

EXPANDED SLAADI

HOME BREW

Created by Sonixverse Labs

SLAADI

Slaadi are one of the native inhabitants of the chaotic plane known as limbo. Many scholars believe that slaadi are the unintentional response to the influence of the orderly magics of modrons and Primus on that plane.

These creatures were spawned with an innate malevolence for order, especially for Primus and his modrons. As a result, these horrors ravaged the Plane of Limbo massacring all modron settlements on that plane.

CHAOTIC CYCLES OF EVOLUTION

Slaadi do not reproduce like most other creatures of the multiverse. New slaadi can only be created through the parasitic infection from a disease called chaos phage. Creatures that contract this disease are implanted with a slaadi tadpole which slowly consumes its host, while retaining their memories. Each color of slaadi can only be spawned in a certain manner. Red slaadi can only create blue and green slaadi; blue slaadi can only create red and green slaadi; and green slaadi can only be created if the host possesses considerable magical potential.

These slaad variants are considered to be their base forms; but given enough time, these slaadi can slowly evolve into other variants such as gray slaadi, death slaadi, and even the mythical white or black slaadi.

RED SLAADI SAVAGES

Red slaad savages are considered to be the weakest form of their kind. They can be easily distinguished by their crimson frog-like form along with their jagged claws and teeth. Although they are considered to be the weakest within the slaadi hierarchy, they are known to be extremely temperamental and vicious combatants. Despite their individual prowess, red slaadi are quite ineffective when battling in groups.

However, their most dangerous feature is their ability to implant slaadi tadpoles into their enemies from a single scratch. If one is not careful, slaadi infection can remain undetected in a creature until it is too late as they typically do not possess any negative side effects until a day before hatching.

RED SLAADI CROAKERS

Red slaad croakers are another extremely dangerous variant of slaadi just like the rest of their kin, red slaadi croakers are incredibly aggressive. Their preferred battle tactic is to charge into enemy ranks while unleashing a tremendous croak that stuns all creatures in range. While their prey is incapacitated, the slaad is able to tear their prey to shreds using their incredible strength.

BLUE SLAADI BRUTE

Blue slaad brutes are considered to be the rivals to their red counterparts. Although blue slaadi can prove to be just as brutal as their red relatives, they are well known for their coordination in battle, despite their chaotic nature. Blue slaadi are considered to be far more dangerous to humanoids due to their extremely infectious nature as their hooked claws and toothy maw are lined with microscopic slaadi tadpoles.

BLUE SLAADI DEVOURERS

Blue slaadi devourers are a putrid variant to their brutish relatives. At first glance, slaadi devourers are nearly indistinguishable from their kin as their only defining features are their bulbous gullet and whip-like tongue. As their name suggests, slaadi devourers are notorious for their insatiable appetite, gulping up any creature in their path. Many researchers claim that this behavior is actually tied to their philosophy wherein they believe that it is their duty to spread chaos by devouring any trace of order in their sight.

GREEN SLAADI

Unlike their red and blue kin, green slaadi can only be created from creatures transformed by a slaadi infection. Green slaadi are created when powerful spellcasters undergo the slaadi reproductive process. Because of this, green slaadi are remarkably intelligent and possess considerable magical prowess. They even have the ability to change their form to a humanoid, which typically assumes the form of their prior host.

Unlike their relatives, green slaadi prefer to avoid melee combat, especially since they lack the ability to infect humanoids like red or blue slaadi. Instead, they prefer to sow chaos through barrage of spells and even summoning other slaadi to their aid.

GREEN SLAADI CHAOSBRINGERS

Green slaadi chaosbringers are considered to be the literal embodiments of chaos itself. Slaadi chaosbringers can easily be identified by their unstable skin which seems to crackle with elemental energy, exploding in sporadic bursts when creatures get too close. The chaotic nature of these slaadi is also quite infectious. Instead of implanting slaadi tadpoles, slaadi chaosbringers are able to plant the seeds of insanity into the minds of their foes.

GREEN SLAADI IMMORTALS

Slaadi immortals are considered to be the most powerful of all their green kin. They have unlocked the secrets of immortality by fully embracing their chaotic potential. When slaadi immortals are slain, they have the ability to transform their chaotic essence into a completely new, albeit random slaadi form. However, this transformation is not perfect as green slaadi are unable to transform into a weaker form such as tadpole, red slaadi, or green slaadi.

GRAY SLAADI

Gray slaadi are believed to be green slaadi who underwent a magical metamorphosis due to exposure to the corrupting magics of the negative planes. These entities embody the evil aspects of the chaotic spectrum. Due to their new powers, slaadi possess are known to be quite obsessed with magic and magical items and will do anything to unlock the full potential of their arcane might.

In combat, they are able to combine their attunement to negative energy with their chaotic mastery of magic. These slaadi possess a special hatred towards those who utilize spells and magical items, using their target's power against them.

SILVER SLAADI

Silver slaadi are the result of a lesser known slaadi transformation due to exposure to the positive planes. These slaadi are the complete opposite of their gray counterparts as the embodiment of chaotic virtue. In fact, these slaadi are quite obsessed with seeking out evil throughout the multiverse. However, despite their best intentions, silver slaadi often cause more harm than good due to their chaotic nature.

GRAY SLAADI HAVOCS

Slaadi havocs are a special variant slaadi who have chosen to full embrace their chaotic attunement to the planes. These slaadi have the ability to bend space to their will, physically warping their surroundings to incite chaos among their foes.

