)

Hit Points 61 (6d10 + 28)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	23(+6)	15(+2)	12(+1)	13(+1)	11(+0)

Skills Stealth +8, Perception +15

Senses darkvision 60 ft., blindsight 30 ft., passive Perception 14

Languages —

Challenge 4 (1,100 XP)

Pounce. If the Galluptross moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the Galluptross can make one bite attack against it as a bonus action.

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

Decapitating Charge. If the Galluptross moves at its full base speed straight toward a creature that is small or tiny in size, and hits it with a bite attack, the target must succeed on a DC 5 Dexterity saving throw being immediately decapitated on a failed throw, or taking 6 (1d10) piercing damage on a saved throw.

Actions

Multiattack. The Galluptross makes three attacks. One with its bite and two with its claws.

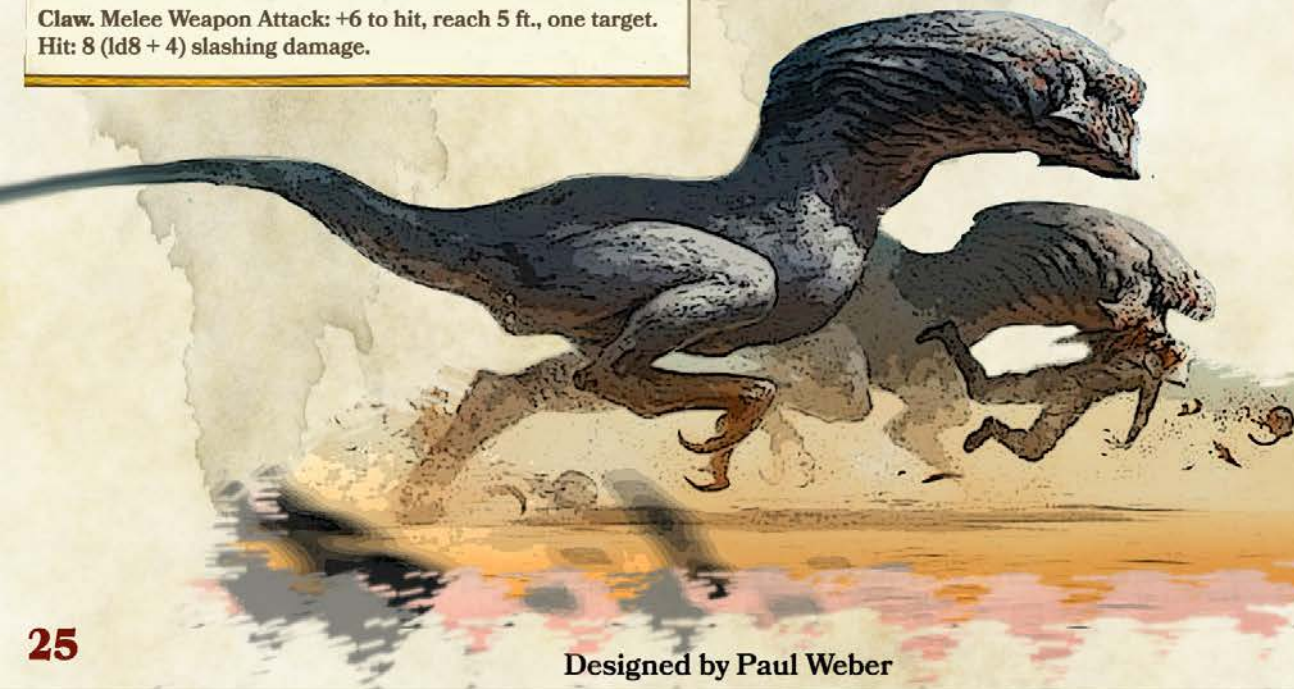
Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) piercing damage.

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

GALLUPTROSS

Feared desert savages, the Galluptross runs through desert terrain at lightning speeds. These creatures walk and run on two very strong legs and charge towards prey with their mouths open and ready to bite. A charging Galluptross can cleanly take off a smaller creatures head with almost no effort. Their teeth are long, thick, and as deadly as their claws. This creatures long body type, stiff tail and extended head help make it aerodynamic. They are usually grey in color with reptile-like skin. A galluptross travels in groups of two or three and they maliciously plan their attack on their prey. These creatures will use surrounding tactics to trap their prey, not allowing an easy escape. Some of these creatures just aimlessly run through the desert and bite creatures as they're running by them.

*"Three of them came out of nowhere. At first I was thankful they ran right by us, then I saw Gwendolyn's headless body fall to the ground."
—Desert Adventurer, Meetch Hozwon*



GIANT JACKALOPE

Giant Jackalope appear as a mix between a hare with antelope antlers protruding from their skulls. Though smaller jackalope are far more common, they can grow to the size of a small horse. These creatures mostly keep to themselves and are hunted and captured for their delicious and nutritious meat. Jackalope meat is favored amongst several from all around, even Arctic natives will pay good coin for the transportation and delivery of Giant Jackalope meat. Their meat is easier to cook than other meats, smells great, and taste even better. Those who operate Giant Jackalope farms typically employ mercenaries to stand guard on their farms due to high theft rates of these creatures. Attack dogs are not an option for these farmers as even the dogs can't resist giant Jackalope meat.

GIANT JACKALOPE

Medium beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses darkvision 60ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

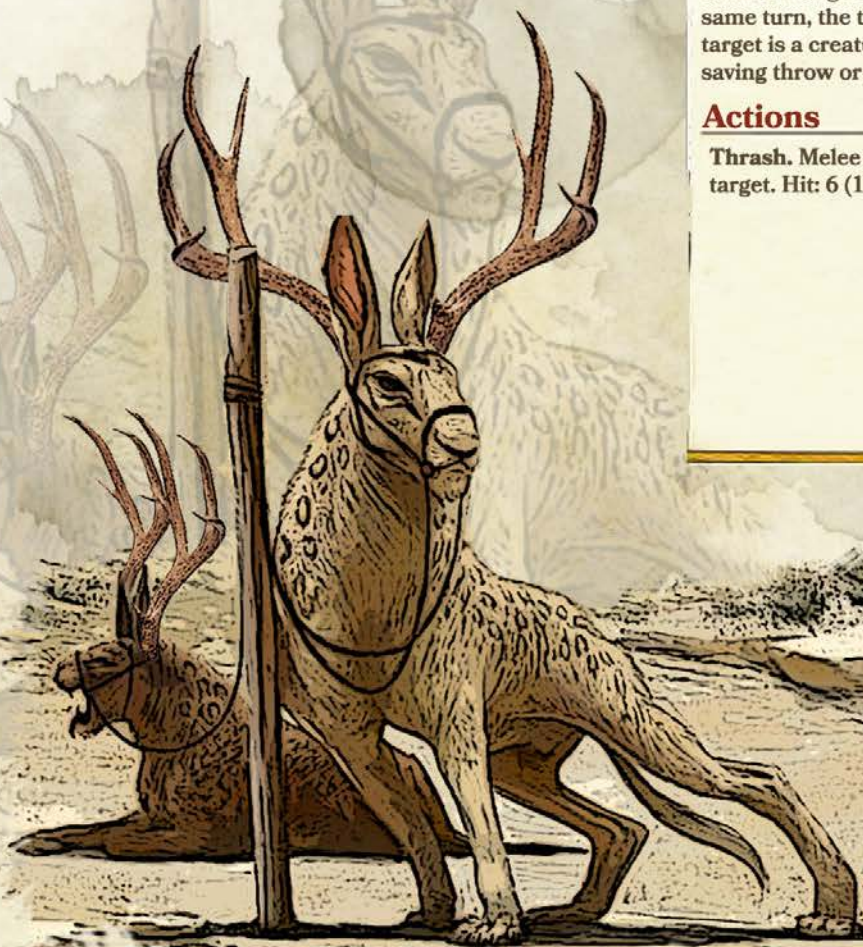
Keen senses. The Jackalope has advantage on Wisdom (Perception) checks that rely on sight, smell, and sound.

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

Charge. If the Jackalope moves at least 20 feet straight toward a target and then hits it with a thrash attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.

Actions

Thrash. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 4) slashing damage.



GLYPHS

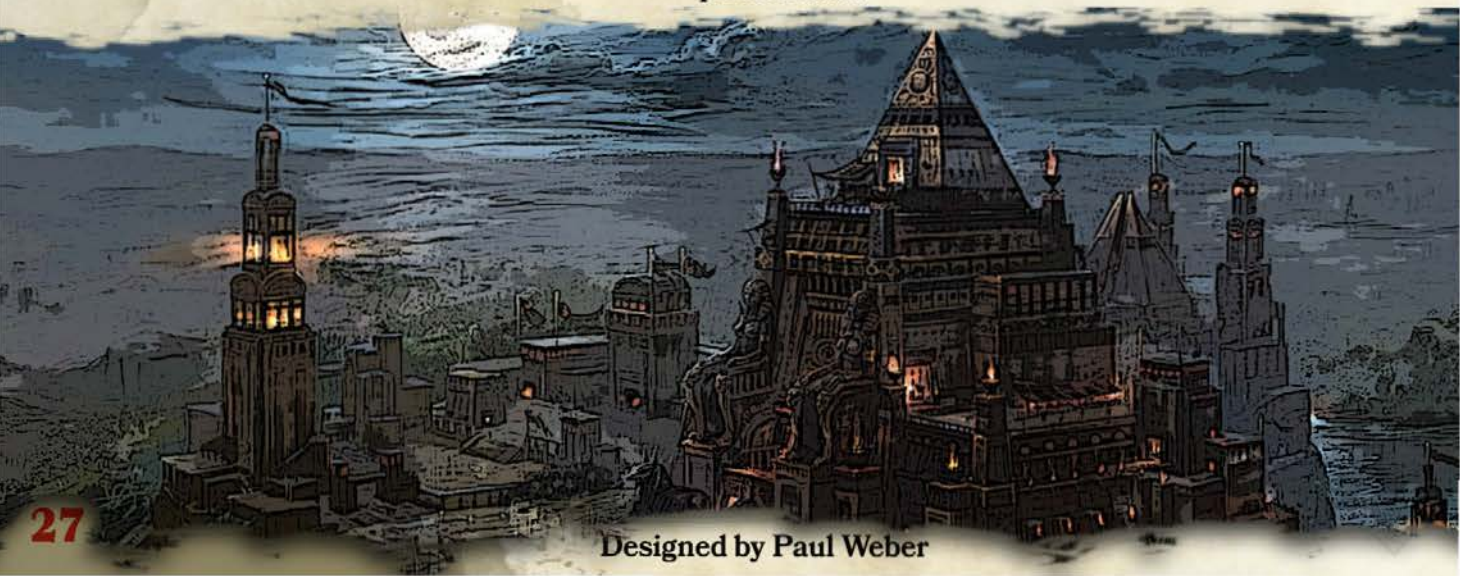
Glyph's are an ancient race of desert dwelling individuals whom pride themselves on their strength and devout connection to their gods. Glyph's voluntarily build pyramid structures for their leaders, known as Pharan, to live in and worship their Pharan as Gods themselves. Glyph's spend most of their time either building structures, developing technology, or making sacrifices to please their Gods. Though Glyphs are strong and independent, they use other races as slaves to expand and build their territories. Because Glyph's can construct monumental sized structures so quickly with standard technology, some believe they have revived help from creatures not of their world.

Wicked Worshippers. Glyph's believe that they can only please their Gods by sacrificing other living creatures or themselves by blood. Glyphs will take prisoners that they come across in their travels and hold them hostage for use in future sacrifices. Glyph's typically use a circular stone platform to make their sacrifices on. The stone has grooves etched into it that slowly fills with the blood of the sacrificed. Glyphs make one living sacrifice a month unless they are struggling for rain, food, or other necessity in which they will sacrifice daily until their needs are met. The longer Glyph's go thinking their Gods are upset with them, the younger their sacrifices become. It's not uncommon for Glyphs to sacrifice their own newborn when they've gone several months without rain. A Glyph considers being sacrificed an honor when picked by the Pharan.



Subrace. Glyph's are categorized by two different subraces, the Horus, and the Anubis. Horus appear as a humanoid with bird-like heads and the Anubis appear as a humanoid with a dog-like head. Anubis are typically the Pharan while the Horus contribute to the common populace. Though the roles may be switched with a Horus being a Pharan. Though these subraces look much different they do not discriminate against one another. The Glyph race is a proud unity and focus more on their Gods than the differences between them. Anubis with long pointed ears are considered the most attractive and most knowledgeable of the Glyph's and are often more influential than others in political decisions.

Pharan. The leader of a Glyph Empire is known as a Pharan. They can be male or female, Horus or Anubis. They are usually born into the position much like a King or Queen. They display their wealth and power by heavily decorating themselves in gold, gems, or other valuable trinkets. Once a Pharan has died, they are buried in a sarcophagus that resembles them with all of their favorite treasure, and then sealed inside their pyramid. Their successor is then constructed a new adjacent pyramid slightly smaller than their predecessor.



GLYPH BARBARIAN

Glyph Barbarians utilize their strengths and large physiques when they engage in battle. A Glyph who chooses to be a Barbarian typically is part of their empire's military unit. A Glyph Barbarian is fearless and confident which often leads to careless injury or death in the battlefield.

GLYPH BARBARIAN

Medium Humanoid (Glyph-Anubis), Neutral

Armor Class 16 light armor

Hit Points 134 (13d12)

Speed 40 ft.

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

Saving throws Str +9, Con +3

Skills Perception +8, stealth +5

Senses Passive Perception 10

Languages Glyph, Common

Challenge 5 (1,800 XP)

Brave. The Glyph has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the Glyph hits with it (included in the attack).

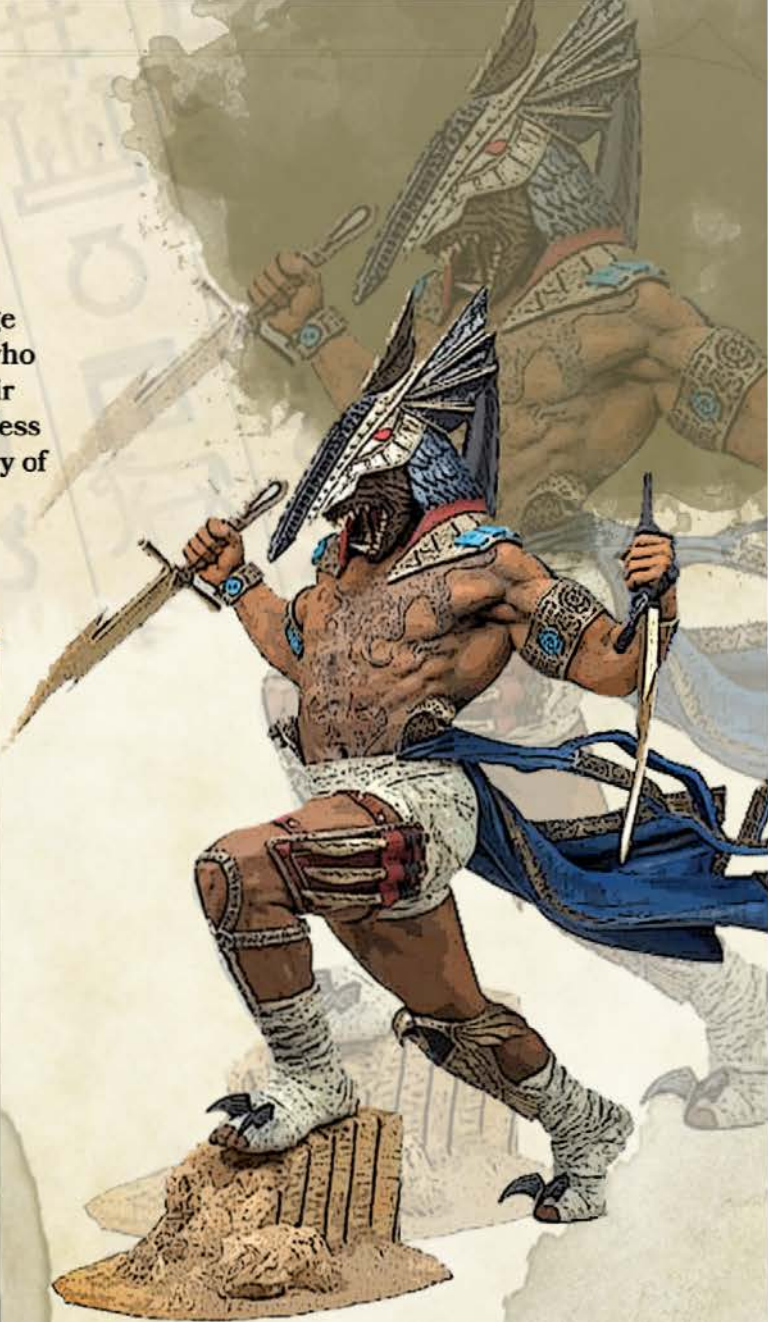
Keen Hearing and Smell. The Glyph has advantage on perception (dexterity) checks that rely on smell, or sound.

Reckless. At the start of its turn, the Glyph can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The Glyph makes four shortsword attacks.

Shortsword. Melee Weapon Attack: +7 to hit, reach 10 ft. one target. Hit: 11 (2d6 + 4) slashing damage.



GLYPH SUBRACE VARIANT:

A Glyph can be one of two subraces. An Anubis. moves at a base speed of 40 feet, has keen smelling and listening trait and can not fly, while a Horus moves at a base speed of 30 feet has the keen sight trait and can fly 50 feet.

Adding or subtracting these traits does not alter the Glyph's challenge rating.



GLYPH COMMONER

Medium Humanoid (Glyph), Neutral

Armor Class 13 natural armor
Hit Points 11 (2d8 + 2)
Speed 30 ft., fly 50 ft., (*Horus only)

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

Skills Knowledge +8, Nature +3, History +7, Religion +7
Senses Passive Perception 5
Languages Common, Glyph
Challenge 1/8 (25 XP)

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

Actions

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

GLYPH COMMONER

Glyph Commoners spend their time devoting themselves to their empire, their Pharan, and to their Gods. They listen to commands only by their Pharan whom they believe is the only true individual who can communicate with their gods. Commoners will gladly build their Pharan a giant pyramid to dwell in while they live on the outskirts of it in clay or mud built huts.





GLYPH DRUID

Glyph Druids embrace their surroundings and often have an animal companion that closely resembles whichever animal-like head that they have. Glyph Druids, like most other druids, use magic and don't usually attack physically when they have to fight.

GLYPH DRUID

Medium Humanoid (Glyph-Horus), Neutral

Armor Class 11 light armor

Hit Points 37 (5d8 +15)

Speed 30 ft., fly, 50 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	14(+2)	13(+2)	18(+4)	18(+4)	15(+2)

Skills Medicine +4, Nature +6, Perception +5

Senses passive Perception 14

Languages Druidic, Common, Glyph

Challenge 2 (450 XP)

Eagle eye. The Glyph has advantage on Wisdom (Perception) checks that rely on sight.

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

Cantrips (at will): *druidcraft, produce flame, shillelagh*

1st level (4 slots): *entangle, longstrider, speak with animals, thunderwave, purify food and drink*

2nd level (3 slots): *animal messenger, barkskin*

Actions

Quarterstaff. Melee Weapon Attack: +2 to hit (+4 to hit with shillelagh), reach 5 ft., one target. Hit: 13 (1d6 +10) bludgeoning damage, or 18 (1d8+14) bludgeoning damage with shillelagh or if wielded with two hands.





GLYPH WARRIOR

Medium Humanoid (Glyph-Horus), Neutral

Armor Class 21 Medium Armor

Hit Points 147 (13d10)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	10(+0)	20(+5)	15(+2)	15(+2)	12(+1)

Saving Throws. Str +10 Con +10 Cha +1

Skills Perception +11, stealth +4, intimidate +5, Religion +4, Survival +8

Senses Passive Perception 10

Languages Glyph, Common

Challenge 9 (5,00 XP)

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

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

Eagle eye. The Glyph has advantage on Wisdom (Perception) checks that rely on sight.