GRAY SLAADI ENTROPISTS

Slaadi entropists are a rather extreme variant of gray slaadi who embrace their chaotic nature with a zealous devotion to destruction. Slaadi entropists believe it is their duty to sow as much chaos as possible through widespread destruction and madness. The very presence of these slaadi has the ability to destabilize reality itself and erode the minds of any creature who stands in their path.

DEATH SLAADI

When a gray slaadi reaches its full potential through sinister necromantic rituals, it becomes a death slaad. One of the most common rituals that these slaadi undertake is the cannibalization of a death slaad. Death slaadi have the unique ability to demand obedience from all lesser slaadi, which is typically an impossible endeavor due to their chaotic nature. One of the primary reasons for this is that they are believed to be the pinnacle of slaadi evolution. As a result, death slaadi are able to command legions of red, green, blue, and gray slaadi on interplanar invasions to acquire suitable hosts to serve as tadpole incubators.

LIFE SLAADI

As their name suggests, life slaadi are the good aligned opposites to death slaadi. However, just like their malevolent kin, they have the unique ability to command lesser slaadi. Whereas death slaadi rely on fear and awe so get slaadi to motivate invasions into the planes; life slaadi rely on overly complex and chaotic schemes to vanquish evil. Because most slaadi do not particularly care about the concept of good or evil, life slaadi must rely on their convoluted and chaotic schemes to trick their kin to embark on their crusades. Due to their interesting tactics, life slaadi are often able to find allies in other chaotic aligned creatures such as fey. However, despite their good intentions, life slaadi often cause more trouble than the initial problem.

WHITE SLAADI

Certain myths and legends suggest that the death slaad is not the greatest of all slaadi evolutions. One of these mythical forms is known as the white slaad. These slaadi are believed to be the embodiments of chaos itself. Their connection to chaos also to bend both time and reality to their whims.

These slaadi are incredibly powerful as they possess the ability to create temporal duplicates of themselves to fight on their behalf and even temporarily accelerate or even reverse time. Although they are much stronger than their lesser kin, white slaadi prefer to rely on their arcane abilities, typically spells with the potential for widespread destruction. However, if they are forced to fight in melee combat, they are able to infuse their strikes with chaos itself temporarily overloading the minds of all but the strongest of creatures.

BLACK SLAADI

Whereas most white slaad embody chaos in its purest form, black slaad represent the destructive nature of chaos through entropy. In fact, many death slaad havocs worship and revere these entities as the gods of entropy. Black slaadi radiate pure chaos that slowly unravels reality around them. The black slaadi blood is also known to be quite volatile, triggering entropic explosions when exposed to reality. Thankfully, these slaadi are incredibly rare as their existence typically leads to a path of destruction in their wake.

RED SLAAD SAVAGE

Large Aberration, chaotic neutral

Armor Class 14 (Natural Armor)

Hit Points 85(10d10+30)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	6 (-2)	11 (+0)	12 (+1)

Skills Perception +3

Damage Resistances acid; cold; fire; lightning; thunder

Condition Immunities Charmed, Frightened

Senses darkvision 60ft., passive Perception 14

Languages Slaad, telepathy 60ft.

Proficiency Bonus +3

Challenge 6(2300 xp)

Aspect of Chaos If the slaad takes the Attack action against a creature that is lawful in its alignment, the slaad has advantage on its attack rolls.

Ferocity The slaad has advantage on attack rolls against a creature if the slaad does not have an allied creature that are not incapacitated within 5ft. of it.

Magic Resistance The slaad has advantage on saving throw against spells and other magical effects.

Pounce If the slaad moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the slaad can make one bite attack against it as a bonus action.

Regeneration The slaad regains 10 hitpoints at the start of each of its turn if it has at least 1 hitpoint.

Savagery The slaad can deal a critical hit on a 18-20.

Actions

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

Bite. *Melee Weapon Attack:* +6 to hit, 5ft., one target. *Hit* 8(1d10+3)piercing damage .

Claw *Melee Weapon Attack:* +6 to hit, 5ft., one target. *Hit* 10(2d6+3)slashing damage. If the target is a creature, it must succeed a DC 14 Constitution saving throw. On a failed saving throw, the target becomes infected with a minuscule slaad egg.

A humanoid host can carry only one slaad egg to term at a time. Over three months, the egg moves to the chest cavity, gestates, and forms a slaad tadpole. In the 24-hour period before giving birth, the host starts to feel unwell, its speed is halved, and it has disadvantage on attack rolls, ability checks, and saving throws. At birth, the tadpole chews its way through vital organs and out of the host's chest in 1 round, killing the host in the process.

If the disease is cured before the tadpole's emergence, the unborn slaad is disintegrated.

Summon Slaad(1/day) The slaad can summon a red slaad in an unoccupied space within 30ft. of it.

Bonus Actions

Aggressive As a bonus action, the slaad can move up to its speed toward a hostile creature that it can see. It must end this movement closer to a hostile creature.

RED SLAAD CROAKER

Large Aberration, chaotic neutral

Armor Class 14 (Natural Armor)

Hit Points 85(10d10+30)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	6 (-2)	11 (+0)	12 (+1)

Skills Perception +3

Damage Resistances acid; cold; fire; lightning; thunder

Condition Immunities Charmed, Frightened

Senses darkvision 60ft., passive Perception 14

Languages Slaad, telepathy 60ft.

Proficiency Bonus +3

Challenge 6(2300 xp)

Aspect of Chaos If the slaad takes the Attack action against a creature that is lawful in its alignment, the slaad has advantage on its attack rolls.

Ferocity The slaad has advantage on attack rolls against a creature if the slaad does not have an allied creature that are not incapacitated within 5ft. of it.

Magic Resistance The slaad has advantage on saving throw against spells and other magical effects.

Pounce If the slaad moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the slaad can make one bite attack against it as a bonus action.

Regeneration The slaad regains 10 hitpoints at the start of each of its turn if it has at least 1 hitpoint.

Savagery The slaad can deal a critical hit on a 18-20.

Actions

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

Bite. *Melee Weapon Attack:* +6 to hit, 5ft., one target. *Hit* 8(1d10+3)piercing damage .

Claw *Melee Weapon Attack:* +6 to hit, 5ft., one target. *Hit* 10(2d6+3)slashing damage. If the target is a creature, it must succeed a DC 14 Constitution saving throw. On a failed saving throw, the target becomes infected with a minuscule slaad egg.

A humanoid host can carry only one slaad egg to term at a time. Over three months, the egg moves to the chest cavity, gestates, and forms a slaad tadpole. In the 24-hour period before giving birth, the host starts to feel unwell, its speed is halved, and it has disadvantage on attack rolls, ability checks, and saving throws. At birth, the tadpole chews its way through vital organs and out of the host's chest in 1 round, killing the host in the process.

If the disease is cured before the tadpole's emergence, the unborn slaad is disintegrated.

Bellow(Recharge 5-6) Creatures in a 30ft. radius that can hear the slaad must succeed a DC 14 Constitution saving throw. On a failed saving throw, the target is deafened and stunned until the end of its next turn.

Summon Slaad(1/day) The slaad can summon a red slaad in an unoccupied space within 30ft. of it.

Bonus Actions

Aggressive As a bonus action, the slaad can move up to its speed toward a hostile creature that it can see. It must end this movement closer to a hostile creature.

BLUE SLAAD BRUTE

Large Aberration, chaotic neutral

Armor Class 16 (Natural Armor)

Hit Points 114(12d10+48)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	7 (-2)	12 (+1)	14 (+2)

Skills Athletics +8, Perception +4

Damage Resistances acid; cold; fire; lightning; thunder

Condition Immunities Charmed, Frightened

Senses darkvision 60ft., passive Perception 14

Languages Slaad, telepathy 60ft.

Proficiency Bonus +3

Challenge 8 (3900 xp)

Aspect of Chaos If the slaad takes the Attack action against a creature that is lawful in its alignment, the slaad has advantage on its attack rolls.

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

Magic Resistance The slaad has advantage on saving throw against spells and other magical effects.

Reckless At the start of each of its turns, the slaad can grant itself advantage on attack rolls, however attacks against it have advantage until the start of its next turn.

Regeneration The slaad regains 10 hitpoints at the start of each of its turn if it has at least 1 hitpoint.

Siege Monster The slaad can deal double damage to buildings and objects

Actions

Multiattack. The slaad can make an attack with its Infectious Bite and two with its Claws

Infectious Bite. *Melee Weapon Attack:* +8 to hit, 5ft., one target. *Hit* 10(1d10+5)piercing damage + 13(3d8) necrotic damage. If the target is a creature, it must succeed a DC 15 Constitution saving throw. If the target is a creature, it must succeed a DC 15 Constitution saving throw. On a failed saving throw, the target becomes infected with a disease called chaos phage. While infected, the target can't regain hit points, and its hit point maximum is reduced by 10 (3d6) every 24 hours. If the disease reduces the target's hit point maximum to 0, the target instantly transforms into a red slaad or, if it has the ability to cast spells of 3rd level or higher, a green slaad. Only a wish spell can reverse the transformation.

Claw *Melee Weapon Attack:* +8 to hit, 5ft., one target. *Hit* 15(4d4+5)slashing damage + 4(1d8) necrotic damage. If the target is a creature, it must succeed a DC 15 Constitution saving throw. On a failed saving throw, the target becomes infected with a disease called chaos phage. While infected, the target can't regain hit points, and its hit point maximum is reduced by 10 (3d6) every 24 hours. If the disease reduces the target's hit point maximum to 0, the target instantly transforms into a red slaad or, if it has the ability to cast spells of 3rd level or higher, a green slaad. Only a wish spell can reverse the transformation.

Summon Slaad(1/day) The slaad can summon a slaad in an unoccupied space within 30ft. of it. The slaad must roll a d10. On a 1-7, it can summon a blue slaad, on a 8-9, it can summon green slaad, on a 10, it can summon red slaad.

Bonus Actions

Aggressive As a bonus action, the slaad can move up to its speed toward a hostile creature that it can see. It must end this movement closer to a hostile creature.

Reactions

Retaliation When the slaad takes damage from a creature within 5ft. of it, the slaad can make a claw attack.

BLUE SLAAD DEVOURER

Large Aberration, chaotic neutral

Armor Class 16 (Natural Armor)

Hit Points 114(12d10+48)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	7 (-2)	12 (+1)	14 (+2)

Skills Perception +4

Damage Resistances acid; cold; fire; lightning; thunder

Condition Immunities Charmed, Frightened

Senses darkvision 60ft., passive Perception 14

Languages Slaad, telepathy 60ft.

Proficiency Bonus +3

Challenge 8 (3900 xp)

Aspect of Chaos If the slaad takes the Attack action against a creature that is lawful in its alignment, the slaad has advantage on its attack rolls.

Oozing Skin If the slaad is hit with a melee attack while within 5ft of it, the target takes 5(2d4) acid damage.

Magic Resistance The slaad has advantage on saving throw against spells and other magical effects.

Reckless At the start of each of its turns, the slaad can grant itself advantage on attack rolls, however attacks against it have advantage until the start of its next turn.

Regeneration The slaad regains 10 hitpoints at the start of each of its turn if it has at least 1 hitpoint.