Dive Attack. If the Glyph is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 10 (1d12+3) damage to the target.

Actions

Multiattack. The Glyph makes two spear attacks.

Javelin. Melee or Ranged Weapon Attack: +13 to hit, reach 5 ft., or range 30/120 ft., one target. Hit: 27 (4d8 + 9) piercing damage.

GLYPH WARRIOR

Glyph Warriors are extremely skilled in one on one combat especially with melee weapons. Glyph Warriors are typically more hostile than other Glyph's and take their frustrations out on the battlefield. Glyph's who become warriors are typically born outside a Glyph society and later brought in as they are older. To show their loyalties to their new empire, they become warriors on behalf of their Pharan.



GLYPH MAGE

Glyphs who practice magic and wizardry are some of the smartest and toughest opponents one can encounter. Glyph Mages are no exception to this as they are intelligent and cunning. They are experienced and self-disciplined in the use of their magical abilities. One who wishes to oppose a Glyph Mage may want to reconsider.



GLYPH MAGE

Medium Humanoid (Glyph-Anubis), Neutral

Armor Class 12 (15 with mage armor)

Hit Points 119 (18d8 + 38)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	20 (+5)	20 (+5)	16 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistance damage from spells; nonmagical bludgeoning, piercing, and slashing (from stonewood)

Senses passive perception 12

Languages Common, Glyph, any four additional languages.

Challenge 13 (10,000 XP)

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

Spellcasting. The Glyph is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The Glyph can cast disguise self and invisibility at will and has the following wizard spells prepared:

Cantrips (at will): fire bolt, light, mage hand, shocking grasp, ray of frost

1st level (4 slots): detect magic, identify, mage armor,* magic missile

2nd level (3 slots): detect thoughts, mirror image, misty step

3rd level (3 slots): counterspell, fly, lightning bolt

4th level (3 slots): banishment, fire shield,

5th level (3 slots): cone of cold, scrying, wall of force

6th level (1 slot): globe of invulnerability

7th level (1 slot): teleport

8th level (1 slot): mind blank*

9th level (1 slot): time stop, weird

*The Glyph casts these spells on itself before combat.

Actions

Quarterstaff. Melee Weapon Attack: +2 to hit reach 5 ft., one target. Hit: 5 (1d6 +3) bludgeoning damage, or 8 (1d8 +3) bludgeoning damage if wielded with two hands.



GLYPH PHARAN

Glyph Pharan are the leaders of the Glyph race. These individuals are typically born into their position by bloodline much like a King or Queen. They are easily identifiable by the abundant amount of gold and jewellery that they wear and they favor treasure, especially gold and gems. Glyph Pharan are considered the true voice of their gods amongst their race. Glyph believe that their Pharan is the only one who can speak and hear the gods and will obey any commands that the Pharan gives. Because of the importance of the Pharan to their race, the Pharan is always accompanied by at least two Glyph Barbarians. The Pharan dwell inside pyramids that were built for them by citizens of their empire, and they typically spends most of their time inside of it. A Pharan will be buried inside of a sarcophagus that resembles them and sealed inside their pyramid once they have died. It is considered the ultimate disrespect amongst the Glyphs to open a sealed pyramid and is punishable only by torture and then death.



GLYPH PHARAN

Medium Humanoid (Glyph), Neutral

Armor Class 18 (plate)

Hit Points 132 (15d8 + 65)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	15(+2)	25(+7)	25(+7)	20(+5)	19(+4)

Saving Throws Con +9, Int +7, Wis +5, Cha +8

Skills Arcana +6, History +6, Perception +8, Stealth +4, Religion +16

Senses Passive Perception 8

Languages Common, Glyph, Grey

Challenge 8 (3,900 XP)

Cunning. The Pharan has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Royal Ancestry. The Pharan has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Royal Weapons. The Pharan's weapon attacks are magical.

Actions

Multiattack. The Pharan makes three attacks with its Scimitar or one with its Glaive.

Scimitar. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Glaive. Melee Weapon Attack: +5 to hit, reach 10ft., one target. Hit: 8 (1d10 + 3) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 12 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time the Pharan hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Designed by Paul Weber



GLYPH RANGER

Medium Humanoid (Glyph-Anubis), Neutral

Armor Class 16 light armor

Hit Points 95 (11d10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	23(+6)	18(+4)	18(+4)	17(+4)	13(+1)

Saving Throws. Dex +10, Con +7, Int +5

Skills Perception 15, climb +8, survival +7, nature +5, stealth +10

Senses passive perception +17, blindsight 40 ft.

Languages Common, Glyph

Challenge 9 (5,000 XP)

Spellcasting. The Glyph is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The Glyph has the following Ranger spells prepared:

1st level (4 slots): *Hail of thorns*, *Hunters mark*, *jump*

2nd level (3 slots): *cordon of arrows*, *pass without trace*, *protection from poison*

3rd level (3 slots): *conjure barrage*

4th level (3 slots): *stoneskin*, *freedom of movement*

5th level (3 slots): *conjure volley*, *swift quiver*

Actions

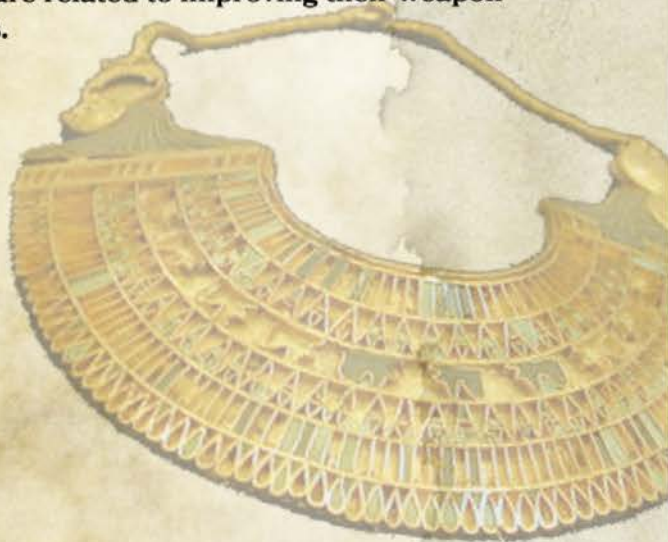
Multiattack. The Glyph makes 2 ranged attacks with its longbow.

Longbow. Ranged Weapon Attack: +4 to hit, ranged 150/600 ft., one target. Hit: 24(4d8 + 2) piercing damage.

Shortsword. Melee Weapon Attack: +4 to hit, range 5 ft., one target. Hit: 24 (5d6) slashing damage.

GLYPH RANGER

Glyph's who become rangers are skilled in both ranged and melee attacks. These Glyphs prefer to use stealth and heights to their advantage against their opponents. A typical Glyph ranger spends months constructing their own bow and arrows and then even longer perfecting their shot with it. They are also skilled with some magical abilities, most of which are related to improving their weapon attacks.



GLYPH ROGUE

Glyph Rogues are typically praised by their Pharan as they use them as thieves to steal gold and other valuables in other nearby kingdoms or empires or they will also utilize Rogues as assassins to take out an enemy of its empire. Glyph Rogues are typically the Glyphs who conduct the sacred and brutal sacrifices, and the ones who kidnap the slaves and sacrifices. A Glyph Rogue is very skilled in stealth, acrobatics, and making poisons. These Glyphs are the sneakiest of them all.



GLYPH ROGUE

Medium Humanoid (Glyph-Anubis), Neutral

Armor Class 15 (studded leather)
Hit Points 68 (12d8 + 14)
Speed 40 ft.

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

Saving Throws Dex +7, Int +5
Skills Acrobatics +7, Deception +4, Perception +4, Stealth +11
Damage Resistances poison
Senses passive Perception 14
Languages Common, Glyph
Challenge 7 (2,900 XP)

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

Sneak Attack (1/Turn). The Glyph deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the Glyph that isn't incapacitated and the Glyph doesn't have disadvantage on the attack roll.

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

Resilience. The Glyph has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Actions

Multiattack. The Glyph makes two shortsword attacks.

Shortsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

GLYPH SLAVE

Medium humanoid, any race any class, any alignment

Armor Class 10 natural armor

Hit Points 4 (1d4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	7(-2)	10(+0)	11(+0)	11(+0)	11(+0)

Languages Any one language, usually common.

Challenge 0 (10 XP)

Shackled. The slave moves 20 feet slower than its base speed while wearing shackles.

Actions

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

GLYPH SLAVE

Glyph Slaves are captured individuals by the Glyph race. They are used for labor and often don't live long once captured due to the vigorous hard work, punishment, and torture that they ensue. Glyph Slaves are often sacrificed by the Glyphs to please their gods. A Glyph slave will run if given the smallest opportunity.

GLYPH SLAVE DRIVER

Glyph Slaver Drivers use their strength and intimidation techniques to force their prisoners to work so that they may continue to live. Glyph Slave Drivers often use whips or chains to give lashings to their slaves if they feel they aren't working fast or hard enough.

GLYPH SLAVE DRIVER

Medium Humanoid, (Glyph-Anubis) neutral

Armor Class 13 natural armor

Hit Points 33 (6d8 + 6)

Speed 40 ft.

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

Skills Intimidate +11, Nature +3, Survival +2, Religion +8
Perception +6

Senses Passive Perception 8

Languages Common Glyph

Challenge 1 (200 XP)

Brute. A melee weapon deals one extra die of its damage when the Glyph hits with it.

Brave. The Glyph has advantage on saving throws against being frightened.

Fear Aura. Any creature hostile to the Glyph that starts its turn within 20 feet of the it must make a DC 13 Wisdom saving throw, unless the Glyph is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the Glyph's Fear Aura for the next 24 hours.

Actions

Whip. Melee Weapon Attack: +6 to hit, reach 30 ft., one target. Hit: 8 (2d6) slashing damage.

Unarmed Strike. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.



HEX

Medium undead, chaotic evil

Armor Class 14 natural armor

Hit Points 96 (16d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	10(+0)	10(+0)	10(+0)	10(+0)	10(+0)

Skills Arcana +5, Perception +2

Damage Resistances lightning, necrotic, piercing

Damage Immunities cold, fire, poison

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses darkvision 60ft., passive Perception 12

Languages Any language it knew in its former life

Challenge 3 (700 XP)

Turn Immunity. The Hex is immune to effects that turn undead.

Regeneration. The Hex regains 5 hit points at the start of its turn. The Hex's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Rejuvenation. If the Hex is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a dispel magic or remove curse spell is cast on it.

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

Vengeful Tracker. The Hex knows the distance to and direction of any creature against which it seeks revenge, even if the creature and the Hex are on different planes of existence. If the creature being tracked by the Hex dies, the Hex knows.

Actions

Death Ray. The targeted creature must succeed on a DC 12 Dexterity saving throw or take 10 (1d10 +5) necrotic damage. The target dies if the ray reduces it to 0 hit points.



HEX

A cursed spirit, a Hex is typically a creature that has returned from the dead because its tomb or burial place has been unsealed, or disturbed. Some are summoned to return by magic, or a ritual that wasn't completed the correct way. If a Hex is summoned by rituals it does not obey its summoner, and will attack them. A Hex who returns from their deathly slumber seek to destroy those who interrupted their afterlife. Hex's appear nothing as they did in their previous life, and almost always appear as a humanoid with a ghoulish bull-like head, similar to a Minotaur. These undead creatures seek vengeance to all those that still remain in their previous world of existence and will attack with a death ray that fires from its large, yellow misted, eyes. Once destroyed a Hex will continue to reappear in the world it was summoned unless their corpse is sprinkled with holy water, or they're resealed in their proper burial place.



HELLMERA

Summoned from the deepest depths of the Hell, the Hellmera is a foul monstrosity very similar, but much stronger than a Chimera. This creature has a demon-like lion head, and two vicious dragon heads. All three of it's heads are capable of breathing different types of elemental chaos. The dragon on the left breaths lighting, the dragon on the right breaths cold breath, and the lion breaths fire. The Hellmera also has proportionate fallen angel-like wings, brutal claws, and a scorpion-like tail that injects a deadly and poisonous sting.

Dwelling. When a Hellmera isn't sent to the Material plane, they lurk in the 9th level of hell with Asmodeus, the Archduke of Nessus, and it serves as his a loyal pet.

Evil Protectors. The Hellmera is summoned as a guardian of evil. They are used to protect places where evil exist, often the entrances or portals to the nine layers of Hell. They could also be used to protect an area where devils and demons have an interest in populating.



Designed by Paul Weber



HELLMERA

Gargantuan monstrosity, chaotic evil

Armor Class 22 (natural armor)
Hit Points 481 (26d20 + 208)
Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29(+9)	10(+0)	27(+8)	15(+2)	17(+3)	16(+3)

Saving Throws Str +10 Dex +7, Con +15, Wis +10

Skills Perception +17, Stealth +7

Damage Immunities lightning, fire, poison, cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Infernal, Abyssal, Undercommon
Challenge 26 (90,000 XP)

Frightful Presence. Each creature of the Hellmera's choice that is within 120 feet of it and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Hellmera's Frightful Presence for the next 24 hours.

Insomnia: The Hellmera doesn't sleep and has advantage on saving throws against being charmed, and magic can't put the Hellmera to sleep.

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

Actions

Multiattack. Each head makes one breath attack when available, in addition the Hellmera also makes three attacks: one claw attack, one tail attack, and one bite attack.

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

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

Tail. Melee Weapon Attack: +11 to hit, reach 15ft., one target.
Hit: 15 (2d8 + 6) piercing damage and 10 poison damage.

Breath Weapons (Recharge 5-6). The Hellmera uses any of the following breath weapons that are available.

Fire Breath. The Hellmera exhales fire in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 49 (13d6) fire damage on a failed save, or half as much damage on a successful one.

Lightning Breath (Recharge 5-6). The Hellmera exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

Cold Breath (Recharge 5-6). The Hellmera exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

JAPAFURN

Small plant, unaligned

Armor Class 5
Hit Points 18 (4d8)
Speed 5 ft.

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

Skills Perception +6
Damage Vulnerabilities fire
Damage Immunities Acid, Poison
Condition Immunities blinded, deafened, frightened
Senses passive perception 2, blindsight 30 ft.
Languages —
Challenge 1/4 (50 XP)

False Appearance. While the Japafurn remains motionless, it is indistinguishable from a non-moving plant.

Actions

Touch. Melee Weapon Attack: +0 to hit, reach 5 ft., one creature. Hit: 3 poison damage, and the creature must succeed on a DC 10 Constitution saving throw or become poisoned.

Shoot Acid. Ranged Weapon Attack: +6 to hit, reach 5/10 ft., one creature. Hit: 5 (1d4 +2) acid damage.



JAPAFURN

Japafurn are living and breathing poisonous cacti-like plants. They populate desert oasis or the outskirts of jungles. These plant-like creatures only survive on sunlight, and don't particularly like water. A Japafurn rolls its round body to move, and is covered in prickling thorns that inject poison to those who are struck by one. This creature also has several holes covering their body that shoot acid at creatures lurking too close. Japafurn can be beautiful to look at as they are a multitude of different colors, including some being a glowing neon color. Japafurn's are used to make toxic and lethal poisons that are unable to be traced. Those poisoned by a Japafurn appear to die from heart troubles, making this creature sought after by assassins.



JASPAR

The Jaspas is a cruel and malicious elemental Genie. While most Genie spend their time in their respective elemental plane, the Jaspas takes pleasure in roaming the Material Plane in a never-ending effort to destroy all who fail to kneel before it. The Jaspas will hide in a stereotypical Genie lamp and wait for greedy wish-seekers to deploy it. The Jaspas may act kind and offer its magical abilities, but the Jaspas often makes the opposite of the wish come true. If the Jaspas is unable to grant a false wish, it will then begin to terrorize and assault its victim. The Jaspas has an never-ending dispute with the Efreeti Genie whom dwells in the Elemental Plane of Fire. The Jaspas wants total control over the Efreeti's domain in the Plane including all his palaces, however Efreeti are slightly stronger than the Jaspas and so the Jaspas takes its revenge on those in the Material Plane. The Jaspas has the ability to form fire at will, and even appears as a humanoid-like fire elemental.



JASPAR

Large elemental, chaotic evil

Armor Class 17 (natural armor)

Hit Points 229 (17d10 + 136)

Speed 30ft., fly 60ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	20(+5)	24(+7)	16(+3)	15(+2)	16(+3)

Saving Throws Int +5, Wis +5, Cha +6

Condition Immunities petrified, fire

Senses darkvision 120 ft., passive Perception 11

Languages Terran

Challenge 11 (7,200 XP)

Innate Spellcasting. The Jaspas innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect magic, control flames, fire bolt*

3/day: *enlarge/reduce, tongues, wall of sand*

1/day each: *conjure elemental (fire elemental only), gaseous form, invisibility, major image, plane shift, wall of fire*

Elemental Demise. If the Jaspas dies, its body disintegrates in a flash of fire and puff of smoke, leaving behind only equipment the Jaspas was wearing or carrying.

Actions

Multiattack. The Jaspas makes two scimitar attacks or uses its Hurl Flame twice.

Scimitar. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage plus 7 (2d6) fire damage.

Hurl Flame. Ranged Spell Attack: +7 to hit, range 120 ft., one target. Hit: 17 (5d6) fire damage.

JITTER

The Jitter is a huge monstrosity that covers itself in sand waiting for creatures to approach. This huge creature will spring from the sand and devour anything that moves. It uses large pincers attached to its mouth to grasp onto a target and then begins chewing through it, or shoving it down its large throat. These creatures will also use their enormous claw-like legs to slash at targets that it's unable to grasp. Jutters have three eyes; two on each side of its face, and one in the middle right above its teeth. Although Jitter's look like giant bugs, their skin has a natural armor that makes them tough to penetrate.

JITTER

Huge monstrosity, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 110 (13d8 +52)

Speed 20 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	8(-1)	16(+3)	4(-3)	1(-5)	1(-5)

Skills perception +8, Stealth +9

Senses blindsight 30 ft., tremorsense 60 ft., passive

Perception 9

Languages —

Challenge 4 (1,100 XP)

Brave. The Jitter has advantage on saving throws against being frightened.

Desert Camouflage. The Jitter has advantage on Dexterity (Stealth) checks made to hide in sandy terrain.

Surprise Attack. If the Jitter surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Pincer. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the Jitter can't use its Pincers on another target.

Swallow. The Jitter makes one bite attack against a Small or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the Jitter, and it takes 5 (2d4) acid damage at the start of each of the Jitters turns. The Jitter can have only one target swallowed at a time. If the Jitter dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

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



KLOF

Large monstrosity, chaotic neutral

Armor Class 20 (natural armor)

Hit Points 123 (11d10 + 63)

Speed 10 ft.

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

Skills Perception +19

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 6 (2,300 XP)

Sun Sickness. While in sunlight, the Klof has disadvantage on ability checks, attack rolls, and saving throws. The Klof dies if it spends more than 1 hour in direct sunlight.

Fire Absorption. Whenever the Klof is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Grasping Tentacles. The Klof can have up to eight tentacles at a time. Each tentacle can be attacked (AC 20; 5 hit points; immunity to poison and psychic damage). Destroying a tentacle deals no damage to the Klof which can extrude a replacement tentacle on its next turn. A tentacle can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

Two Heads. The Klof has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Wakeful. When one of the Klof's heads is asleep, its other head is awake.

Actions

Multiattack. The Klof makes four attacks with its tentacles, uses Reel, and makes two attacks with its claws.

Tentacles Melee Weapon Attack: +7 to hit, reach 60 ft., one creature. Hit: The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the Klof can't use the same tentacle on another target.

Reel. The Klof pulls each creature grappled by it up to 25 feet straight toward it.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 25 (4d8 + 7) slashing damage.

Impale. Melee Weapon Attack: +8 to hit, reach 5 ft., one prone target. Hit 30 (6d8) piercing damage and the target is restrained until the Klof is incapacitated, dead, or removes its leg from inside the targeted creature.