Siege Monster The slaad can deal double damage to buildings and objects

Actions

Multiattack. The slaad can make an attack with its Devouring Bite and two with its Claws

Devouring Bite. *Melee Weapon Attack:* +8 to hit, 5ft., one target. *Hit* 38(6d10+5) piercing damage. On a hit, a Medium or smaller target must succeed a DC 16 Strength saving throw or be swallowed. The swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the slaad and it takes 14 (3d8) acid damage at the start of each of the slaad's turns.

Claw *Melee Weapon Attack:* +8 to hit, 5ft., one target. *Hit* 15(4d4+5) slashing damage + 4(1d8) necrotic damage. If the target is a creature, it must succeed a DC 15 Constitution saving throw. On a failed saving throw, the target becomes infected with a disease called chaos phage. While infected, the target can't regain hit points, and its hit point maximum is reduced by 10 (3d6) every 24 hours. If the disease reduces the target's hit point maximum to 0, the target instantly transforms into a red slaad or, if it has the ability to cast spells of 3rd level or higher, a green slaad. Only a wish spell can reverse the transformation.

Vitriolic Bile *(Recharge 5-6)* Creatures in a 30ft. cone must succeed a DC 15 Dexterity saving throw. On a failed saving throw, the target takes 13(3d8) + 13(3d8) necrotic damage and becomes infected with a disease called chaos phage. While infected, the target can't regain hit points, and its hit point maximum is reduced by 10 (3d6) every 24 hours. If the disease reduces the target's hit point maximum to 0, the target instantly transforms into a red slaad or, if it has the ability to cast spells of 3rd level or higher, a green slaad. Only a wish spell can reverse the transformation. On a successful saving throw, creatures take half damage and are not infected.

Summon Slaad *(1/day)* The slaad can summon a slaad in an unoccupied space within 30ft. of it. The slaad must roll a d10. On a 1-7, it can summon a blue slaad, on an 8-9, it can summon green slaad, on a 10, it can summon red slaad.

Bonus Actions

Tongue Whip One creature within 20ft. of the slaad must succeed a DC 16 Strength saving throw. On a failed saving throw, the target is knocked prone.

Reactions

Rampage When the slaad reduces a creature to 0 hitpoints, it can move up to half its movement speed and make a Devouring Bite against a creature within range.

GREEN SLAAD

Large Aberration, chaotic neutral

Armor Class 16 (Natural Armor)

Hit Points 127(15d10+45)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	16 (+3)	13 (+1)	17 (+3)

Skills Arcana +7, Perception +5

Damage Resistances acid; cold; fire; lightning; thunder

Condition Immunities Charmed, Frightened

Senses blindsight 30ft., darkvision 60ft., passive Perception 15

Languages Slaad, telepathy 60ft.

Proficiency Bonus +4

Challenge 9(5000 xp)

Aspect of Chaos Creatures with a lawful alignment have disadvantage on the slaad's spell effects.

Magic Resistance The slaad has advantage on saving throw against spells and other magical effects.

Regeneration The slaad regains 10 hitpoints at the start of each of its turn if it has at least 1 hitpoint.

SPELLCASTING

The slaad is an 12th-level Spellcaster. Its Spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The slaad has the following spells prepared:

Cantrips *Produce Flame, Firebolt*

1st Level Spells (4 slots) *Absorb Elements, Chaos Bolt, Detect Magic, Burning Hands*

2nd Level Spells (3 slots) *Darkness, Detect Thoughts, Scorching Ray, Shatter*

3rd Level Spells (3 slots) *Counterspell, Dispel Magic, Fireball, Summon Aberration*

4th Level Spells (3 slots) *Dimension Door, Wall of Fire, Web of Fire*

5th Level Spells (2 slots) *Immolate, Telekinesis*

6th Level Spells (1 slot) *Harm*

7th Level Spell (1 slot) *Prismatic Spray*

Actions

Multiattack. The slaad can make a bite and two claw attacks

Bite. *Melee Weapon Attack:* +8 to hit, 5ft., one target. *Hit* 9(1d10+3)piercing damage .

Claw *Melee Weapon Attack:* +8 to hit, 5ft., one target. *Hit* 10(2d6+3)slashing damage.

Summon Slaad(3/day) The slaad can summon can roll a d10 to summon a slaadi in unoccupied space within 30ft. of it that it can see. On a 1-3, it can summon a red slaad. On a 4-6, it can summon a blue slaad, on a 7-9, it can summon a green slaad, on a 10, it can summon a gray slaad.

Bonus Actions

Shapechanger The slaad can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, 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.

GREEN SLAAD

CHAOSBRINGER

Large Aberration, chaotic neutral

Armor Class 16 (Natural Armor)

Hit Points 127(15d10+45)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
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18 (+4)	15 (+2)	16 (+3)	16 (+3)	13 (+1)	17 (+3)
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Skills Arcana +7, Perception +5

Damage Resistances acid; cold; fire; lightning; thunder;

Condition Immunities Charmed, Frightened

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

Languages Slaad, telepathy 60ft.

Proficiency Bonus +4

Challenge 10(5900 xp)

Aspect of Chaos Creatures with a lawful alignment have disadvantage on the slaad's spell effects.

Chaotic Skin When a creature damages the Slaad while within 30ft. of it, the target takes 9(2d8) damage of one of the following damage types: acid, cold, fire, lightning, and thunder.

Magic Resistance The slaad has advantage on saving throw against spells and other magical effects.

Regeneration The slaad regains 10 hitpoints at the start of each of its turn if it has at least 1 hitpoint.