KLOF

Walking on its crab-like legs, and possessing two heads, a Klof appears as though its from a nightmare. These foul monstrosities are usually tucked away in desert caves but do make their appearance out in the sands. A Klof must consume some sort of flesh every day or it begins to go insane and will even start to consume itself, each head battling for a piece. These creatures have tentacles protruding from the tops of their head that can extend great lengths. The Klof will use these tentacles to hold down a creature until it's close enough to grasp it with its many claws. Those who are prone when the Klof approaches are subject to be impaled into the ground, if the Klof decides to penetrate it with its sharp legs.



KRUD

Large Construct, Chaotic Evil

Armor Class 17 natural armor

Hit Points 146 (12d10 + 80)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	10(+0)	20(+5)	9(-1)	11(+0)	9(-1)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons.

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

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

Perception 10

Languages knows the language of its creator but cant speak it.

Challenge 7 (1,800 XP)

Earth Glide. The Krud can burrow through non magical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The Krud deals double damage to objects and structures.

Wounded Fury. While it has 15 hit points or fewer, the Krud has advantage on attack rolls. In addition, it deals an extra 17 (5d6) damage to any target it hits with a melee attack.

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

Actions

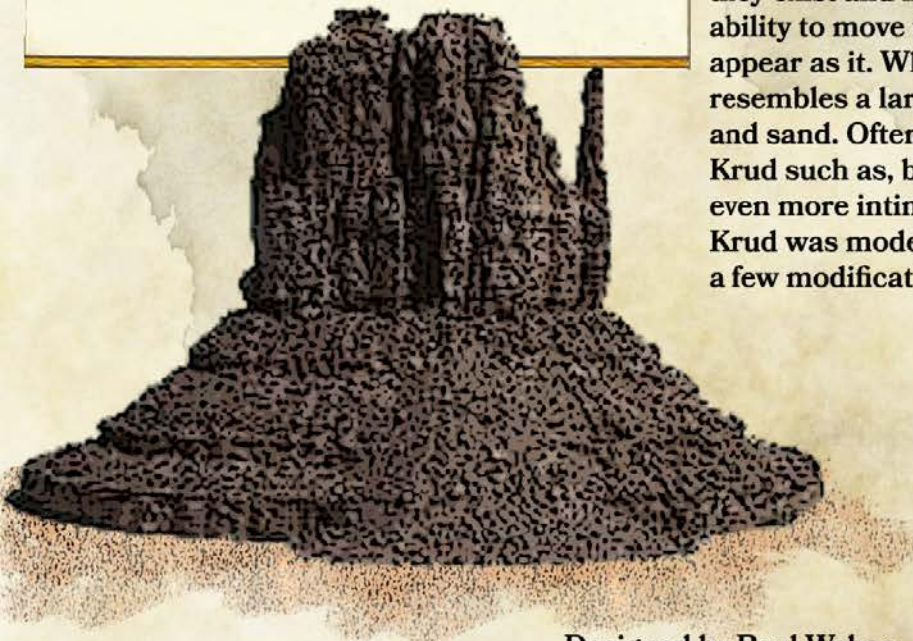
Multiattack. The Krud makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 10ft., one target. Hit: 19 (2d8 + 10) bludgeoning damage.



KRUD

Formed from the very soil it roams, the Krud is large construct designed by an evil Wizard whom had a strange obsession with earth elementals. The Krud is a direct reflection of that obsession with a programmed mindset for destruction. No one knows how many Krud's the Wizard had constructed but they exist and in great numbers. The Krud has the ability to move through terrain, bond to it, and even appear as it. When it forms together to attack, it resembles a large humanoid made from dirt, mud and sand. Often times other debris forms to the Krud such as, bones, rocks, and sticks, giving it an even more intimidating appearance. Though the Krud was modelled after an Earth Elemental, it has a few modifications from it's creator.



KARKOZEL

Small monstrosity chaotic neutral

Armor Class 11

Hit Points 19 (3d10 + 3)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
7(-2)	6(-2)	11(+0)	9(-1)	8(-1)	7(-2)

Senses blindsight 30 ft, darkvision 20 ft.

Languages —

Challenge 1/4 (50 XP)

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

Actions

Multiattack. The Karkozel makes three attacks with its beaks.

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



KARKOZEL

Sluggish in appearance, encased in a large maggot-like body, the Karkozel has three bird-like heads with long snapping beaks. This creature is almost translucent in appearance as its thin body casing reveals its glowing red insides. The Karkozel moves much like a slug, but also has two legs that help accelerate it. Most Karkozel eat tiny or small bugs, however they have been known to attack and attempt to eat larger creatures as well. Karkozel's form much like maggots on a corpse, and thrive off heat. If a corpse has been in the desert heat for several days, it more than likely has formed several Karkozel that will finish consuming the corpse and then spread out across the desert in search for more food. Karkozel can also form from rotten or bad fruit, and have been known to startle more than few desert marketplace vendors, and customers.





LHOST

Lhosts are the collective spirits of old and extinct tribes that once ruled the deserts. A single Lhost may be the souls of over a thousand perished tribals. They appear on rare occasions typically on a harvest moon or when the desert is colder than usual. The Lhost hardly ever appears as a full body apparition and instead appears as a white translucent floating spirit with a terrifying gaze, and arms that float away from its body. These spirits remain jealous of all those that have still survived and angularly seeks to destroy them. A Lhost is vengeful and those who cross paths with them better be prepared to join them in the afterlife.



LHOST

Large, undead, chaotic evil

Armor Class 17 natural armor

Hit Points 65 (10d8 + 20)

Speed 0 ft., fly 40ft..

STR	DEX	CON	INT	WIS	CHA
14(+2)	19(+4)	17(+3)	19(+4)	20(+5)	12(+1)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from non magical weapons

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60ft., passive Perception 11

Languages any languages it knew in life

Challenge 4 (1,100 XP)

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

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

Actions

Etherealness. The Jaspas enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane

Withering Touch. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) necrotic damage.

Unarmed Strike. Melee Weapon Attack: +9 to hit, reach 15 ft., one creature. Hit: 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the Jaspas can grapple the target (escape DC 18).

Horrifying Visage. Each non-undead creature within 60 feet of the Jaspas that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this Jaspas's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

LEGENDARY ACTIONS

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

Move. The Jaspas moves up to its speed without provoking opportunity attacks.

Unarmed Strike. The Jaspas makes one unarmed strike.

Withering Touch. The Jaspas makes one withering touch.

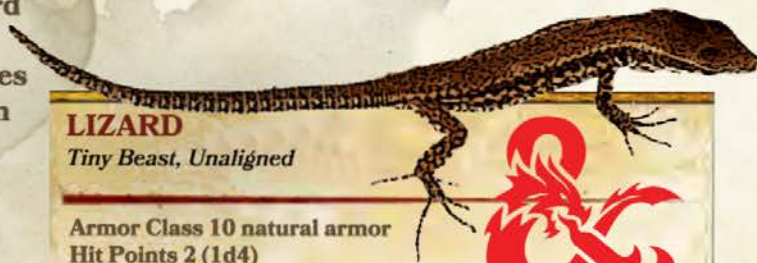
LIZARDS

Lizards populate the desert in overwhelming numbers. They range in size from tiny to gargantuan and supply other desert dwellers with food, if they can catch these fast creatures. Lizards also help control the bug population due to their appetite for bugs or bug-like creatures. Lizards vary not only in size but color as well. No two lizards are exactly the same, as they have different color schemes, scale patterns, and various tails. Some of their tails are straight, while others make have a curve shape. Most lizards can control their tails and use them for hanging upside down on tree limbs. Due to their suction-like feet, lizards can climb difficult surfaces, and hang off ceilings, and the sides of walls. A lizard will catch food by using their long sticky tongues, much like a frog would.



GIANT LIZARDS

Giant Lizards, although less common than lizards, are still common around desert environments. These creatures are slightly more feared as a giant lizard is about the size of a buffalo and will consume bigger prey, including humanoids. These creatures dwell anywhere in the desert and enjoy bathing in hot sunlight. Some giant lizards can be ridden as mounts with the right training.



LIZARD

Tiny Beast, Unaligned

Armor Class 10 natural armor

Hit Points 2 (1d4)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
2(-4)	11(+0)	10(+0)	1(-5)	8(-1)	3(-4)

Senses darkvision 30ft., passive Perception 9

Languages —

Challenge 0 (10 XP)

Actions

Bite. Melee Weapon Attack: +0 to hit, reach 5 ft., one target.

Hit: 1 piercing damage.



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GIANT LIZARD

Large beast, unaligned

Armor Class 12 natural armor

Hit Points 19 (3d10 + 3)

Speed 30 ft., climb 30 ft.



STR	DEX	CON	INT	WIS	CHA
15(+2)	12(+1)	13(+1)	2(+4)	10(+0)	5(-3)

Senses darkvision 30ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Hold Breath. The lizard can hold its breath for 15 minutes.

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

Actions

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



A giant lizard can be ridden or used as a draft animal. Lizardfolk also keep them as pets, and subterranean giant lizards are used as mounts and pack animals by drow, duergar, and other Underdark dwellers.

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GULPING LIZARD

Gulping Lizards are huge in size even compared to a giant lizard. These creatures are devious and will lie in wait, inside caves with their mouths wide open at the entrances, so that any creature entering the cave is actually entering the mouth of a Gulping Lizard. They also dwell in desert swamps, marshes, and oasis lurking in water with their mouths open much like an alligator. These creatures don't typically chew their prey, instead they swallow it whole. Gulping Lizards have a keen ability for knowing where prey is location, as well as the ability to see great distances in the dark. These lizards are heavy monstrosities and can't stand on two legs like most other lizards, instead they drag their stomachs across the ground, usually with their huge mouths open, ready for its next meal.

GULPING LIZARD

Huge beast, unaligned

Armor Class 15 natural armor

Hit Points 34 (4d10 + 12)

Speed 30 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	12(+1)	14(+2)	5(-3)	5(-3)	6(-2)

Skills perception +14, stealth +6

Condition Immunities. Prone

Senses passive perception 17, darkvision 120 ft., blindsight 30 ft.

Languages —

Challenge 2 (450 XP)

Desert Camouflage. The lizard has advantage on dexterity (stealth) checks made to hide in water or sandy terrain.

Actions

Bite. Melee Weapon Attack: +11 to hit, reach 10ft., one target. Hit: 10 (1d6+5) piercing damage. If the target is a creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the lizard can't bite another target.

Swallow. The lizard makes one bite attack against a large or smaller creature it is grappling. If the attack hits, that creature takes the bites damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the lizard, and it takes 10 (1d6 + 5) acid damage at the start of each of the lizards turns. If the lizard takes 15 damage or more on a single turn from a creature inside it, the lizard 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 lizard.

If the lizard dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

LEAPING LIZARD

Huge monstrosity, unaligned

Armor Class 20 natural armor

Hit Points 93 (11d10 + 33)

Speed 60 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	25(+7)	13(+1)	9(-1)	8(-1)	11(+0)

Skills Perception 12, Stealth +12

Damage Immunities slashing piercing, bludgeoning from nonmagical weapons.

Senses passive Perception 12, blindsight 20 ft., darkvision 60 ft.

Languages —

Challenge 6 (2,300 XP)

Pounce. If the lizard moves at least 10 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the lizard can make one bite attack against it as a bonus action.

Standing Leap. The lizard's long jump is up to 50 feet and its high jump is up to 20 feet, with or without a running start.

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 30 (4d12 + 4) piercing damage.

Deadly Leap. If the lizard 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 lizard'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 lizard's space.

LEAPING LIZARD

Leaping Lizards are significantly different than other lizards. These huge creatures walk on all fours but hoist themselves up using their front legs instead of dragging their stomachs across the ground. These Lizards feast on any living creature and will attack by leaping from its hiding spot and tackling its target. Leaping Lizards were named appropriately as they can leap or jump great distances. The Leaping Lizard has hard armor-like scales and a long tail that deals heavy blows when the lizard is under attack. Unlike most other lizards, the Leaping Lizard chews its food with its rows of very jagged and sharp teeth.



MAMMOTH LIZARD

Gargantuan Monstrosity, chaotic neutral

Armor Class 22 natural armor

Hit Points 178 (17d10 + 85)

Speed 50 ft., climb 30 ft., Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
28(+9)	18(+4)	20(+5)	10(+0)	14(+2)	10(+0)

Skills Perception +12

Damage Immunities Piercing, bludgeoning, slashing from nonmagical weapons.

Condition Immunities frightened, paralyzed, petrified
Senses passive Perception 14, darkvision 80 ft., blindsight 60 ft.

Languages —

Challenge 14 (11,500 XP)

Amphibious. The lizard can breathe air and water.

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

Actions

Multiattack. The lizard 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 15ft., one target.
Hit: 26 (3d12 + 7) piercing damage.

Claw. Melee Weapon Attack: +12 to hit, reach 10ft., one target.
Hit: 16 (2d8 + 7) slashing damage.

Tail. Melee Weapon Attack: +12 to hit, reach 15 ft., one target.
Hit: 26 (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 lizard and knocked prone.

MAMMOTH LIZARD

Mammoth Lizards are gargantuan in size and of the biggest in size a lizard can reach. Mammoth Lizards are rare to come by and those dwelling or traversing deserts are pleased by that fact. Mammoth Lizards will typically sit atop high cliffs or sand dunes constantly scanning for prey for their never ending appetite. Once this lizard has spotted its next meal, it will run from its location and begin its assault. These lizards use their massive tail as a weapon, as well as their monstrous claws, and razor-like teeth. When Mammoth Lizards aren't eating they can be found in direct sunlight as these creatures take pleasure in absorbing heat. Much like the leaping lizard, the Mammoth Lizard have tough armor-like skin that is almost impossible to penetrate, giving this creature another fighting edge against those engaged in battle with it.

"I watched as an entire unit of trained desert crusaders fight a Mammoth Lizard. Their weapons seemed not to phase the creature in the least."

—Desert Explorer, Hugo Galt



MORPHING LIZARD

Morphing Lizards, also known as camouflaged lizards, are huge monstrosity that have a unique ability to appear as large mounds of rock and stone, as well as the ability to teleport short distances. Those attacked by a morphing lizard often are completely caught off-guard when the lizard strikes, as it will morph out of its rock-like appearance, teleport towards its target and begin its assault of deadly claw, and bite attacks. Like the Mammoth lizard, and the Leaping Lizard, the Morphing Lizard has almost impenetrable skin. Most of these lizards appear orange or brown in color when they aren't cloaking themselves to look like rock. The are slower than other lizards but their teleport still gives them a terrifying advantage.

MORPHING LIZARD

Huge monstrosity Chaotic Neutral

Armor Class 21 natural armor

Hit Points 184 (16d12 + 80)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	18(+4)	18(+4)	10(+0)	12(+1)	11(+0)

Skills Perception +10, Stealth +17

Damage Immunities piercing, slashing, bludgeoning from nonmagical weapons.

Senses darkvision 30 ft., blindsight 30 ft., passive perception 9

Languages —

Challenge 10 (5,900 XP)

Desert camouflage. The lizard has advantage on all Dexterity (stealth) checks made to hide in desert terrain.

Shapechanger. The lizard can use its action to polymorph into a rock or stone-like object of equal size to its own or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Multiattack. The lizard attacks three times, once with its bite and twice with its claws.

Bite. Melee Weapon Attack: +10 to hit, reach 10ft., one target. Hit: 17 (2d10 + 6) piercing damage.

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

Teleport (Recharge 4-6). The lizard magically teleports, along with any equipment it is carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the lizard can make one bite attack.



LYCANTHROPES

One of the most ancient and feared of all curses, lycanthropy can transform the most civilized humanoid into a ravaging beast. In its natural humanoid form, a creature cursed by lycanthropy appears as its normal self. Over time, however, many lycanthropes acquire features suggestive of their animal form. In that animal form, a lycanthrope resembles a powerful version of a normal animal. On close inspection, its eyes show a faint spark of unnatural intelligence and might glow red in the dark. Evil lycanthropes hide among normal folk, emerging in animal form at night to spread terror and bloodshed, especially under a full moon. Good lycanthropes are reclusive and uncomfortable around other civilized creatures, often living alone in wilderness areas far from villages and towns.

Curse of lycanthropy. A humanoid creature can be afflicted with the curse of lycanthropy after being wounded by a lycanthrope, or if one or both of its parents are lycanthropes. A remove curse spell can rid an afflicted lycanthrope of the curse, but a natural born lycanthrope can be freed of the curse only with a wish.

A lycanthrope can either resist its curse or embrace it. By resisting the curse, a lycanthrope retains its normal alignment and personality while in humanoid form. It lives its life as it always has, burying deep the bestial urges raging inside it. However, when the full moon rises, the curse becomes too strong to resist, transforming the individual into its beast form or into a horrible hybrid form that combines animal and humanoid traits. When the moon wanes, the beast within can be controlled once again. Especially if the cursed creature is unaware of its condition, it might not remember the events of its transformation, though those memories often haunt a lycanthrope as bloody dreams.

Some individuals see little point in fighting the curse and accept what they are. With time and experience, they learn to master their shapechanging ability and can assume beast form or hybrid form at will. Most lycanthropes that embrace their bestial natures succumb to bloodlust, becoming evil, opportunistic creatures that prey on the weak.

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PLAYER CHARACTERS AS LYCANTHROPES

A character who becomes a lycanthrope retains his or her statistics except as specified by lycanthrope type. The character gains the lycanthrope's speeds in nonhumanoid form, damage immunities, traits, and actions that don't involve equipment. The character is proficient with the lycanthrope's natural attacks, such as its bite or claws, which deal damage as shown in the lycanthrope's statistics. The character can't speak while in animal form. A humanoid hit by an attack that carries the curse of lycanthropy must succeed on a Constitution saving throw (DC 8 + the lycanthrope's proficiency bonus + the lycanthrope's Constitution modifier) or be cursed. If the character embraces the curse, his or her alignment becomes the one defined for the lycanthrope. The DM is free to decide that a change in alignment places the character under DM control until the curse of lycanthropy is removed.

The following information applies to specific lycanthropes.

Werecoyote. The character gains a Dexterity of 17 if his or her score isn't already higher, and a +1 bonus to AC while in coyote or hybrid form (from natural armor). Attack and damage rolls for the natural weapons are based on Strength.

Werehyena. The character gains an increase of 10 to their hit point maximum and a +2 bonus to Dexterity while in hyena or hybrid form (from natural armor). Attack and damage rolls are based on Strength.

Werefox. The character gains a Dexterity of 19 if his or her score isn't already higher while in fox or hybrid form. Attack and damage rolls for the bite are based on whichever is higher of the character's Strength and Dexterity.

WERECOYOTE

Medium humanoid (shapechanger) neutral

Armor Class 11 (14 in hybrid form)

Hit Points 63 (6d8 + 36)

Speed 50 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	20(+5)	20(+5)	17(+3)	17(+3)	16(+3)

Saving Throws Dex +4, Con +2, Int +2

Skills Perception +9, Stealth +4, deception +6

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses darkvision 80ft. (Coyote form only), passive Perception 15

Languages Common (can't speak in coyote form)

Challenge 3 (700 XP)

Shapechanger. The Werecoyote can use its action to polymorph into a Large coyote-humanoid hybrid or into a Large coyote, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed; it reverts to its true form if it dies.

Keen Hearing and Smell. The werecoyote has advantage on Wisdom (Perception) checks that rely on smell and sound.

Actions

Multiattack (Humanoid or Hybrid Form Only). The werecoyote makes two attacks, only one of which can be a bite.

Handaxe (Humanoid or Hybrid Form Only). Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (2d6+2) slashing damage or ranged 20/60 feet one target Hit: 6 (2d6+2) slashing damage.

Bite (Coyote or Hybrid Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (3d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with the werecoyote lycanthropy.

Claws (Coyote or Hybrid Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage

WERECOYOTE

Fast, intelligent, and narcissistic. In their humanoid form werecoyotes are smug and appear to have grey hair at almost any age that's stiff and matted in the back by the neckline, though thoroughly groomed on the top and front. While in hybrid form they challenge themselves by tracking coyote hunters that are hard to trace and kill them. These lycanthropes don't particularly like infecting others with their curse as they believe having the curse is the ultimate gift, and only those worthy enough can have it. They use light melee weapons that can also be used as ranged weapons like handaxes or javelins. While in Coyote form they gather with coyotes and warn them of humanoid traps and dangers.