SPELLCASTING

The slaad is an 15th-level Spellcaster. Its Spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The slaad has the following spells prepared:

Cantrips *Produce Flame, Firebolt*

1st Level Spells (4 slots) *Chaos Bolt, Charm Person, Detect Magic, Burning Hands*

2nd Level Spells (3 slots) *Darkness, Detect Thoughts, Scorching Ray, Shatter*

3rd Level Spells (3 slots) *Counterspell, Dispel Magic, Fear, Fireball, Summon Aberration*

4th Level Spells (3 slots) *Confusion, Dimension Door, Wall of Fire, Web of Fire*

5th Level Spells (2 slots) *Dominate Person, Immolate, Telekinesis*

6th Level Spells (2 slot) *Harm*

7th Level Spell (1 slot) *Prismatic Spray*

Actions

Multiattack. The slaad can make a bite and two claw attacks

Bite. Melee Weapon Attack: +8 to hit, 5ft., one target. *Hit* 9(1d10+3) piercing damage + 18(4d8) psychic damage.

Claw Melee Weapon Attack: +8 to hit, 5ft., one target. *Hit* 10(2d6+3) slashing damage. If this attack hits a creature that is charmed, frightened, or insane, it deals an additional 9(2d8) psychic damage

Croak of Madness(Recharge 5-6) Creatures within 30ft. of the 3) slashing slaad must succeed a DC 16 Wisdom saving throw. on a failed saving throw, the target takes 36(8d8) psychic damage or goes insane for one minute. An insane creature can't take actions, can't understand what other creatures say, can't read, and speaks only in gibberish. The DM controls its Movement, which is erratic. An insane creature can repeat its saving throw at the end of each of its turns to end the effect on a success.

Summon Slaad(3/day) The slaad can summon can roll a d10 to summon a slaadi in unoccupied space within 30ft. that it can see. On a 1-3, it can summon a red slaad. On a 4-6, it can summon a blue slaad, on a 7-9, it can summon a green slaad, on a 10, it can summon a gray slaad.

Bonus Actions

Shapechanger The slaad can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, 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.

GREEN SLAAD IMMORTAL

Large Aberration, chaotic neutral

Armor Class 16 (Natural Armor)

Hit Points 127(15d10+45)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	16 (+3)	13 (+1)	17 (+3)

Skills Arcana +7, Perception +5

Damage Resistances acid; cold; fire; lightning; thunder;

Condition Immunities Charmed, Frightened

Senses blindsight 30ft., darkvision 60ft., passive Perception 15

Languages Slaad, telepathy 60ft.

Proficiency Bonus +4

Challenge 10(5900 xp)

Aspect of Chaos Creatures with a lawful alignment have disadvantage on the slaad's spell effects.

Chaotic Rejuvenation When the green slaad is reduced to 0 hitpoints, it can roll a d6. On a 1 or 2, it returns to life as a Slaad Tadpole, on a 3-4 it returns to life as a red slaad and on a 5-6 to it returns to life as a blue slaad. Upon using this feature, it fully regains all of its hitpoints.

Magic Resistance The slaad has advantage on saving throw against spells and other magical effects.

Regeneration The slaad regains 10 hitpoints at the start of each of its turn if it has at least 1 hitpoint.

SPELLCASTING

The slaad is an 15th-level Spellcaster. Its Spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The slaad has the following spells prepared:

Cantrips *Produce Flame, Firebolt*

1st Level Spells (4 slots) *Chaos Bolt, Detect Magic, Burning Hands*

2nd Level Spells (3 slots) *Darkness, Detect Thoughts, Scorching Ray, Shatter*

3rd Level Spells (3 slots) *Counterspell, Dispel Magic, Fireball, Summon Aberration*

4th Level Spells (3 slots) *Dimension Door, Wall of Fire, Web of Fire*

5th Level Spells (2 slots) *Immolate, Telekinesis*

6th Level Spells (2 slot) *Harm*

7th Level Spell (1 slot) *Prismatic Spray*

Actions

Multiattack. The slaad can make a bite and two claw attacks

Bite. *Melee Weapon Attack:* +8 to hit, 5ft., one target. *Hit* 9(1d10+3)piercing damage .

Claw *Melee Weapon Attack:* +8 to hit, 5ft., one target. *Hit* 10(2d6+3)slashing damage.

Summon Slaad(3/day) The slaad can summon can roll a d10 to summon a slaadi in unoccupied space within 30ft. of it that it can see. On a 1-3, it can summon a red slaad. On a 4-6, it can summon a blue slaad, on a 7-9, it can summon a green slaad, on a 10, it can summon a gray slaad. it can see.

Bonus Actions

Shapechanger The slaad can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, 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.

GRAY SLAAD

Large Aberration, chaotic evil

Armor Class 16 (Natural Armor)

Hit Points 127(15d10+45)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	16 (+3)	13 (+1)	14 (+2)

Skills Arcana +7, Perception +5

Damage Resistances acid; cold; fire; lightning; thunder; necrotic

Condition Immunities Charmed, Frightened

Senses blindsight 30ft., darkvision 60ft., passive Perception 15

Languages Slaad, telepathy 60ft.

Proficiency Bonus +4

Challenge 10 (5900 xp)

Aspect of Chaos Creatures with a lawful alignment have disadvantage on the slaad's spell effects

Aspect of Negativity When the gray slaad takes the Attack action against a creature with a good alignment, it can make an additional Spellrending Bite attack as part of its action.

Magical Attacks The slaad's attacks count as magical for the purpose of overcoming resistance.

Magic Resistance The slaad has advantage on saving throw against spells and other magical effects.