Designed by Paul Weber

WEREHYENA

Medium Humanoid (shapechanger) Lawful Evil

Armor Class 11 natural armor (12 in hybrid form)

Hit Points 43 (6d8 + 16)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	19(+4)	20(+5)	13(+2)	15(+2)	12(+1)

Skills Perception +4, Stealth +6

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses darkvision 60ft. (Hyena form only), passive Perception 12

Languages Common (can't speak in Hyena form)

Challenge 2 (450 XP)

Shapechanger. The werehyena can use its action to polymorph into a large hyena-humanoid hybrid or into a large hyena, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed, it reverts to its true form if it dies.

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

Actions

Multiattack (Humanoid or Hybrid Form Only). The werehyena makes two attacks, only one of which can be a bite.

Scimitar (Humanoid or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Bite (Hyena or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with the Werehyena lycanthropy.

Claw (Hyena or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 3) slashing damage

WEREHYENA

Werehyena are devious and cunning. In their humanoid form they often have greasy hair and light spotted markings on their necks. Some have pieces of their ears missing, and almost all stalk their next potential victims. In Hybrid form the Werehyena gathers with other lycanthropes under the same curse. They plot together and decide who they want to infect to join their pack. Werehyena typically like to infect as many as they can to grow their pack size. They know that strength in numbers will help them achieve any malicious activity that they desire to attempt. They favor light swords like scimitars and their claws. When in hyena form the werehyena tags along with other hyenas to hunt down its meal. These creatures in all forms are commonly seen with a piece of bone hanging from their mouth to chew on.



WEREOFX*Medium humanoid (shapechanger) lawful neutral*

Armor Class 12 (15 in hybrid form)

Hit Points 79 (6d8 + 52)

Speed 50 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	23(+6)	19(+4)	20(+5)	23(+6)	18(+4)

Saving Throws Dex +8, Con +6, Int +6, Wis +6, Cha +4

Skills Perception +13, Stealth +8, Knowledge +5

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses darkvision 120 ft. (Coyote form only), passive Perception 16

Languages Common (can't speak in fox form)

Challenge 4 (1,100 XP)

Shapechanger. The werefox can use its action to polymorph into a Large fox-humanoid hybrid or into a Large fox, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed, it reverts to its true form if it dies.

Keen Senses. The werefox has advantage on Wisdom (Perception) checks that rely on smell, sight, and sound.

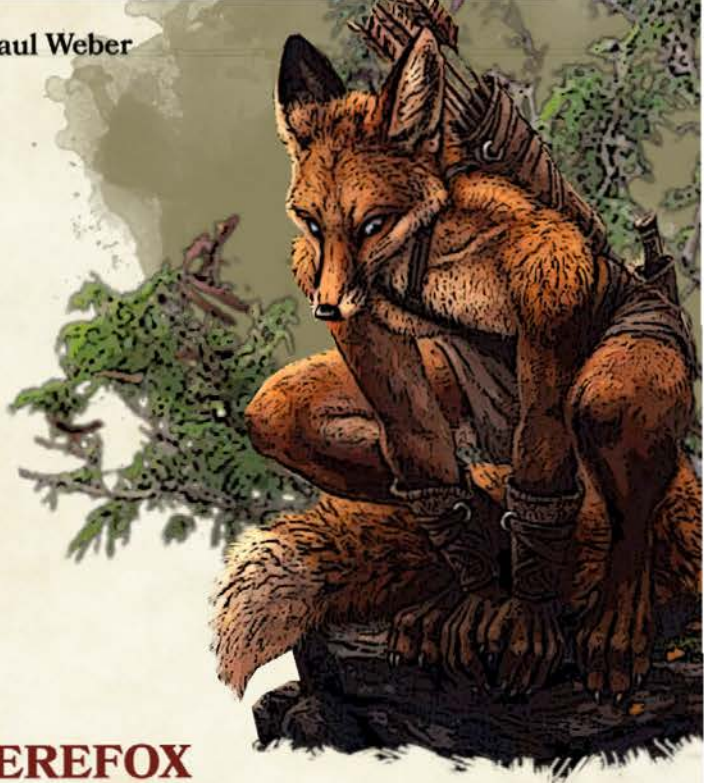
Actions

Multiattack (Humanoid or Hybrid Form Only). The werefox makes two attacks, only one of which can be a bite.

Shortsword (Humanoid or Hybrid Form Only). Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (4d6) slashing damage.

Bite (Fox or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with the werefox lycanthropy.

Longbow (Humanoid or Hybrid Form Only). Ranged Weapon Attack: +9 to hit, range 150/600 ft., one target. Hit: 12 (3d8) piercing damage.

**WEREOFX**

Stealthy, quick, and wise. While in humanoid form a Werefox has orangeish-red hair and dark charming eyes. They typically spend their time getting to know everything they can about where they dwell or spend time reading and writing to exercise their wits. While in Hybrid form the Werefox wears light leather armor and prefers to use ranged weapons like longbows, so they can attack from a distance without being seen. Werefox don't typically infect others with their curse unless an individual is seeking to have the curse purposely. These creatures like to live in plain sight but isolated such as in towns or cities where they can gain vast amounts of information. While in fox form the Werefox will snoop in tight or hard to reach places that they can't easily access while in other forms, such as on window ledges, or crawlspaces.



MEERKAT

Meerkats live in underground tunnel networks that they have either dug or inhabited from previous creatures. These tunnel networks offer them protection from predators, as well as from the hot sun. Meerkats feed primarily on insects, but also eat lizards, eggs, rodents and scorpions. Meerkats have an immunity to scorpions' stings. While a group of meerkats, often called a mob, is foraging for food, one or more meerkats will stand on its hind legs and watch for danger.

MEERKAT

Small beast, neutral

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft., climb 30 ft.

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

Skills Perception +3, Stealth +7

Damage Immunities. poison

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

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

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

Actions

Claws. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 slashing damage.



MELONHOOF

This short and stocky, four-legged creature with antlers and covered in desert plant life, is known as a Melonhoof. A Melonhoof typically stays in one location lying on its side and coiled in a ball-like shape, exposing its vegetation-like body. While it's lying on its side and coiled, it appears like normal desert plants and debris, luring in herbivores that wish to feast. Once the creatures are within 10 feet of the Melonhoof it will shoot poison or acid from its toxic plants and cripple the hungry creatures. Once dead from the poison the Melonhoof takes its time consuming from the corpse of its prey.

MELONHOOF

Medium Monstrosity, unaligned

Armor Class 11 natural armor

Hit Points 19 (3d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	13(+1)	11(+0)	8(-1)	10(+0)	9(-1)

Skills Stealth +6, Perception +11

Damage Immunities Poison, Acid

Senses Passive Perception 14, Blindsight 30 ft.

Languages —

Challenge 1 (200 XP)

Barbed Hide. At the start of each of its turns, the Melonhoof deals 2 (1d4) piercing damage to any creature grappling it.

False Appearance. While the Melonhoof remains motionless it is indistinguishable from normal desert vegetation.

Terrain Camouflaged. The Melonhoof has advantage on Dexterity (Stealth) checks made to hide in desert and jungle terrain.

Acid & Poison Absorption. Whenever the Melonhoof is subjected to acid or poison damage, it takes no damage and instead regains a number of hit points equal to the acid or poison damage dealt.

Actions

Multiattack. The Melonhoof makes two attacks, one with its touch, and one with its shoot poison or acid.

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

Shoot Poison or Acid. The Melonhoof exhales poison or acid (Melonhoof's choice) in a 10-foot cone from its spores. Each creature in that area must make a DC 12 Constitution saving throw, taking 6(1d8) poison or acid damage on a failed save, or half as much damage on a successful one.





MIRAGE

An evil monstrosity that lurks in the desert for the sole purpose of taking lives and providing false hope to those lost, afraid, and already losing their sanity. The Mirage is a shape-shifting creature that has the ability to read another creature's thoughts from great distances away. It will then sift through those thoughts in search of what that creature is desiring most at that particular moment. Once it has latched on to the thoughts it will make itself appear as that particular thing. In the case of most who are lost or traveling the desert, they struggle with dehydration, and so the Mirage will often take the form of a beautiful creature holding flasks of water and drawing those creatures in. Only when a creature is face to face with the mirage will it see its truly demon-like form, and even then if they are suffering from exhaustion or extreme heat, they still won't see the Mirage as it truly is. Once a Mirage has its victim close and or vulnerable enough, it will strike with its fearsome claws. The Mirage feeds off taking lives, though it requires no actual food to survive.

MIRAGE

Medium monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 186 (16d8 + 104)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	17(+3)	19(+4)	16(+3)	16(+3)	13(+1)

Saving Throws Dex +10, Con +13, Int +8, Wis +9

Skills Perception +10, stealth +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, acid

Senses darkvision 120 ft., passive Perception 17

Languages Abyssal, common, telepathy

Challenge 18 (20,000 XP)

Shapechanger. The mirage can use its action to polymorph into any object or creature of its size or smaller or back into its true, humanoid form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Innate Spellcasting. The Mirage's spellcasting ability is Intelligence (spell save DC 30). The Mirage can innately cast the following spells, requiring no material components:

At will: darkness, detect magic, dispel magic, detect thoughts (from 100 ft away).

1/day each: confusion, power word stun.

Actions

Multiattack. The Mirage makes four claw attacks.

Claws. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5)

NORBULL

Medium monstrosity, unaligned

Armor Class 12 natural armor

Hit Points 29 (6d8 + 2)

Speed 40 ft. burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	16(+3)	12(+1)	1(-5)	8(-2)	10(+0)

Skills Stealth +9, Perception +6

Damage Resistances thunder, lightning

Damage Immunities piercing, slashing, bludgeoning from nonmagical weapons.

Senses Blindsight 30 ft., Passive Perception 8

Languages —

Challenge 2 (450 XP)

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

Charge. If the Norbull moves at least 20 feet straight toward a target and then bits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Actions

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

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



NORBULL

Aggressive, and very territorial, the Norbull is a medium sized creature with a short and long stocky body. It is easily identifiable with its large red horn and and matching red flat tail. The Norbull typically lies burrowed underground leaving its eyes and horn barely peeking through the surface. Once it spots prey it will charge and ram the creature delivering painful and often deadly blows. The Norbull will then bite its target with its long and sharp fang-like teeth. Although this creature usually only attacks creatures smaller than itself, if the Norbull feels as though others are intruding its territory, it will attack.

PHOENIX

Associated with the sun, and appearing as a flaming bird-like creature, a Phoenix obtains new life by arising from the ashes of its predecessor. Those who die by fire in a horrific or malice way, are said to rise as a Phoenix seeking a flaming revenge on those who sent it to its burning death. A Phoenix is said to live thousands of years and when one dies in a show of self inflicted flames and combustion, a new Phoenix is born in the fiery ashes. These creatures are covered in ever-burning flames that they are capable of igniting and extinguishing at will. A Phoenix will attack by swooping from the air and using its sharp talons or fiery breath on its target. They are said to stay native to the place where they died in their previous life.



PHOENIX

Large Monstrosity, chaotic neutral

Armor Class 16 (natural armor)
Hit Points 198 (17d10 + 105)
Speed 40ft., fly 80ft.

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

Skills Perception +10

Damage Vulnerabilities cold

Damage Immunities Fire

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 11

Languages any languages it knew in its past life, common

Challenge 10 (5,900 XP)

Death Burst. When the Phoenix dies, it explodes in a burst of fire. Each creature within 20 feet of it must make a DC 16 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects in that area are ignited.

Fire Absorption. Whenever the Phoenix is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

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

Rejuvenation. A Phoenix that dies comes back to life with all its hit points in 1d10 days unless it is killed by a good-aligned creature with a bless spell cast on that creature.

Fire Aura. At the start of each of the Phoenix's turns, each creature within 5 feet of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the Phoenix or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Ignited Illumination. As a bonus action, the Phoenix can set itself ablaze or extinguish its flames. While ablaze, the Phoenix sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Vengeful Tracker. The Phoenix knows the distance to and direction of any creature against which it seeks revenge, even if the creature and the Phoenix are on different planes of existence. If the creature being tracked by the Phoenix dies, the Phoenix knows.

Dive Attack. If the Phoenix is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 8(1d12) damage to the target.

Actions

Multiattack. The Phoenix makes two attacks with its talons or if its fire breath is available it makes one with its fire breath and one with its talons.

Talons. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) piercing damage plus 3 (1d6) fire damage.

Fire Breath (Recharge 5-6). The Phoenix exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

PLAZERAKE

Said to be rejected from the nine levels of hell itself, the Plazerake is a large monstrosity that walks on two legs, and has a large mouth for a chest. The foul looking creature also has a spiked Turtle shell-like back and a hole where a neck should be with the remains of its latest victim protruding from it. This creature will feast on whatever creature it can find and once the creature has been swallowed, the Plazerake's stomach quickly decomposes the corpse into its skeletal remains and displays it through its hole atop its body. The deceased creature acts as the Plazerake's eyes, giving it the ability to see. This creature is so vial and serves no creature, god, or anything but itself. Because of the Plazerake's lack for obedience it has been rejected from serving in the nine levels of hell and sentenced to wander, ever-hungry, on the Material Plane.



PLAZERAKE

Large monstrosity, chaotic neutral

Armor Class 20 natural armor

Hit Points 176 (13d10 + 105)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25(+7)	9(-1)	20(+5)	12(+1)	15(+2)	8(-2)

Skills Perception +2

Damage Resistances piercing, slashing, bludgeoning from nonmagical weapons.

Damage Immunities fire, cold, psychic

Condition Immunities charmed, frightened, petrified

Senses Passive Perception +2, darkvision 30 ft.

Languages Abyssal

Challenge 9 (5,000 XP)

Poor Depth Perception. The Plazerake has disadvantage on any attack roll against a target more than 30 feet away.

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

Fear Aura. Any creature hostile to the Plazerake that starts its turn within 20 feet of it must make a DC 21 Wisdom saving throw, unless the Plazerake is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the Plazerake's Fear Aura for the next 24 hours.

Actions

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

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) piercing damage.

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

RINGER

Small beast, chaotic neutral

Armor Class 8 natural armor

Hit Points 17 (2d8+9)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
9(-1)	17(+3)	10(+0)	1(-5)	5(-3)	7(-2)

Skills Perception +6

Senses Passive Perception +2

Languages —

Challenge 1/8 (25 XP)

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

Actions

Multiattack. The Ringer makes two bite attacks.

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

RINGER

A bipedal bird-like creature that is incapable of flying but is fast and swift on its long legs. The Ringer are carnivorous creatures with long teeth-filled beaks and a long rat-like tail. Though these creatures are vicious they are captured and used for gambling events where they are pitted against another Ringer in an arena and duel to the death. These creatures isolate themselves from other Ringers in the wild and are naturally territorial. They will use their beaks to bite at targets and prey.



RITORTADORE

Huge Monstrosity, unaligned

Armor Class 20 natural armor

Hit Points 240 (22d20 + 9)

Speed 10 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
25(+7)	7(-3)	18(+3)	7(-3)	12(+1)	11(+0)

Skills Perception +1

Damage Immunities slashing, piercing, bludgeoning from nonmagical weapons.

Senses Passive Perception 2

Languages —

Challenge 4 (1,100 XP)

Amphibious. The Ritortadore can breathe air and water.

Siege Monster. The Ritortadore deals double damage to objects and structures.

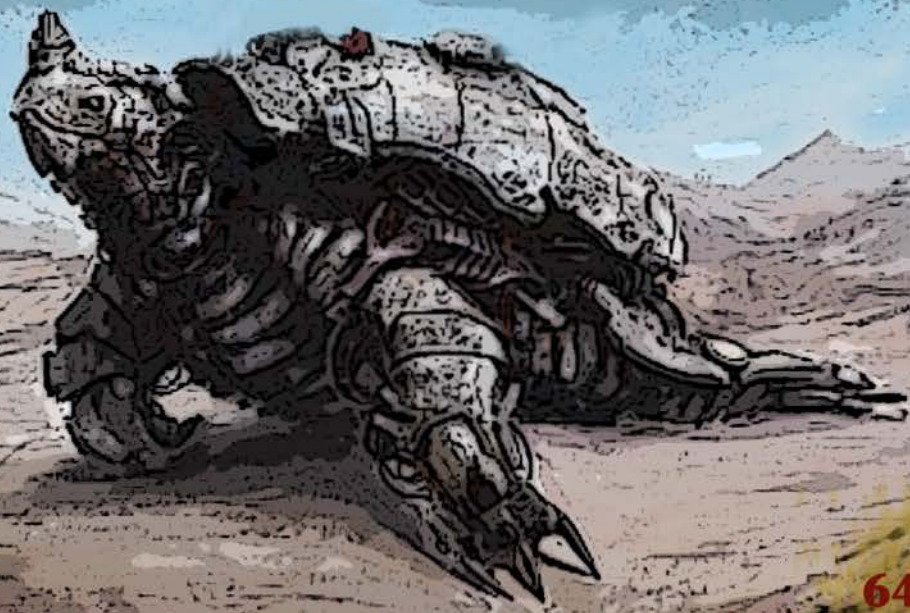
Actions

Bite. Melee Weapon Attack: +12 to hit, reach 15ft., one target.
Hit: 26 (3d12 + 7) piercing damage.

Claw. Melee Weapon Attack: +12 to hit, reach 10ft., one target.
Hit: 16 (2d8 + 7) slashing damage.

RITORTADORE

Ritortadore are Huge turtle-like creatures that typically will live out its life in a desert oasis. If a Ritortadore decides to travel to a new oasis they have such an effect on the desert terrain that they have earned the nickname, "Movers of the Desert." This creature moves slowly but has enormous claws and a vicious snapping bite. The Ritortadore survives without much food or water, and is not often attacked by other creatures due to its huge size.





ANCIENT SAND DRAGON

Gargantuan dragon, lawful neutral

Armor Class 22 (natural armor)

Hit Points 546 (28d20 + 252)

Speed 40 ft., fly 80 ft., burrow 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
30(+10)	20(+5)	30(+10)	23(+7)	19(+4)	28(+9)

Saving Throws Dex +14, Con +16, Wis +13, Cha +16

Skills Perception +17, Stealth +10, Persuasion +16

Insight +10, Knowledge +10

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive

Perception 27

Languages Draconic, Common

Challenge 24 (36,500 XP)

Amphibious. The dragon can breathe air and water.

Heat Field. Creatures within 120 of the dragon are exposed to temperatures of 130 degrees Fahrenheit.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. Hit: 21 (2d10 + 10) piercing damage.

Claw. Melee Weapon Attack: +17 to hit, reach 10ft., one target. Hit: 17 (2d6 + 10) slashing damage.

Tail. Melee Weapon Attack: +17 to hit, reach 20ft., one target. Hit: 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 24 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Fire Breath. The dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 71 (13d10) fire damage on a failed save, or half as much damage on a successful one.

Sand Breath (Recharge 5-6). The dragon exhales sand and debris in a 60-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 70 (13d10-1) bludgeoning damage, are blinded for 2d4 turns, and knocked prone on a failed save, or half as much on a successful one.

LEGENDARY ACTIONS

The dragon 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.

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



ADULT SAND DRAGON

Huge dragon, lawful neutral

Armor Class 19 (natural armor)

Hit Points 256 (19d12 + 133)

Speed 40 ft., fly 80 ft., burrow 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27(+8)	16(+3)	25(+7)	19(+4)	16(+3)	24(+7)

Saving Throws Dex +10, Con +13, Wis +10, Cha +10

Skills Perception +8, Stealth +8, Persuasion +13

Insight +8, Knowledge +6

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive

Perception 26

Languages Draconic, Common

Challenge 17 (18,000 XP)

Amphibious. The dragon can breathe air and water.

Heat Field. Creatures within 120 of the dragon are exposed to temperatures of 130 degrees Fahrenheit.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +14 to hit, reach 10ft., one target. Hit: 19 (2d10 + 8) piercing damage.