Regeneration The slaad regains 10 hitpoints at the start of each of its turn if it has at least 1 hitpoint.

Spellbreaker Creatures have disadvantage on saving throws to maintain concentration on spell effects when it takes damage from the slaad.

Spellsight The slaad can pinpoint the location of a spell, magical effect, or magical item within 120ft. of it. It can also determine if a creature it can see is a spellcaster or not.

SPELLCASTING

The slaad is an 15th-level Spellcaster. Its Spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The slaad has the following spells prepared:

Cantrips *Prestidigitation, Toll the Dead*

1st Level Spells (4 slots) *Chaos Bolt, Detect Magic, Inflict Wounds*

2nd Level Spells (3 slots) *Darkness, Darkvision, Invisibility*

3rd Level Spells (3 slots) *Counterspell, Dispel Magic, Summon Shadowspawn, Summon Aberration*

4th Level Spells (3 slots) *Blight, Greater Invisibility, Shadow of Moil*

5th Level Spells (2 slots) *Antilife Shell, Circle of Power*

6th Level Spells (2 slot) *Circle of Death, Harm, Glove of Invulnerability*

7th Level Spell (1 slot) *Prismatic Spray, Finger of Death, Power Word: Stun*

Actions

Multiattack. The slaad can make an attack with its Spellrending Bite and two with its Claws

Spellrending Bite. *Melee Weapon Attack:* +7 to hit, 5ft., one target. *Hit* 8(1d10+3) piercing damage. If the target is concentrating on a spell effect, it must succeed a DC 14 Charisma saving throw. On a failed saving throw, the target takes damage equal to 1d10 times the level of the spell it is concentrating on. The spell immediately ends.

Claw *Melee Weapon Attack:* +7 to hit, 5ft., one target. *Hit* 10(2d6+3) slashing damage + 5(1d10) force damage.

Bonus Actions

Shapechanger The slaad can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, 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.

SILVER SLAAD

Large Aberration, chaotic good

Armor Class 16 (Natural Armor)

Hit Points 127(15d10+45)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	16 (+3)	13 (+1)	14 (+2)

Skills Arcana +7, Perception +5

Damage Resistances acid; cold; fire; lightning; thunder; radiant

Condition Immunities Charmed, Frightened

Senses blindsight 30ft., darkvision 60ft., passive Perception 15

Languages Slaad, telepathy 60ft.

Proficiency Bonus +4

Challenge 9 (5000 xp)

Aspect of Chaos Creatures with a lawful alignment have disadvantage on the slaad's spell effects

Aspect of Positivity When the slaad takes the Attack action against a creature with an evil alignment, it can make an additional Hallowed Bite attack as part of its action.

Magical Attacks The slaad's attacks count as magical for the purpose of overcoming resistance.

Magic Resistance The slaad has advantage on saving throw against spells and other magical effects.

Regeneration The slaad regains 10 hitpoints at the start of each of its turn if it has at least 1 hitpoint.

Soul Reader The slaad can determine the current alignment of a creature that it can see within range.

SPELLCASTING

The slaad is an 15th-level Spellcaster. Its Spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The slaad has the following spells prepared:

Cantrips *Prestidigitation, Light, Sacred Flame*

1st Level Spells (4 slots) *Absorb Elements, Chaos Bolt, Cure Wounds, Detect Evil and Good, Detect Magic, Protection from Good and Evil*

2nd Level Spells (3 slots) *Detect Thoughts, Invisibility, Lesser Restoration, Zone of Truth*

3rd Level Spells (3 slots) *Counterspell, Dispel Magic, Summon Aberration*

4th Level Spells (3 slots) *Sickening Radiance*

5th Level Spells (2 slots) *Circle of Power, Dawn, Hallow, Mass Cure Wounds*

6th Level Spells (2 slot) *Globe of Invulnerability, Heal*

7th Level Spell (1 slot) *Prismatic Spray, Divine Word, Power Word: Stun*

Actions

Multiattack. The slaad can make an attack with its Hallowed Bite and two with its Claws

Hallowed Bite. *Melee Weapon Attack:* +7 to hit, 5ft., one target. *Hit* 9(1d10+3) piercing damage. If the target currently has the evil alignment, it deals an additional 9(2d8) radiant damage

Claw *Melee Weapon Attack:* +7 to hit, 5ft., one target. *Hit* 10(2d6+3) piercing damage + 4(1d8) radiant damage.

Bonus Actions

Shapechanger The slaad can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, 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.

GRAY SLAAD HAVOC

Large Aberration, chaotic evil

Armor Class 16 (Natural Armor)

Hit Points 127(15d10+45)

Speed 30ft.

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

Skills Arcana +7, Perception +5

Damage Resistances acid; cold; fire; lightning; thunder; necrotic

Condition Immunities Charmed, Frightened

Senses blindsight 30ft., darkvision 60ft., passive Perception 15

Languages Slaad, telepathy 60ft.

Proficiency Bonus +4

Challenge 10 (5900 xp)

Aspect of Chaos Creatures with a lawful alignment have disadvantage on the slaad's spell effects

Aspect of Negativity When the slaad takes the Attack action against a creature with a good alignment, it can make an additional Rift Rending Bite as part of its action.

Planar Distortion When a creature within 30ft. of the slaad attempts to use any form of teleportation or interplanar travels against the slaad's will, it must succeed a DC 16 Charisma saving throw. On a failed saving throw, the target takes 22(4d10) force damage and is teleported to a random unoccupied space within 30ft. of the slaad.

Magical Attacks The slaad's attacks count as magical for the purpose of overcoming resistance.

Magic Resistance The slaad has advantage on saving throw against spells and other magical effects.

Regeneration The slaad regains 10 hitpoints at the start of each of its turn if it has at least 1 hitpoint.

SPELLCASTING

The slaad is an 15th-level Spellcaster. Its Spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The slaad has the following spells prepared:

Cantrips *Prestidigitation, Firebolt*

1st Level Spells (4 slots) *Chaos Bolt, Detect Magic, Inflict Wounds*

2nd Level Spells (3 slots) *Misty Step*

3rd Level Spells (3 slots) *Blink, Counterspell, Dispel Magic, Slow, Summon Shadowspawn, Summon Aberration*

4th Level Spells (3 slots) *Confusion, Dimensional Door, Hallucinatory Terrain, Phantasmal Killer*

5th Level Spells (2 slots) *Mislead, Teleportation Circle*

6th Level Spells (2 slot) *Mirage Arcane*

7th Level Spell (1 slot) *Prismatic Spray, Plane Shift, Teleport*

Actions

Multiattack. The slaad can make an attack with its Rift-rending Bite and two with its Displacing Claws

Rift-rending Bite. *Melee Weapon Attack:* +7 to hit, 5ft., one target. *Hit* 9(1d10+3)piercing damage. On a hit, if the target willingly moves 5ft. of more on its turn , it takes an additional 18(4d8) damage from one of the following damage types of the slaad's choice (acid, cold, fire, lightning, necrotic, or thunder).

Displacing Claw *Melee Weapon Attack:* +7 to hit, 5ft., one target. *Hit* 7(1d8+3)slashing damage + 4(1d8) damage from one of the following damage types of the entropist's choice (acid, cold, fire, lightning, necrotic, or thunder). On a hit, the target is moved 10ft. to a location of the slaad's choice.

Bonus Actions

Shapechanger The slaad can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, 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.

Reactions

Displacement When the gray slaad is hit with an ranged attack or targeted with an effect that forces it to make a saving throw, it can swap places with a creature it can see within 30ft causing the other creature to take damage or be forced to make a saving throw. If the target is unwilling, it must succeed a DC 16 Charisma saving throw or be teleported to the slaad's original location on a failed saving throw.

Reality Distortion When a creature misses the slaad with an attack, the slaad can use its reaction to redirect the attack back at a creature within 60ft. of it. On a hit, the attack deals damage as normal

GRAY SLAAD ENTROPISTS

Large Aberration, chaotic evil

Armor Class 16 (Natural Armor)

Hit Points 127(15d10+45)

Speed 30ft.

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

Skills Arcana +7, Perception +5

Damage Resistances acid; cold; fire; lightning; thunder; necrotic

Condition Immunities Charmed, Frightened

Senses blindsight 30ft., darkvision 60ft., passive Perception 15

Languages Slaad, telepathy 60ft.

Proficiency Bonus +4

Challenge 11 (7200 xp)

Aspect of Chaos Creatures with a lawful alignment have disadvantage on the slaad's spell effects

Aspect of Negativity When the slaad takes the Attack action against a creature with a good alignment, it can make an additional Entropic Bite as part of its action.

Aura of Entropy Creatures that first enters or starts its turn within 10ft. of the slaad takes 9(2d8) damage from one of the following damage types of the entropist's choice (acid, cold, fire, lightning, necrotic, or thunder)

Entropic Demise When the slaad is reduced to 0 hitpoints, creatures in a 10ft. radius around it must succeed a DC 16 Dexterity saving throw or take 18 (4d8) damage from one of the following damage types of the entropist's choice (acid, cold, fire, lightning, necrotic, or thunder).

Entropic Nature The slaad can deal double damage to buildings and objects

Magical Attacks The slaad's attacks count as magical for the purpose of overcoming resistance.

Magic Resistance The slaad has advantage on saving throw against spells and other magical effects.

Regeneration The slaad regains 10 hitpoints at the start of each of its turn if it has at least 1 hitpoint.

SPELLCASTING

The slaad is an 15th-level Spellcaster. Its Spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The slaad has the following spells prepared:

Cantrips *Prestidigitation, Toll the Dead*

1st Level Spells (4 slots) *Chaos Bolt, Detect Magic, Inflict Wounds, Shatter*

2nd Level Spells (3 slots) *Darkness, Darkvision, Invisibility*

3rd Level Spells (3 slots) *Counterspell, Dispel Magic, Summon Shadowspawn, Summon Aberration*

4th Level Spells (3 slots) *Blight, Greater Invisibility, Shadow of Moil*

5th Level Spells (2 slots) *Destruction Wave(necrotic variant)*

6th Level Spells (2 slot) *Circle of Death, Disintegrate*

7th Level Spell (1 slot) *Prismatic Spray, Finger of Death, Power Word: Stun*

Actions

Multiattack. The slaad can make an attack with its Entropic Bite and two with its Claws

Entropic Bite. *Melee Weapon Attack:* +7 to hit, 5ft., one target. *Hit* 9(1d10+3)piercing damage + 9(2d8) damage from one of the following damage types of the entropist's choice (acid, cold, fire, lightning, necrotic, or thunder).

Claw *Melee Weapon Attack:* +7 to hit, 5ft., one target. *Hit* 10(2d6+3)piercing damage + 9(2d8) damage from one of the following damage types of the entropist's choice (acid, cold, fire, lightning, necrotic, or thunder)

Bonus Actions

Entropic Gaze One creature within 60ft. of the slaad must succeed a DC 15 Constitution saving throw. On a failed saving throw, it suffers vulnerability to one damage type of the slaad's choice until the end of its next turn.