Claw. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 15 (2d6 + 8) slashing damage.

Tail. Melee Weapon Attack: +14 to hit, reach 15ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.

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

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Fire Breath. The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 66 (12d10) fire damage on a failed save, or half as much damage on a successful one.

Sand Breath (Recharge 5-6). The dragon exhales sand and debris in a 60-foot cone. Each creature in that area must make a DC 21 Constitution saving throw, taking 60 (10d10) bludgeoning damage, are blinded for 2d4 turns, and knocked prone on a failed save, or half as much on a successful one.

LEGENDARY ACTIONS

The dragon 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.

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



YOUNG SAND DRAGON

Large dragon, lawful neutral

Armor Class 18 (natural armor)

Hit Points 168 (17d10 + 75)

Speed 40 ft., fly 80 ft., burrow 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	14(+1)	20(+5)	17(+3)	14(+2)	18(+4)

Saving Throws Dex +6, Con +6, Wis +6, Cha +6

Skills Perception +4, Stealth +4

Damage Immunities fire

Senses blindsight 10 ft., darkvision 60ft., passive Perception 14

Languages Draconic, Common

Challenge 10 (5,900 XP)

Amphibious. The dragon can breathe air and water.

Heat Field. Creatures within 120 of the dragon are exposed to temperatures of 130 degrees Fahrenheit.

Actions

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

Bite. **Melee Weapon Attack:** +10 to hit, reach 10ft., one target. **Hit:** 17 (2d10 + 6) piercing damage.

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

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Fire Breath. The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 55 (10d10) fire damage on a failed save, or half as much damage on a successful one.

Sand Breath (Recharge 5-6). The dragon exhales sand and debris in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 50 (8d10) bludgeoning damage, are blinded for 1d4 turns, and knocked prone on a failed save, or half as much on a successful one.

SAND DRAGONS

A unique dragon that dwells in hot regions where sand is abundant, the Sand Dragon is odd compared to most other Dragons in that it doesn't have wings but still able to fly. The Sand Dragon despises other Dragons mostly because of their wings in which the Sand Dragon thinks are unsightly looking. The Sand Dragon is more lizard or snake snake-like in its appearance and prefers to be in desert-like environments away from others, where it can swim in the sands. These dragons love to play even when they're older. On the very rare occasion one may witness a Sand Dragon and it doesn't notice them, it will most likely be jumping from sand dune to sand dune, frolicking in the desert sunlight.

Cool Blooded, Hot Tempered. These Dragons are mildly peaceful, so long as they are left alone. They would rather twirl through the air, swim in sand, or joke with other creatures than get involved with humanoid affairs or conflicts. Because of their already cool body temperature, a Sand Dragon may get short tempered if the weather becomes too cold, and in turn then become randomly aggressive, taking their anger out on whatever is nearby.

Crowns & Clowns. These dragons love treasure, especially crowns that they can wear to look like royalties that they think they are. Sand Dragons comb through sands in search for such lost treasures and speak to other creatures they find along the way regarding treasure. These Dragons may even ask the other creatures assistance in finding and returning treasure to its lair. Sand Dragons also like to show off their knowledge and in doing so, they will speak in riddles or use clever puns to pass on information. If a Sand Dragon doesn't know the answer to something, they will cover it up with a clever joke to make the answer seeking feel ignorant.



A Sand Dragons Lair

Sand Dragons live anywhere that there is sand and the sun shines long and bright. Their lair is usually in holes that have opened in the desert sands, or in abandoned pyramids or other abandoned desert structures. On the interior of a Sand Dragons lair is mostly sand as they prefer to sleep stretched out and buried under it. They will typically form sink-holes or quicksand outside their lair entrance so that those who wish to trespass are taken care of before disturbing the Sand Dragon or its treasure.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- Wind swirls around in a 120 radians of the Dragon causing a sandstorm. Creatures caught in the sandstorm adhere to the effects of sandstorm listed later in this material.
- One area the dragon can see within 120 feet of it becomes a 10 foot by 10 foot area of quicksand. Creatures who are in the area must adhere to the effects of quicksand listed later in this material.
- One area of sand the dragon can see within 120 feet of it becomes a 10 foot by 10 foot pit of boiling hot magma. Creatures in the area must succeed on a DC20 constitution saving throw taking 14(1d12+8) fire damage and having their footwear melted to them on a failed throw, or half as much on a successful one.

SAND DRAGON WYRMING

Medium dragon, lawful neutral

Armor Class 17 (natural armor)

Hit Points 45 (6d8 + 18),

Speed 30 ft., fly 60 ft., burrow 10 ft., swim 30 ft.

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

Saving Throws Dex +4, Con +4, Wis +4, Cha +4

Skills Perception +4, Stealth +4

Damage Immunities fire

Senses blindsight 10 ft., darkvision 60ft., passive Perception 14

Languages Draconic

Challenge 2 (450 XP)

Heat Field. Creatures within 120 of the dragon are exposed to temperatures of 130 degrees Fahrenheit.

ACTIONS

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

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Fire Breath. The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

Sand Breath (Recharge 5-6). The dragon exhales sand and debris in a 15-foot cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 10 (1d8+5) bludgeoning damage, are blinded for 1d4 turns, and knocked prone on a failed save, or half as much on a successful one.

Regional Effects

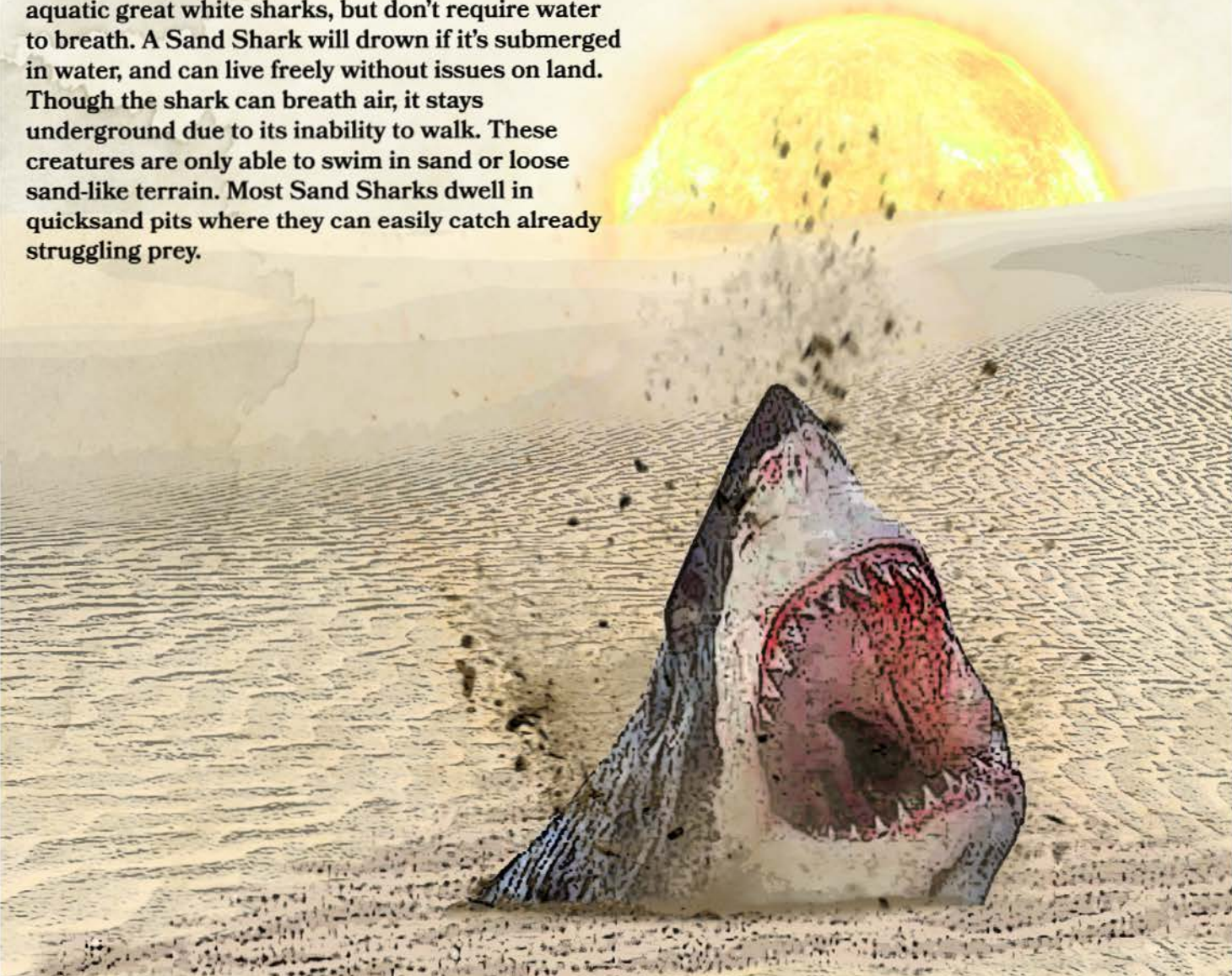
The region containing a legendary Shrub Dragons lair is warped by the dragon's magic, which creates one or more of the following effects:

- Sandstorms occur frequently and last for a longer period of time within 6 miles of the dragons lair.
- Sand within 3 miles of a Sand Dragons lair turns white and appears more pure and temperatures increases 10 degrees every 1 mile close to lair.
- Quicksand pits are much more common, wider, and deeper within 3 miles of a Dragons Lair.

If the dragon dies all effects revert back to normal in 1d10 days.

SAND SHARK

Aggressive and blood thirsty, Sand Sharks are a unique and horrifying creature that dwells beneath the desert sands. Sand Sharks swim through sand just as aquatic sharks swim through the seas. These creatures are extremely fast as they comb the desert sands for food. Swift ripples and a protruding dorsal fin peeking through the terrain may be the only sign a Sand Shark is near. Sand sharks will either surprise their target, or circle it several times waiting for a prime opportunity to strike. Once the creature latches onto its prey they typically will pull them under the sand with them, and suffocate them. Other times the shark will bite its prey and thrash violently on the surface while clenching down. Blood covered sand is usually the sign of a Sand Shark in the area. These creatures appear very similar to aquatic great white sharks, but don't require water to breath. A Sand Shark will drown if it's submerged in water, and can live freely without issues on land. Though the shark can breath air, it stays underground due to its inability to walk. These creatures are only able to swim in sand or loose sand-like terrain. Most Sand Sharks dwell in quicksand pits where they can easily catch already struggling prey.





SAND SHARK

Huge Monstrosity, Chaotic neutral

Armor Class 13 natural Armor
Hit Points 106 (11d12 +45)
Speed 50 ft., Burrow 50 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	10(+0)	10(+0)	10(+0)	10(+0)	10(+0)

Skills Perception +8, Stealth +5
Senses blindsight 60ft., passive Perception 13
Languages —
Challenge 7 (1,800 XP)

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

Terrestrial Breathing. The shark can't breathe water.

Ambusher. The shark has advantage on attack rolls against any creature it has surprised.

Detect Life. The shark can sense the presence of living creatures up to 2 miles away. It knows the general direction they're in but not their exact locations.

Earth Glide. The shark can burrow through nonmagical, unworked earth, stone, and sand. While doing so, the shark disturbs the material it moves through.

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

Blood Tracker. The shark knows the direction travelled of any creature that it has bitten.

Actions

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 32 (3d10+16) piercing damage and the target must succeed on a DC 16 strength saving throw, being grappled by the shark on a failed save and falling prone on a successful one.

Drag. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 13 (3d6 + 3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13) and pulled 1d4-1 feet under sand. Until this grapple ends, the target is restrained, the shark tries to drown it, and the shark can't drag another target.



SAND SHIFTER

Medium Elemental, chaotic neutral

Armor Class 16 natural armor
Hit Points 110 (13d8 +52)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	25(+7)	18(+4)	20(+5)	17(+3)	14(+2)

Skills Insight +8, Perception +11

Damage Immunities bludgeoning, piercing, and slashing from non magical weapons, lightning, thunder

Senses darkvision 60 ft., passive Perception 13

Languages Common, Infernal

Challenge 14 (11,500 XP)

Innate Spellcasting. The Shifter's innate spellcasting ability is Intelligence (spell save DC 16, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *Eldritch Blast*, *Dissonant Whispers*, *Blur*, *Gust of Wind*, *Wind Wall*, *Circle of Power*,

3/Day Each: *Control Weather*

1/Day Each: *Heal* (at 6th level)

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

Actions

Whirlwind (Recharge 4-6). Each creature in the Shifter's space must make a DC 16 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 40 feet away from the Shifter in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 16 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Sand Blast. The Shifter conjures sand and debris in a 60-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 10 (2d10) bludgeoning damage and be blinded for 2 rounds on a failed save, or half as much damage on a successful one.

SAND SHIFTER

Possibly the number one contributor to the cause of sand storms, the Sand Shifter conjures sand with its magical abilities. These creatures are elementals and appear invisible but choose to wear visible cloaks over their humanoid bodies. While their hoods are cloaked, a Sand Shifter gives a ghostly appearance of swirling sand protruding from its cloak. These creatures are powerful in their magical abilities and are best if avoided. No one knows for sure why these creatures populate deserts within the Material Plane, but they are here.

SAND SHIFTER VARIANT:

Some Sand Shifters have the ability to conjure or summon Air Elementals. Those who summon Air Elementals can summon up to three a day at will. Sand Shifters who summon Air Elementals have a challenge rating of 15 with 13,000 XP.



SAND GOLEM

Sand Golems are often guardians of temples or other desert dungeons where spiritual or knowledgeable importance is kept. These large constructs are built from tightly packed sand that reforms to its body when its been penetrated. In addition to not being injured from standard weapons, The Sand Golem also has an immunity to fire. Flames set to the Golem immediately extinguish and the Golem is able to draw more health from them. The Sand Golem uses its powerful fist to punch and slam its target.

SAND GOLEM

Large construct, unaligned

Armor Class 14 (natural armor)
Hit Points 183 (14d10 + 106)
Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
23(+6)	9(-1)	21(+5)	3(-4)	8(-1)	1(-5)

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

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

Senses darkvision 60ft., passive Perception 9

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

Challenge 9 (5,000 XP)

Fire Absorption. Whenever the golem is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Berserk. Whenever the golem starts its turn with 60 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

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

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

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

Actions

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the greater restoration spell or other magic.

Haste (Recharge 5-6). Until the end of its next turn, the golem magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action.

SAND WORMS

Sand Worms are one of a desert travellers worst fears and biggest threats. Sand Worms range in size from large to gargantuan and travel beneath the sands at rapid speeds. These creatures consume anything, including sand, and have an ever-expanding appetite. A huge Sand Worm is capable of destroying a medium-sized town in a matter of minutes. They rise from the sands, feast on whatever they can and disappear back underground and continue their hunt for more food.

Environmental Effects. Sand Worms move fast, and consume large amounts of sands while the travel under the desert often resulting in tremors or quakes as they move. Sand Worms also cause terrain to be weak and often result in sink-holes that swallow those on the surface faster than the worms themselves. Desert natives are quoted as saying “The only good Sand Worm, is a dead Sand Worm.”

Larva & Development. The Sand Worm species starts off as larva and are produced in the thousands. These creatures don't usually survive and only a few hundred actually thrive to adulthood, however Sand Worm larva is capable of reaching adulthood in just a matter of a few days. Those who come across a larva swarm know it would be wise to eradicate it or they may find themselves being pursued by several large Sand Worms a few days down the line.

Desert Civilizations. Because Sand Worms are capable of ravaging through desert civilizations so quickly, towns will often be built on hard surfaces instead of directly on sand. Civilizations will also use salted sand in and around their territory as Sand Worms despise salt and tend to shy away from it.



SAND WORM LARVA SWARM

Swarm of tiny monstrosities, Unaligned

Armor Class 5 natural armor

Hit Points 10 (6d4)

Speed 5 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
1(-5)	1(-5)	11(+0)	5(-3)	5(-3)	1(-5)

Senses passive perception 3

Languages —

Challenge 0 (10 XP)

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

Actions

Bites. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 3 (1d4) piercing damage.



SAND WORM

Large monstrosity, unaligned

Armor Class 13 natural armor

Hit Points 39 (6d10+6)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	4(-3)	19(+4)	1(-5)	4(-3)	1(-3)

Saving Throws Con +6, Wis +2

Senses tremorsense 30 ft. passive Perception 7

Languages —

Challenge 2 (450 XP)

Tunneller. The worm can burrow through solid rock at half its burrow speed and leaves a 5-foot diameter tunnel in its wake.

False Appearance. While the worm is halfway above the surface, and remains motionless, it appears just as a small sand dune.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage plus 5 (1d10) poison damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the worm can't bite another target.

Swallow. The worm makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 10 (3d6) acid damage at the start of each of the worm's turns. The worm can have only one target swallowed at a time. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Tail Stinger. Melee Weapon Attack: +4 to hit, reach 10 ft., one creature. Hit: 7 (1d10 + 2) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 5 (1d10) poison damage on a failed save, or half as much damage on a successful one.



SAND WORM

Other than larva, this large creature is the smallest of its kind. A sand worm grows from larva at a rapid rate and can reach adult size in just a few days.

These creatures tunnel under sands and consume anything, just like their bigger counterparts. The sand worm has no vision and relies on its sense for body heat, and vibrations in order to be able to seek out prey. The bigger a sand worm becomes the deeper it can burrow under sands, which makes this particular creature often displaying half its body below the surface and half of it above. Other creatures often confuse a smaller sand worm for a sand dune or mound of sand while the worm is motionless, halfway on the surface. Sand Worms have a circular mouth with one row of teeth protruding around its circumference.

GIANT SAND WORM

Huge monstrosity, unaligned

Armor Class 16 natural armor
Hit Points 184 (16d12 + 80)
Speed 60 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
25(+7)	7(-2)	20(+5)	1(-5)	8(-1)	3(-4)

Saving Throws Con +8, Wis +3
Senses Tremorsense 50 ft., passive Perception 8
Languages —
Challenge 10 (XP)

Tunneller. The worm can burrow through solid rock at half its burrow speed and leaves a 10-foot diameter tunnel in its wake.

Actions

Multiattack. The worm makes two attacks: one with its bite and one with its stinger.

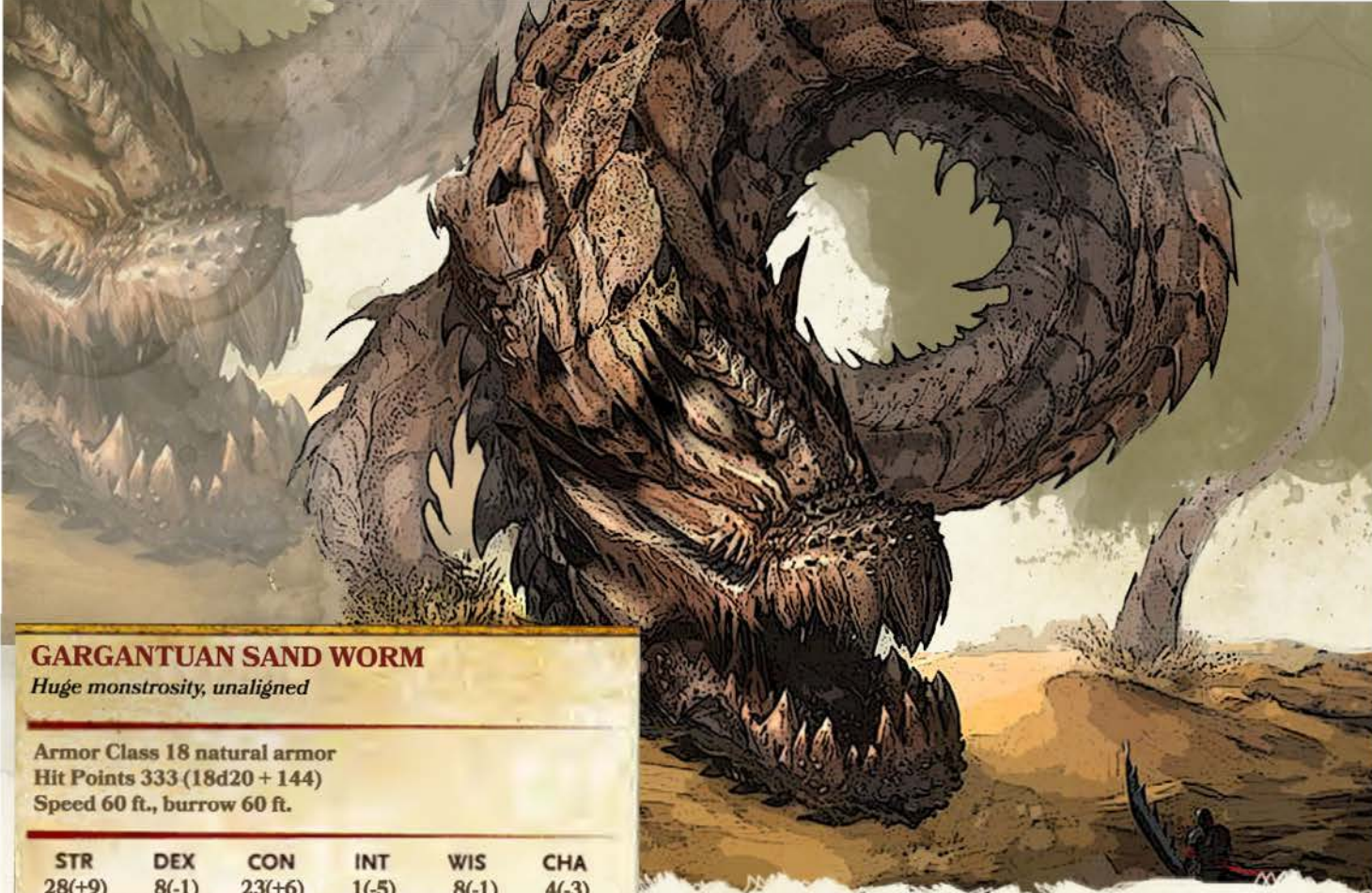
Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 16 (3d8) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 17 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 16 (3d6+6) acid damage at the start of each of the worm's turns. If the worm takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Tail Stinger. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 16 (3d8) piercing damage, and the target must make a DC17 Constitution saving throw, taking 16 (4d6+6) poison damage on a failed save, or half as much damage on a successful one.

GIANT SAND WORM

The Giant Sand Worm develops small bug-like legs that it uses to move along the surface of sands as well as being able to travel quickly the sand. The Giant Sand Worm is capable of burrowing much deeper than its smaller counterpart. The Giant Sand Worm still lacks vision and relies on body heat and vibrations to find its prey. This creature also develops more barbs at opposite its head to deliver more poisonous toxins to its prey.





GARGANTUAN SAND WORM

Huge monstrosity, unaligned

Armor Class 18 natural armor
Hit Points 333 (18d20 + 144)
Speed 60 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
28(+9)	8(-1)	23(+6)	1(-5)	8(-1)	4(-3)

Saving Throws Con +11, Wis +4

Senses blindsight 30ft., tremorsense 60 ft., passive

Perception 9

Languages —

Challenge 16 (15,000 XP)

Tunneller. The worm can burrow through solid rock at half its burrow speed and leaves a 15-foot diameter tunnel in its wake.

Actions

Multiattack. The worm makes two attacks: one with its bite and one with its stinger.

Bite. Melee Weapon Attack: +9 to hit, reach 10ft., one target. Hit: 22 (3d8 + 9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 21 (6d6) acid damage at the start of each of the worm's turns. If the worm takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Tail Stinger. Melee Weapon Attack: +9 to hit, reach 10ft., one creature. Hit: 19 (3d6 + 9) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

GARGANTUAN SAND WORM

Gargantuan Sand Worms are the most feared of the Sand Worms, and rightfully so as they are mammoth in size compared to their smaller counterparts. The Gargantuan Sand Worm develop eyes, finally being able to see, and its circular mouth has evolved into a more skull-like shape trading in its series of small teeth for large razor sharp crushing teeth. This Sand Worm's skin is also tougher and harder to penetrate as it has a natural armor-like coating. Although rarer than its small counterparts the Gargantuan Sand Worm is still unfortunately a common creature found within deserts. A few of these creatures have even made their way into sandy areas of jungle environments.

*"There were six of us that entered the desert that day, and only I returned. My fellow adventurers became worm food and I ran like a coward. This will be my last entry. For those who find me in the barn, I'm sorry you had to see me like this."
-Journal entry, Perry Malcaster*

SOLAR ANT

Medium monstrosity, chaotic neutral

Armor Class 13 natural armor

Hit Points 49 (9d8 + 9)

Speed 30 ft, burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	18(+4)	19(+4)	1(-5)	10(+0)	5(-3)

Saving Throws Con +6

Skills perception +13

Damage Immunities fire

Senses Passive Perception 11

Languages —

Challenge 3 (700 XP)

Fire Absorption. Whenever the ant is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

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

Solar Rejuvenation. If the Solar Ant is in direct sunlight or fire it regains 5 hit points at the start of each of its turns.

Actions

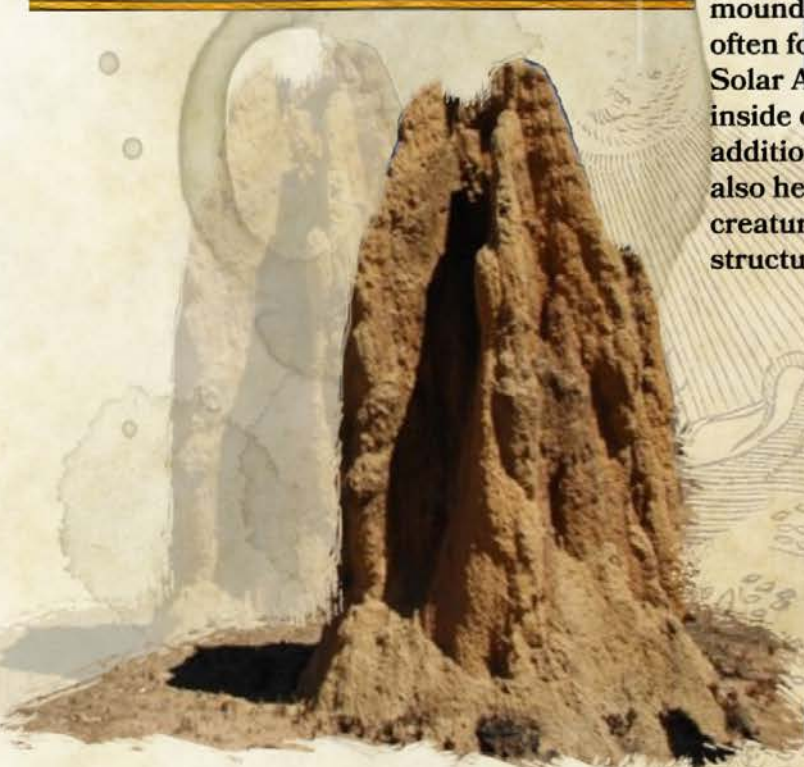
Multiattack. The ant makes two bite attacks.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage plus 7 (2d6) fire damage.



SOLAR ANT

Oversized ant-like creatures about the size of an average human, that are capable of walking upright, the Solar Ant has a burning bite that scolds flesh. These creatures dwell in groups inside large sand mounds or elaborate underground tunnels and are often found roaming deserts or soaking in sunlight. Solar Ants prefer to be in hot temperatures or even inside open flames to which they are immune. In addition to its burning bite, the Solar Ant's body is also heated and burns those who touch it. These creatures are well known for burning down wooden structures throughout their environment.



SPIDERS

The desert, like any other place is crawling with spiders. Some are bigger than others, and while most spiders that are found in various other places exist within the desert, There are other types that are native and isolated to only desert environments.

TRAPDOOR SPIDERS

Trapdoor spiders are the the assassins of the spider species. These creatures will burrow underground and cover the hole with a piece of camouflage that they build from surrounding terrain. The lid, or hole cover, blends perfectly with the terrain, so that creatures passing by don't even know what's lurking beneath. The spider slowly lifts the lid and peers out waiting to spot its prey. Once the prey is close enough the spider will open the lid, grab its victim, and drag it into the hole with it, so that it may devour it. These spiders are stealthy, intelligent, and common within desert environments. Trapdoor Spiders can still weave and walk in webs, though they prefer to live inside the holes.



-Trapdoor Spider

GIANT TRAPDOOR SPIDERS

Giant Trapdoor Spiders are huge in size, especially compared to their smaller counterparts. A Giant Trapdoor Spider uses the same tactics as other Trapdoor spiders but feeds more often and of course have bigger trap holes. The Giant Trapdoor Spider can easily consume an elephant and possibly have room for dessert. These creatures only care about feeding and breeding.



CAMEL SPIDERS

Large, tan, hairy, and ferocious-looking, the Camel Spider is unique looking compared to other spiders. Though they have eight legs like other spiders, the Camel Spider has two sensory organs that extend from their bodies and appear like two additional legs. Also unique, the Camel Spider doesn't spin or dwell in webs, and their head also comes to a narrowing point, unlike any other spider. Although the Camel Spider live in the desert, they don't particular like the sun and tend to be nocturnal creatures. They dwell in caves during the day and roam the desert at night for prey. Camel Spiders attack with a fearsome bite with their pincers that often leaves a serious infection to those who survive. These creatures are anywhere from small as a rabbit to as big as a wolf and feared like a bear.



-Baby Camel Spider

CAMEL SPIDER

Small Beast, unaligned

Armor Class 9 natural armor

Hit Points 12 (3d4 + 6)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
5(-3)	12(+1)	11(+0)	1(-5)	2(-4)	1(-5)

Skills Stealth +5

Damage Immunities poison

Senses darkvision 20 ft., passive Perception 5

Languages —

Challenge 1/8 (25 XP)

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

Sunlight Sensitivity. While in sunlight, the spider has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 6 (1d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

"I have no idea how far I travelled, not knowing how long that thing was on my back. Now I'll always travel with someone covering my rear."

—Adventurer Khanshu Werebittle

TRAPDOOR SPIDER

Small Monstrosity, neutral

Armor Class 8 natural armor

Hit Points 11 (4d4 + 3)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
5(-3)	15(+2)	8(-1)	10(+0)	9(-1)	5(-3)

Skills Stealth +14

Senses blindsight 30 ft., tremorsense 20 ft., passive

Perception 6, darkvision 30 ft.

Languages —

Challenge 1/8 (25 XP)

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

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

Surprise Attack. If the spider surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Ambusher. The spider has advantage on attack rolls against any creature it has surprised.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 3 (1d4) piercing damage.

GIANT TRAPDOOR SPIDER

Huge monstrosity, neutral

Armor Class 14 natural armor

Hit Points 46 (4d10 + 24)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	16(+3)	15(+2)	13(+2)	11(+0)	9(-1)

Skills Stealth +16

Senses blindsight 40 ft., darkvision 60 ft., passive Perception

12, tremorsense 30 ft.

Languages —

Challenge 2 (450 XP)

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

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

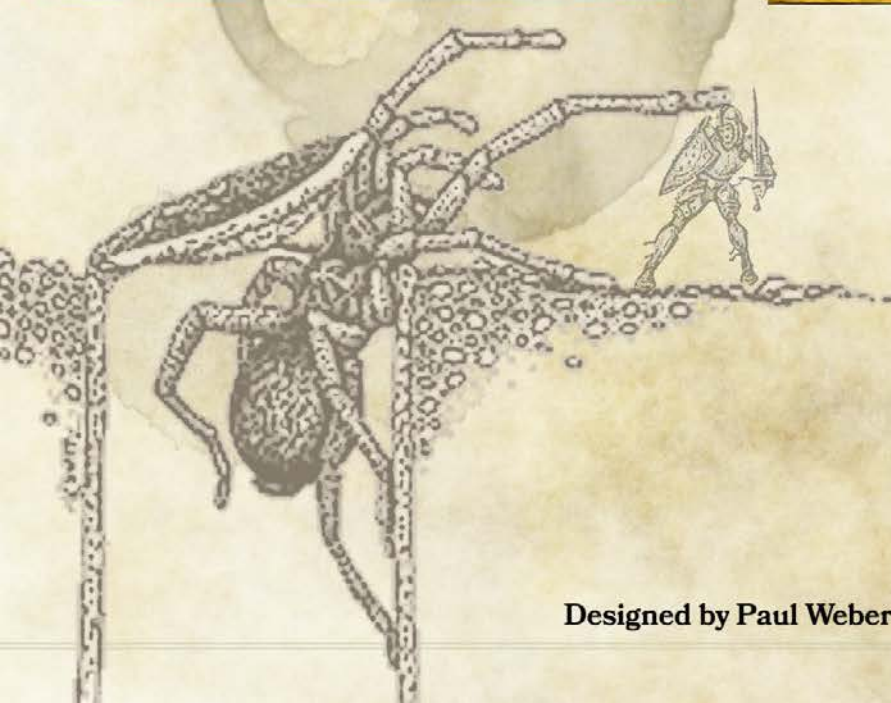
Surprise Attack. If the spider surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 12 (3d6) damage from the attack.

Ambusher. The spider has advantage on attack rolls against any creature it has surprised.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 18 (3d6 + 4) piercing damage.

Grab. Melee Weapon Attack: +8 to hit, reach 15 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16) and is pulled into the spiders hole. Until this grapple ends, the target is restrained, and the spider can't use its grab on another target.



*"Tread lightly and keep your eyes to the sands."
-Desert Explorer, Roth Bushea*

STEG

Small beast, unaligned

Armor Class 15 natural armor

Hit Points 9 (3d6)

Speed 25 ft.

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

Skills Perception +5

Senses blindsight 20 ft., passive Perception 6

Languages —

Challenge 1/8 (25 XP)

Charge. If the Steg moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 3 (1 d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 6 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the Steg takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

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

STEG

Short creatures, a Steg walks on four skinny legs weighed down by its bulky body and heavy horn-like antlers. This creature is said to be wise and is worshipped by some cultures, but to others it's a great breakfast meat to go with eggs. Steg's are slow moving, and typically travel in groups of other Steg's. If attacked the Steg is likely to try and flee but will charge if it thinks it's capable of victory.



TUROW

Medium beast, unaligned

Armor Class 10 natural armor

Hit Points 15 (2d8+6)

Speed 30 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
7(-2)	16(+3)	7(-2)	1(-5)	6(-3)	9(-1)

Skills Perception +6, Stealth +8

Senses Passive Perception 10

Languages —

Challenge 0 (10 XP)

Amphibious. The Turow can breathe air and water.

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

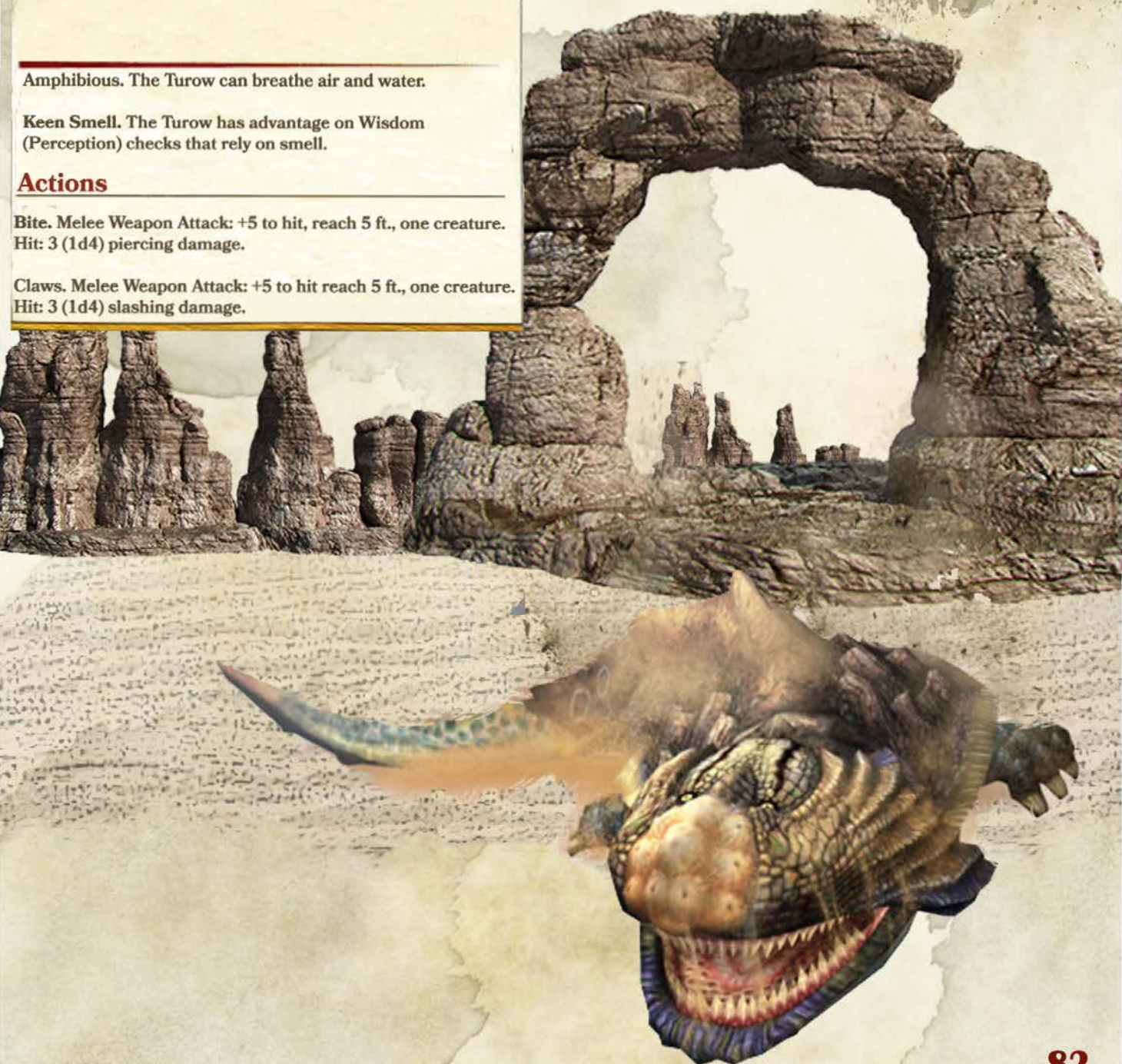
Actions

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

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

TUROW

Dragging the sands beneath its long reptile-like body, the Turow is a salamander-type creature that skerries across desert terrains quickly. This creature feeds on anything it can gulp with its large mouth. Though this creature has razor sharp teeth, it usually swallows its prey whole or will use its sharp claws to shred it into bite sized pieces. Turow's can be found anywhere there is sand, water, and plenty of smaller creatures to feed on.



Designed by Paul Weber

TWITCHER

Twitcher's are undead creatures that think they rule the deserts. They return from the dead in a quest for vengeance against all who stand in their way. They were once an empire of women who perished by a terrible curse when they attempted to conquer several desert kingdoms. The desert kingdoms were all united for a short time and came together for the sole purpose of destroying the former Twitcher race. A short term solution was to curse and plague the Twitcher's and it worked until they returned from the dead and sought revenge as well as still urning for total control of the desert. Twitcher's return as a ghoulish rendition of their former selves. They still don their golden plated armor, scimitars, shields, and bows that they were once so proficient with.



TWITCHER

Medium undead, chaotic evil

Armor Class 16 Medium Armor
Hit Points 36 (8d8)
Speed 30 ft.

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

Skills Perception +7
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60ft., passive Perception 12
Languages Common
Challenge 2 (450 XP)

Turning Defiance. The Twitcher and any allies within 30 feet of it have advantage on saving throws against effects that turn undead.

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

Actions

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

Longbow. Ranged Weapon Attack: +4 to hit, ranged 150/600 ft., one target. Hit: 12 (1d8 + 3) piercing damage.



VERMOTHALOOTHE

Medium Monstrosity, unaligned

Armor Class 14 natural armor

Hit Points 26 (4d10 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	16(+3)	12(+1)	8(-2)	7(-2)	9(-1)

Skills Stealth +6, swim +11

Senses blindsight 30ft., passive Perception 9

Languages —

Challenge 1/4 (50 XP)

Swamp Camouflage. The Vermothaloothe has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Charge. If the Vermothaloothe moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Sure-Footed. The Vermothaloothe has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

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



VERMOTHALOOTHE

Dwellers of desert swamps, the Vermothaloothe is a four legged creature that stands in shallow waters and uses its long horn-like nose to breath oxygen above the surface. This creature eats small fish or other rodents but is known for attacking creatures that it feels threatened by. Vermothaloothe are often covered in swamp debris or terrain and are dark red in color, with small horns covering its back and short tail.



WANDERER

Large construct, chaotic evil

Armor Class 23 Heavy Armor

Hit Points 200 (19d8 + 115)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25(+7)	15(+2)	20(+5)	17(+3)	11(+0)	9(-1)

Saving Throws Str +6, Wis +9, Cha +10

Damage Resistances Slashing, piercing, bludgeoning from nonmagical weapons

Damage Immunities necrotic, poison, lighting, thunder

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 120ft., passive Perception 13

Languages Common, undercommon

Challenge 18 (18,000 XP)

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

Axiomatic Mind. The Wanderer can't be compelled to act in a manner contrary to its nature or its instructions.

Brute. A melee weapon deals one extra die of its damage when the Wanderer hits with it (included in the attack).

Lightning Absorption. Whenever the Wanderer is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

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

Actions

Multiattack. The Wanderer makes three attacks.

Longsword. Melee Weapon Attack: +14 to hit, reach 5ft., one target. Hit: 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands, plus 9 (2d8) necrotic damage.

Chain Whip. Melee Weapon Attack: +11 to hit, reach 30ft., one target. Hit: 9 (2d6 + 8) bludgeoning damage, and the target must succeed on a DC 20 Strength saving throw or be pulled up to 25 feet toward the Wanderer.

Javelin. Melee or Ranged Weapon Attack: +11 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 11 (2d6 + 4) piercing damage.



WANDERER

The Wanderer was built and designed for the purpose of destroying an ancient race that once ruled the desert. The Wanderer completed its objective long ago but still pursues other humanoid creatures that slightly resemble the executed race. It appears as an oversized humanoid clad in heavy well constructed armor with an ember burning face that illuminates from behind its helmet. The Wanderer utilizes many weapons that it carries with it at all times. It has a chain whip, javelins, and a longsword. Wanderers are a, seek and destroy, construct and once one has engaged on a target, it refuses to let it flee from death. The Wanderer is greatly feared by even the most experienced desert travellers.



VULTURE

Medium beast, unaligned



Armor Class 10
Hit Points 5 (1d8 + 1)
Speed 10ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
7(-2)	10(+0)	13(+1)	2(-4)	12(+0)	4(-3)

Skills Perception +3
Senses passive Perception 13
languages —
Challenge 0 (10 XP)

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

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

Actions

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



"He thought he could run from us, but the vultures gave him away. Stupid bard..."
—Desert Solider Ian Mafababee

WARTHOG

Traveling in packs eating vegetation life along the way, a warthog is an aggressive and territorial creature with a short and stout body, and four large tusks. These creatures are very much like boars but tend to not be as lengthy and are a little stronger. Warthogs are hunted for their meat, and tusks.

WARTHOG

Medium beast, unaligned

Armor Class 11 (natural armor)

Hit Points 16 (2d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	12(+1)	13(+1)	2(-4)	10(+0)	5(-3)

Senses passive Perception 9

Languages —

Challenge 1/4 (50 XP)

Charge. If the warthog moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1 d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the warthog takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

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



Designed by Paul Weber

XENOSAURIDAE

Medium monstrosity, chaotic neutral

Armor Class 16 natural armor
Hit Points 32 (7d10)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13(+2)	14(+2)	11(+0)	4(-3)	10(+0)	4(3)

Skills Perception +8, Stealth +2
Damage Resistances fire, poison
Damage Immunities bludgeoning, slashing, piercing from nonmagical weapons
Senses Passive Perception 10, blindsight 60 ft.
Languages —
Challenge 3 (700 XP)

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

Detect Life. The Xenosauridae can magically sense the presence of living creatures up to 60 feet away. They know the general direction they're in but not their exact locations.

Actions

Multiattack. The Xenosauridae makes three attacks: two with its claws and one with its sting.

Claw. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 10 (1d8 + 6) bludgeoning damage, and the target is grappled (escape DC 12). The Xenosauridae has two claws, each of which can grapple only one target.

Sting. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (1d10 + 2) piercing damage, and the target must make DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one and both result in the creature being paralyzed.



XENOSAURIDAE

Relative to the scorpion and much bigger, this hard-skinned creature hides under rocks or boulders watching for prey to strike. These scorpion-like creatures have two claws, and a stinging poisonous tail just like the scorpion. However the Xenosauridae has a much more powerful grasp with its claws, and a paralyzing sting with its tail. These creatures have four glowing red eyes that, when viewed from certain perspectives, make it look like it has two heads.

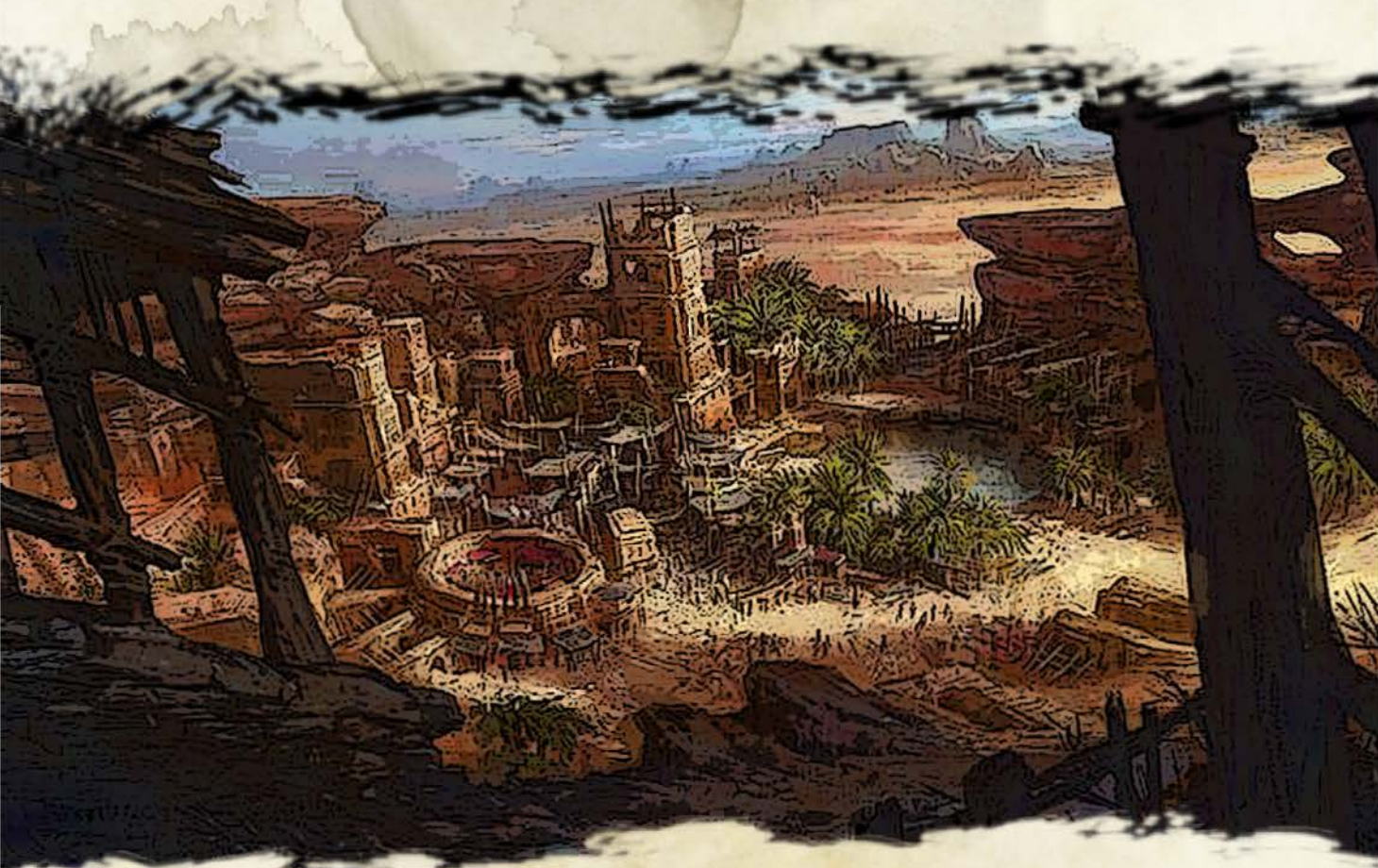


Designed by Paul Weber



DESERT NATIVES

The following contains statistics for eight humanoid, nonplayer characters (NPCs) that adventurers might encounter during their journey through desert type environments, including, explorers, swindlers, warriors, fortune tellers, crusaders, mercenaries, prophets, and radicals. These stat blocks can be used to represent both human and non-human NPCs and edited to your liking.



DESERT WARRIOR

Medium humanoid, any race, any alignment

Armor Class 15 Light armor & shield

Hit Points 57 (9d8 + 17)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	13(+2)	16(+3)	9(-1)	12(+1)	9(-1)

Skills Survival +4

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Reckless. At the start of its turn, the Warrior can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

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

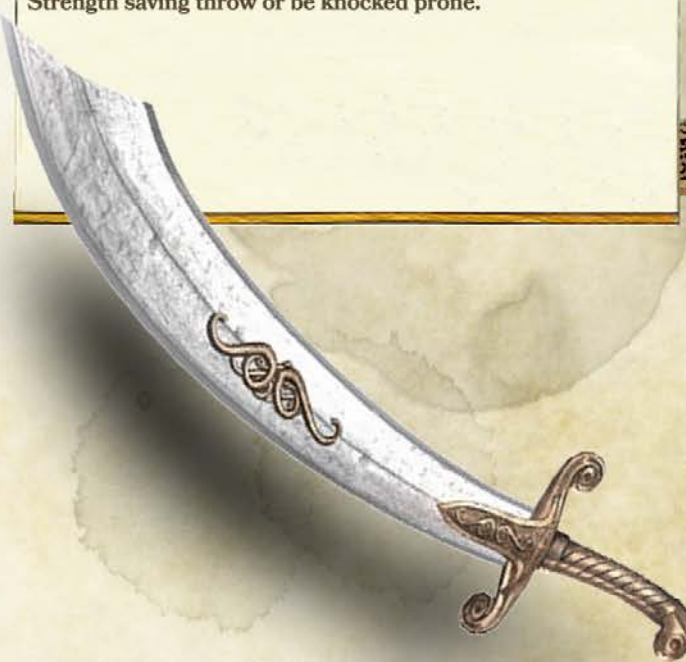
Actions

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

Shield Bash. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (2d4 + 2) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.

DESERT WARRIOR

Desert Warriors are fierce and battle-hungry individuals whom excel in combat, especially in the desert and while they are amongst other warriors. These warriors feed off of one another by trying to show off their skills and strengths. They are praised by most in their hometowns and are celebrated in their victories when they return home, with massive parades and events in their honor. Most Desert Warriors use a scimitar and light-weight wooden shield when going to battle.





DESERT EXPLORER

Medium humanoid, any race, any alignment

Armor Class 16 (medium armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	19(+4)	12(+1)	16(+3)	16(+3)	13(+1)

Skills Survival +13, Climb +11, Religion +3, Nature +12.

Medicine +6, Perception +12, Stealth +6

Senses passive Perception 13.

Languages Common, Jungleborn, Apemen, Glyph
Challenge 1/2 (100 XP)

Keen Hearing and Sight. The explorer has advantage on Wisdom (Perception) checks that rely on hearing or sight.

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

Keen Observation. The explorer has advantage on spot checks in relation to traps. An explorer has has advantage on disabling, and resetting traps.

Actions

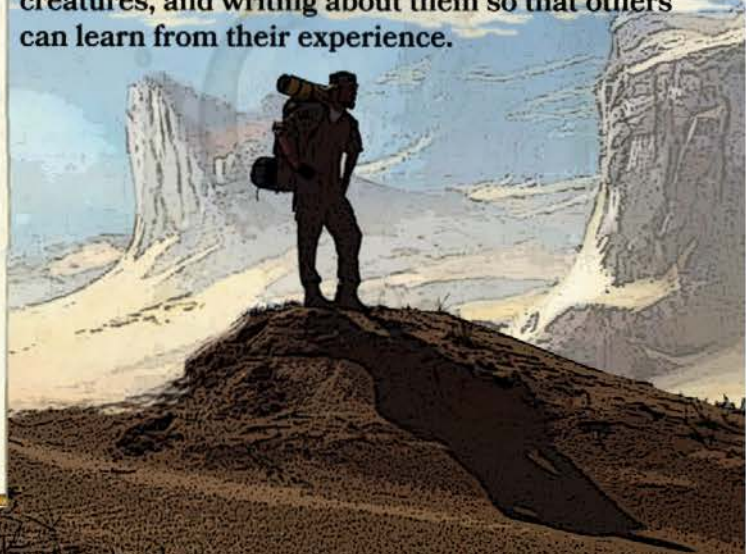
Pickaxe. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Scimitar. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) slashing damage.



DESERT EXPLORER

Desert Explorers are often treasure seeking explorers more than adventurous or brave like jungle, or Arctic explorers. These individuals enjoy roaming desert lands in search of lost temples that contain valuable relics, gems, and gold. They also are notorious for raiding sealed pyramids and stealing a dead Pharan's buried treasure. Typically a desert explorer like these are not very well liked by desert residence. Not all explorers are thieves, some take pleasure in finding old civilizations, new creatures, and writing about them so that others can learn from their experience.



DESERT SWINDLER

Just about every desert marketplace has its fair share of Swindlers. Swindlers are scam-artists in the least. A true swindler knows how to deceive their customers without them ever realizing it. These individuals often set market prices higher than their true value, buy valuable items at a fraction of what they're worth, and sell fake or cursed items.

Common items a Swindler will sell are: outdated maps, colored water in potion bottles, false-magic rings, or forged artwork. Swindlers will do just about anything to make an easy coin, except work hard. They will use charming personalities, deception, and some even sway the mind of the feeble with magic. A Swindler who has been caught swindling, often leaves town and sets up shop in another town or even travels the desert with a supply cart full of misleading items.



DESERT SWINDLER

medium humanoid any race, chaotic neutral

Armor Class 13 leather armor

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	12(+1)	19(+4)	15(+2)	15(+2)	20(+5)

Skills Deception +18, Perception +6, Bluff +18

Senses passive Perception 3

Languages any two languages

Challenge 1/8 (25 XP)

Detect Thoughts. A Swindler can detect thoughts as a bonus action as if casting the spell of the same name. The Swindler requires no components to cast this spell.

Minor Illusion. A Swindler can cast minor illusion as a bonus action as if casting the spell of the same name. The Swindler requires no components to cast this spell.

Actions

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

SWINDLER FAULTY ITEMS

If an adventurer buys an item from a Swindler chances are it's not going to work, or have some serious malfunctions or issues. You can use the provided tables for ideas on such items.



Health Potion	
D10	Effects
d1	Potion is poisoned reduces HP by 10
d2	Potion is poisoned reduced HP by 2
d3	Potion was mixed wrong, consumer talks like a mouse
d4	Potion was mixed wrong, consumer has constant gas for 1 day
d5	Potion was mixed wrong, consumer attracts camels for 1 day
d6	Potion was mixed wrong, consumer can't speak for 1 day
d7	Potion was mixed wrong, consumer keeps hearing a baby cry for 1 day
d8	Potion was mixed wrong, consumer sees others as giant penguins
d9	Potion was mixed wrong, consumer turns a glowing pink
d10	Potion was mixed partially correct and restores only half the HP

Weapons (Swords)	
D12	Effects
d1	Weapon is cursed, wielder rolls with disadvantage on attacks
d2	Weapon is cursed, weapon wont release from sheath
d3	Weapon is cursed, glows and makes loud noises when its dark and quite
d4	Weapon is cursed, bends like rubber when swung
d5	Weapon is defective and breaks on the first hit
d6	Weapon is defective and breaks one day after using it
d7	Weapon is defective and wont fit in its sheath
d8	Weapon is dull and wielder deal -4 to any damage dealt by the weapon
d9	Weapon is dull and wielder deals -2 to any damage dealt by the weapon
d10	Weapon is made of the wrong material and blinds the wielder in sunlight
d11	Weapon is defective and takes two actions to remove from its sheath
d12	Weapon is defective and the hilt coloring rubs off on the wielders hands(s)

Weapons Bows	
D6	Effects
d1	Weapon is cursed, when fired a loud voice screams "I'm Over Here!"
d2	Weapon is cursed, when fired the arrow splits and falls to the ground
d3	Weapon is cursed, when fired it makes a donkey noise
d4	Weapon is defective and the string splits upon firing it
d5	Weapon is defective and won't hold an arrow
d6	Weapon is defective and fires to the left or right. Disadvantage on to hit.

Armor	
D6	Effects
d1	Armor is cursed, can not be removed.
d2	Armor is cursed, rises body temperature by 10 degrees
d3	Armor is cursed, causes a loud humming noise during silent moments
d4	Armor is cursed, causes a bad odor that all can smell within 20 feet of it
d5	Armor is defective, clasp wont stay together, falls off the wearer
d6	Armor is defective, has squeaky joints, constant clanking when walking in it

Weapons (Other)	
D6	Weapon is cursed, burns the wielder 1d4 fire damage when used
d1	Weapon is cursed, shocks the wielder, 1d4 lightning damage when used
d2	Weapon is cursed, only comes out of its sheath at night
d3	Weapon is cursed, only comes out of its sheath during the day
d4	Weapon is cursed, flies from wielders hands in a random direction 120 feet
d5	Weapon is cursed, makes the wielder dance while fighting with it
d6	Weapon is defective, breaks after 2nd contact with any creature or object

Map	
D4	Effects
d1	Map is a fake, nothing is correct, not even the compass
d2	Map is outdated by 200 years, cities, roads, and landmarks are missing
d3	Map is misleading, leads those who follow it into a cave of goblins
d4	Map is only partially correct, compass is pointed in the opposite direction

Various Scam Items	
Item	Effects
Armor	Rust when it gets wet or damp in 1d4 hours
Arrows	Arrowheads fall off 20 feet after firing
Boots	Won't not stay tied
Bow	Makes a loud whipping sound when fired
Clothing	Revealing hole in embarrassing area
Clothing	Develops a terrible smell 1d6 hours after purchase
Compass	Points in the opposite direction
Compass	Points in a random direction
Gear bag	Bottom falls out after 1d6 hours of purchase
Helmet	Shrinks in heat, DC25 Strength check to remove
Lock pick	Breaks inside the lock
Medicine	Causes consumer to be paralyzed for 1d4 hours
Quiver	Sticky residue inside, won't release arrows (DC 25 Strength check)
Rations	Attracts a flock of vultures with an odor humanoid can't smell
Rations	Turns to hot liquid after 1d4 hours of purchase
Rations	Attracts a pack of coyotes with an odor humanoid can't smell
Rope	Breaks with any weight over 5 pounds
Rope	Becomes easily tangled & knotted within bags, 5 actions to untie
Shield	Holding straps break 1d4 hours after purchase
Spoiled Rations	1d10 poison damage
Sword	Magnetic and flies to metal objects 1d4 hours after purchase
Sword & Sheath	Sheath wont release sword (DC 25 Strength check)
Tainted Ale	1d8 poison damage to consumer
Tainted Ale	consumer hears voices 1d4 hours after drinking for 1d4 hours
Tainted Rations	Consumers skin appears as reptile scales for 3 days
Tainted Water	1d4 poison damage
Tainted Water	1d6 poison damage
Tainted Water	Turns to sand when container is tilted at an angle
Tainted Wine	1d10 poison damage to consumer
Tainted Wine	consumer sees visions 1d4 hours after drinking for 1d4 hours
Tainted Water	Turns consumers teeth blue
Tent	Made of highly flammable material
Tent	Upon assembly the fabric tears
Torch	Extinguishes itself 30 seconds after being lit
Torch	Won't ignite
Torch	Explodes when lit, dealing 1d8 fire damage in a 10x10 foot area



FORTUNE TELLER

There are two types of fortune tellers; those who can foresee your future, and those who can foresee scamming you out of coin while telling you what you want to hear.

True Fortune Tellers. True Fortune tellers are gifted with certain abilities that allow them to connect with an individual, either mentally or physically, and foresee what the future holds for them. Fortune tellers may be able to foresee ones entire life, tiny fragments, or one particular moment in time. Common types of events a fortune teller may see are: how an individual will die, when an individual will get married, how much wealth they will receive in their lifetime, or who will betray that individual. Fortune Tellers can also offer advise after reading your future, for additional coin that is. Fortune Tellers will read a persons future in one of many ways such as placing their hand on ones forehead or hands, reading tarot cards that lay out ones future, or using a crystal ball that hold magical abilities that only the fortune teller is attuned to.

Swindling Fortune Tellers. Swindling Fortune Tellers use all the same masquerades as a true fortune teller but they don't have any special ability to see ones future. They use misdirection, and lies to make others believe they can foresee the future. A common tactic a Swindling Fortune teller uses includes telling clients exactly what they want to hear so they'll tip, and keep returning for the good news.

-Use the "Desert Swindler" for skills and abilities of a Swindling Fortune Teller in lieu of this provided stat block.



FORTUNE TELLER

Medium Humanoid, any race, any alignment

Armor Class 11 natural armor

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9(-1)	15(+2)	13(+1)	18(+4)	20(+5)	18(+4)

Skills Perception +8, History +2, Knowledge +14

Damage Immunities psychic

Senses passive perception 8

Languages any three languages, telepathy

Challenge 1/8 (25 XP)

Divination. The fortune teller can cast the spell divination without requiring the need for a ritual or any components.

Actions

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

HEAVY CRUSADER

Thoroughly trained, tactical, strong, and fierce, a heavy Crusader utilizes their strength and dexterity for engagements in battle. These individuals are the prized and prised military unit amongst desert empires. Heavy Crusaders are fearless in battle and will always fight to the death. Some say their only weakness is alcohol as they love to celebrate with a cold drink in local taverns. Heavy Crusaders also like to boast about their victories and the times where they were able to utilize their training. Heavy Crusaders are known for their heavy armor, with matching sword and round shield.

HEAVY CRUSADER

Medium Humanoid, neutral

Armor Class 21 heavy armor, and shield
Hit Points 78 (9d8 + 38)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25(+7)	23(+6)	15(+2)	10(+0)	9(-1)	11(+0)

Skills Perception +5, Athletics +2

Damage Resistances piercing, slashing, bludgeoning from nonmagical weapons.

Senses blindsight 40 ft., passive perception 13

Languages common and one additional language
Challenge 6 (2,300 XP)

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

Parry. (reaction) The Crusader adds 2 to its AC against one melee attack that would hit it. To do so, the noble must see the attacker and be wielding a melee weapon.

Actions

Multiattack. The Crusader makes two longsword attacks.

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (1d8 + 8) slashing damage, or 16 (1d10 + 11) slashing damage if used with two hands.

Shield Bash. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.



PROPHETS

Prophets are individuals who are devoted to a god or gods with such passion that they travel from place to place spreading the word of their deities. A Prophet may not necessary spread the word of good deities as a Prophet could worship dark powers. Prophets usually are skilled in medicine, history and travel alone for great distances. A Prophet will even traverse dangerous and monster-filled territory with only their faith as a shield, if he or she believes an area is in need of religious enlightenment. They can usually be found in churches or towns in crowded areas preaching their sermon. A Prophet typically only lives off donations from the church and doesn't typically have a permanent residency, as they are nomadic and stay in churches while traveling. Some Prophets are believed to be Swindlers in search for gold, and some Swindlers pretend to be Prophets for that very reason.



PROPHET

Medium Humanoid, any race, any alignment

Armor Class 10
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8(-2)	9(-1)	10(+0)	19(+4)	19(+4)	20(+5)

Skills Religion +20, History +8, Medicine +7, Knowledge +9, Perception +3
Senses passive Perception 4
Languages Any two languages
Challenge 1/2 (100 XP)

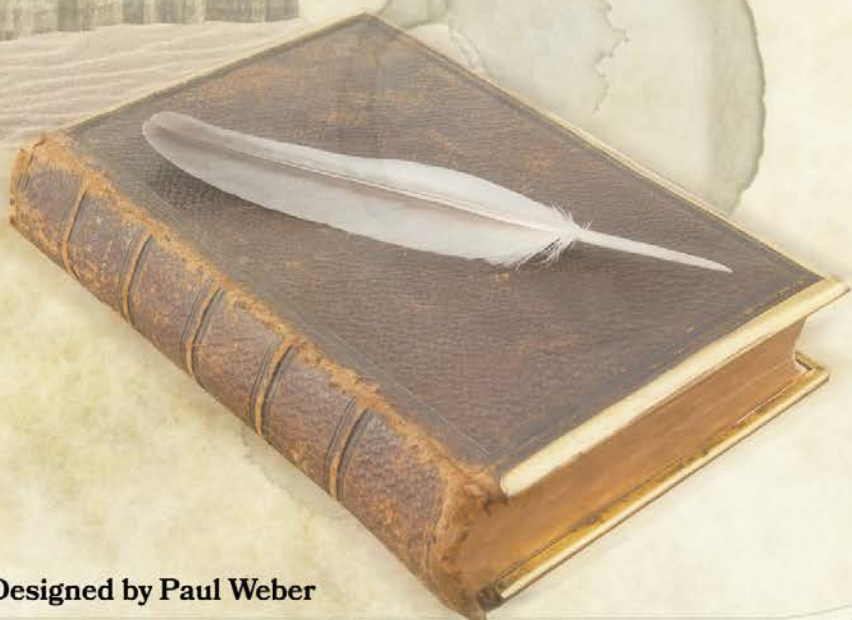
Devotion. The Prophet has advantage on saving throws against being charmed or frightened.

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

Cantrips (at will): *fight, sacred flame, thaumaturgy*
1st level (4 slots): *cure wounds, guiding bolt, sanctuary*
2nd level (3 slots): *lesser restoration, spiritual weapon*
3rd level (2 slots): *dispel magic, spirit guardians*

Actions

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



RADICAL

Medium humanoid, any race, any alignment

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30ft.

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

Saving Throws Dex +6

Skills Deception +4, Perception +4, Stealth +11

Senses passive Perception 14

Languages Any one language

Challenge 7 (2,900 XP)

Assassinate. During its first turn, the Radical has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the Radical scores against a surprised creature is a critical hit.

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

Sneak Attack (1/Turn). The Radical deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the Radical that isn't incapacitated and the Radical doesn't have disadvantage on the attack roll.

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

Actions

Multiattack. The Radical makes two scimitar attacks.

Scimitar. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (3d6) slashing damage.



RADICAL

Those who push their personal beliefs too far by slaying others in the name of their god, gods, or to demonstrate a point, are Radicals. Radicals will make unauthorized public executions, often times, of innocent individuals. Their executions are always horrific, violent, and unjust. A single radical is often a coward, but in large organized groups these individuals are a serious threat and menace amongst those living in desert civilizations. Radicals will either flee after they strike, attempt to control an area, or even die taking as many lives as possible before they perish. These individuals typically live on the outskirts of a desert civilization such as in caves, and are always planning their next plan of attack. Some Radicals live amongst other townsfolk and keep their malicious agenda a secret until a plan of attack has been authorized by a radical leader.



Designed by Paul Weber



DESERT WEATHER & CONDITIONS

The following contains weather and environmental conditions that would occur in desert environments. Some of the conditions and effects are straight from the Dungeons & Dragons 5th Edition Dungeon Master Guide while others are of my own homebrew rules. These differences are labeled



DESERT WEATHER

The Desert is known for having extremely fluctuating temperatures from exhaustingly hot to freezing cold. In addition to its harsh weather patterns the desert has an array of deadly weather that can bring even the most experienced adventurer to their demise.

DEADLY WEATHER

In addition to its already harsh weather conditions, the desert also has strange and deadly weather effects. These types of conditions make traversing desert environments even more challenging.

SAND TORNADO

Sand Tornado's spawn out of nowhere with no warning. Winds swirl around and create a powerful volley of sand that tosses creatures, and debris with no effort. These random wind gust cause serious injury to those without underground shelter.

If a creature is exposed to a Sand Tornado it takes 15 (1d12 + 5) bludgeoning damage and must succeed on a dexterity or strength (targets choice) saving throw or be tossed 30 feet in a random direction, taking an additional 15 bludgeoning damage and falling prone on a failed throw or half as much on a successful one.



BLOOD RAIN

Blood randomly pours from the skies causing extreme stress and discomfort to those trapped in its thick liquid. No one knows for sure where this blood comes from. Some think the gods are angry and slaughtering unborn children belonging to those who've wronged.

If a creature is exposed to blood rain, that creature takes 1d6 necrotic damage for every 30 seconds that it is exposed to the rain and become frightened for 24 hours.

COMMON WEATHER

Deserts have humid climates with very little overall precipitation causing very little vegetation life to grow. However, when it does rain in the desert it's usually powerful, and wicked. Harsh lightning storms, tornado's, and ground shaking thunder typically occur when it rains in the desert.



RAIN

Rain. Reduces visibility ranges by half, resulting in a disadvantage on Spot, Search and Listen, checks, as well as a disadvantage on weapon attacks.

Downpour. Treat as mild rain, but obscures all sight, including darkvision, beyond 5 feet. Creatures 5 feet away have advantage on dexterity saving throws in regard to hide and stealth checks. A downpour lasts for 2d4 hours.

Powerful Storm. Very high winds and torrential precipitation reduce visibility to zero, making Spot, Search, and Listen checks as well as all ranged weapon attacks impossible. Unprotected flames are automatically extinguished, and protected flames have a 75% chance of being doused. Creatures caught in the area must make a DC 20 strength saving throw or face the effects based on the size of the creature (see Table: Wind Effects).

Thunderstorm. In addition to wind and precipitation, thunderstorms are accompanied by lightning that can pose a hazard to those without proper shelter (especially those in metal armor). One bolt per minute for a 1-hour period at the center of the storm. Each bolt causes lightning damage equal of 1d10 or 2d10 if wearing metal armor.

WIND

Light Wind. A gentle breeze, having little or no effect.

Moderate Wind. A steady wind with a 50% chance of extinguishing small, unprotected flames, such as torches.

Strong Wind. Gusts that automatically extinguish unprotected flames. Such gusts impose a disadvantage on ranged attack rolls and on Listen checks.

Severe Wind. In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. All Ranged weapon attacks and Listen checks have a disadvantage.

Wind Force	Wind Speed	Creature Size ²	Wind Effect on Creatures	Fort Save DC
Light	0-10 mph	Any	None	—
Moderate	11-20 mph	Any	None	—
Strong	21-30 mph	Tiny or smaller	Knocked down	10
		Small or larger	None	
Severe	31-50 mph	Tiny	Blown away	15
		Small	Knocked down	
		Medium	Checked	
		Large or larger	None	

Checked: Creatures are unable to move forward against the force of the wind. Flying creatures are blown back 1d6x5 feet.

Knocked Down: Creatures are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6x10feet

Blown Away: Creatures on the ground are knocked prone and rolled 1d4x10 feet, taking 1d4 points of bludgeoning damage per 10 feet. Flying creatures are blown back 2d6x10 feet and take 2d6 points of bludgeoning damage due to battering and buffeting.

Source: <http://www.d20srd.org/srd/weather.htm>



NATURAL HAZARDS

Apart from rain, and winds, desert environments also have other natural hazards filling the environment such as sand storms, quicksand, and exhaustingly hot temperatures.

EXTREME HEAT

When the temperature is at or above 100 degrees Fahrenheit, a creature exposed to the heat and without access to drinkable water must succeed on a Constitution saving throw at the end of each hour or gain one level of exhaustion. The DC is 5 for the first hour and increases by 1 for each additional hour.

Creatures wearing medium or heavy armor, or who are clad in heavy clothing, have disadvantage on the saving throw. Creatures with resistance or immunity to fire damage automatically succeed on the saving throw, as do creatures naturally adapted to hot climates.

-D&D 5th Edition Dungeon Master guide page 110

GEYSERS

A geyser is a vent in ground's surface that periodically ejects a column of hot water and steam. Even a small geyser is capable of eruptions that blast thousands of gallons of boiling hot water up to a few hundred feet in the air. Creatures standing within 50 feet of an erupting geyser take 10 fire damage for every 10 feet they are away from the geyser and are dealt corresponding damage every time the geyser erupts while they are in the geysers blast zone. A creature with immunity or resistance to fire ignores this damage.

-Dungeon Master Paul Weber Homebrew.

Quicksand

A quicksand pit covers the ground in roughly a 10 foot-square area and is usually 10 feet deep. When a creature enters the area, it sinks 1d4 + 1 feet into the quicksand and becomes restrained. At the start of each of the creature's turns, it sinks another 1d4 feet. As long as the creature isn't completely submerged in the quicksand, it can escape by using an action and succeeding on a strength check. The DC is 10 plus the number of feet the creature has sunk into the quicksand. A creature that is completely submerged in quicksand can't breathe (see suffocation rules in the players handbook) A creature can pull another creature within its reach out of the quicksand it by using its action and succeeding on a strength check. The DC is 5 plus the number of feet the target creature has sunk into the quicksand.

-D&D 5th Edition Dungeon Master guide page 110

SAND STORM

A strong wind that stirs up dust and sand that causes disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on sight. A strong sandstorm also extinguishes open flames, and makes flying by nonmagical means nearly impossible. A flying creature in a sandstorm must land at the end of its turn of fall.

-D&D 5th Edition Dungeon Master guide page 110

OPENING FAULTS

The ground below starts to shake and suddenly opens up engulfing those standing on the surface. Any creature standing on an area where a fault is opening must succeed on a DC20 Dexterity saving throw, falling into the 1d20 foot opening and receiving 1d10 bludgeoning damage for every foot fallen on a failed throw or fall prone on a safe area of land around the fault on a successful throw.

-Dungeon Master Paul Weber Homebrew.

Glyph Societies

Glyph's live in empires controlled by a Pharan. These empires are located in desert areas close to a fresh water source. An ancient Glyph empire can be seen from great distances as their Pharan pyramids rise high above desert dunes. The Glyph's are hard workers but also use other races as slaves so that they may expand their civilization quickly. The Glyph commoners build their own houses from clay and mud and construct them in close relation to their Pharan's Pyramid.

Glyph Traits

A Glyph has an assortment of abilities, part and parcel of Glyph nature and ancestry.

Knowledge Score Increase. Your knowledge score increase by 2.

Age. Glyphs age at the same rate as humans but can live longer. They typically live for about two centuries and are considered mature at age 14.

Alignment. Glyph's can range in alignment though most are lawful neutral.

Size. Glyphs stand anywhere from 5 to 7 feet tall, weight anywhere from 120 to 200 pounds. They are considered medium in size.

Speed. Glyph's move at a base speed of 30 feet.

Languages. Glyphs use their own language called Glyph, and their written language is a series of symbols called hieroglyphics. Glyph's are able to translate similar written languages and have advantage on knowledge checks related to any symbol-like writings. Glyph's can also speak common but can't read or write in it.

Glyph Weaponry. Glyph are proficient in any makeshift weapon as well as spears, staves, daggers, shorts-swords, short-bows, longbows, and clubs.

Tool Proficiency. You gain proficiency with the artisan's tools of your choice: Jewlers tools, Mason's tools, Jewler's tools



-Anubis Warrior

Stonemasonry. Whenever you make an Intelligence (history) check related to the origin of stonework, you are considered proficient in the History Skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Subrace. There are two main subraces of Glyph's. Those who have dog-like heads are Anubis, and those with bird-like heads Horus. You may be one or another.

Anubis Glyph

Anubis have dog-like heads with long pointed ears, and an extended snout.

Keen Hearing and Smell. They have proficiency in skill checks related to smell, and listening.

Base Speed increase. Your base speed is increased by 10 allowing your base speed to be at 40 feet instead of 30.

Hit Point Increase. You gain 5 additional hit points and 3 additional hit points every time you level.

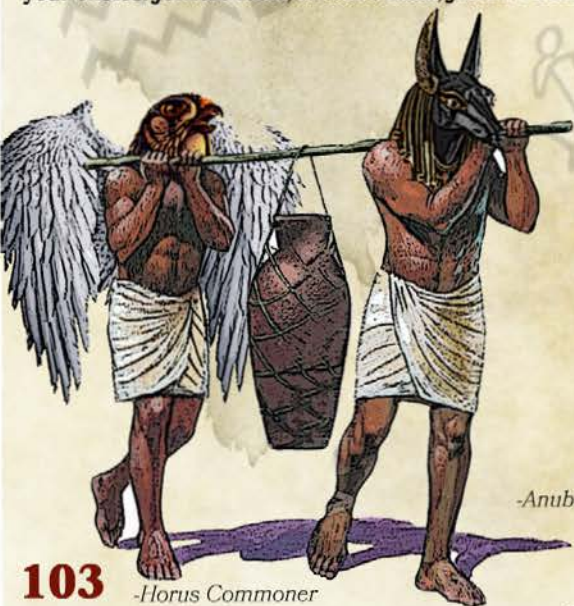
Horus Glyph

Horus have bird-like heads most often noble or majestic looking birds like an eagle, hawk, or falcon.

Eagle Eyes. You have very keen eyesight, and gain a +2 bonus on passive Perception.

Flight. You have a flying speed of 50 feet, to use this speed, you can't be wearing medium or heavy armor.

Additional Ability Score Increase. Your dexterity increases by one.



-Anubis Commoner

-Horus Warrior



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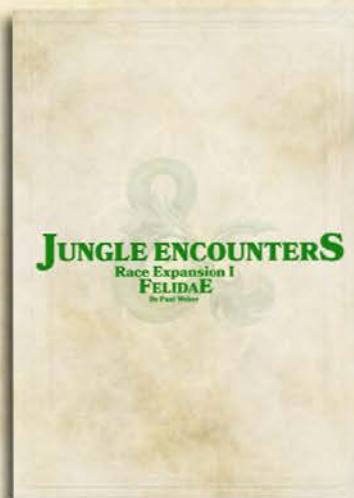
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Additional Desert Creatures.

The following creatures are also monsters that dwell in Desert-like environments and may be found in the official Dungeons & Dragons 5th Edition Monster Manual on their corresponding page numbers.

MONSTER	PAGE	CHALLENGE RATING
Ankheg	21	2
Behir	25	11
Bug Bear	33	1-3
Bulette	34	5
Carrion Crawler	23	7
Centaur	38	2
Chimera	39	6
Chuul	4	40
Clay Golem	168	9
Cockatrice	42	1/2
Couatl	43	4
Dinosaurs	79-80	1/4 -8
Displacer Beast	81	3
Dust Mephit	215	1/2
Ettercap	131	2
Ettin	132	4
Fire Snake	265	1
Galeb Duhr	139	6
Genies	141-146	11
Gnolls	163	1/4-4
Goblins	166	1/4 -1
Griffon	174	2
Grimlock	175	1/4
Hell Hound	182	3
Hill Giant	155	5
Hippogriff	184	1
Jackalwere	193	1/2
Kobolds	195	1/8 -1/4
Lamia	201	4
Lizardfolk	204-205	1/2 - 4
Manticore	213	3
Mumm Lord	239	15
Mummy	228	3
Nightmare	235	3
Peryton	251	2
Purple Worm	255	15
Roc	260	11
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Thri-Kreen	288	1
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