DEATH SLAAD

Large Aberration, chaotic evil

Armor Class 17 (Natural Armor)

Hit Points 190(20d10+80)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	19 (+4)	17 (+3)	18 (+4)	16 (+3)

Skills Arcana +8, Perception +9

Damage Resistances acid; cold; fire; lightning; thunder; necrotic

Condition Immunities Charmed, Frightened

Senses blindsight 30ft., darkvision 60ft., passive Perception 19

Languages Slaad, telepathy 60ft.

Proficiency Bonus +5

Challenge 14 (11500 xp)

Aspect of Chaos Creatures with a lawful alignment have disadvantage on the slaad's spell effects

Aspect of Negativity When the slaad takes the Attack action against a creature with a good alignment, it can make an additional Necrotic Bite as part of its action.

Magical Attacks The slaad's attacks count as magical for the purpose of overcoming resistance.

Magic Resistance The slaad has advantage on saving throw against spells and other magical effects.

Regeneration The slaad regains 10 hitpoints at the start of each of its turn if it has at least 1 hitpoint.

SPELLCASTING

The slaad is an 20th-level Spellcaster. Its Spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The slaad has the following spells prepared:

Cantrips *Prestidigitation, Toll the Dead*

1st Level Spells (4 slots) *Chaos Bolt, Detect Magic, Inflict Wounds*

2nd Level Spells (3 slots) *Darkness, Darkvision, Invisibility*

3rd Level Spells (3 slots) *Counterspell, Dispel Magic, Fear, Fireball, Fly, Summon Shadowspawn, Summon Aberration*

4th Level Spells (3 slots) *Blight, Greater Invisibility, Shadow of Moil*

5th Level Spells (2 slots) *Antilife Shell, Cloudkill*

6th Level Spells (2 slot) *Circle of Death, Harm, Glove of Invulnerability*

7th Level Spell (2 slot) *Prismatic Spray, Plane Shift, Power Word: Stun*

8th Level Spell (1 slot) *Horrid Wilting*

9th Level Spell (1 slot) *Power Word: Heal, Power Word: Kill*

Actions

Multiattack. The slaad can make a bite and two claw attacks

Necrotic Bite. *Melee Weapon Attack:* +10 to hit, 5ft., one target. *Hit* 10(1d10+5) piercing damage + 18(4d8) necrotic damage. On a hit, the target must succeed a DC 16 Constitution saving throw or its hitpoint maximum is reduced by that amount. This reduction can be removed after the creature finishes a long rest. If this reduction reduces a creature to 0 hitpoints, it is immediately killed.

Claw *Melee Weapon Attack:* +10 to hit, 5ft., one target. *Hit* 9(1d8+5) slashing damage + 4(1d8) necrotic damage. On a hit, the target cannot regain hitpoints until the end of its next turn.

Bonus Actions

Shapechanger The slaad can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, 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.

LIFE SLAAD

Large Aberration, chaotic good

Armor Class 17 (Natural Armor)

Hit Points 190(20d10+80)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	19 (+4)	17 (+3)	18 (+4)	16 (+3)

Skills Arcana +8, Perception +9

Damage Resistances acid; cold; fire; lightning; thunder; radiant

Condition Immunities Charmed, Frightened

Senses blindsight 30ft., darkvision 60ft., passive Perception 19

Languages Slaad, telepathy 60ft.

Proficiency Bonus +5

Challenge 13 (10000 xp)

Aspect of Chaos Creatures with a lawful alignment have disadvantage on the slaad's spell effects

Aspect of Positivity When the slaad takes the Attack action against a creature with an evil alignment, it can make an additional Hallowed Bite attack as part of its action.

Magical Attacks The slaad's attacks count as magical for the purpose of overcoming resistance.

Magic Resistance The slaad has advantage on saving throw against spells and other magical effects.

Regeneration The slaad regains 10 hitpoints at the start of each of its turn if it has at least 1 hitpoint.

SPELLCASTING

The slaad is an 20th-level Spellcaster. Its Spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The slaad has the following spells prepared:

Cantrips *Prestidigitation, Spare the Dying*

1st Level Spells (4 slots) *Chaos Bolt, Cure Wounds, Detect Evil and Good, Detect Magic, Guiding Wounds*

2nd Level Spells (3 slots) **Darkvision, Lesser Restoration, Zone of Truth*

3rd Level Spells (3 slots) *Counterspell, Daylight, Dispel Magic, Fireball, Fly, Summon Aberration*

4th Level Spells (3 slots) *Aura of Life, Sickening Radiance*

5th Level Spells (2 slots) *Greater Restoration, Mass Cure Wounds, Dawn, Flame Strike*

6th Level Spells (2 slot) *Heal, Sunbeam*

7th Level Spell (2 slot) *Divine Word, Prismatic Spray, Plane Shift, Power Word: Stun*

8th Level Spell (1 slot) *Holy Aura, Sunburst*

9th Level Spell (1 slot) *Mass Heal, Power Word: Heal, True Resurrection*

Actions

Multiattack. The slaad can make a bite and two claw attacks

Hallowed Bite. *Melee Weapon Attack:* +10 to hit, 5ft., one target. *Hit* 10(1d10+5) piercing damage + (2d8) radiant damage. If the target is currently has the evil alignment, it takes an additional 9(2d8) radiant damage

Claw *Melee Weapon Attack:* +10 to hit, 5ft., one target. *Hit* 9(1d8+5) slashing damage + 4(1d8) radiant damage.

Bonus Actions

Shapechanger The slaad can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, 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.

WHITE SLAAD

Large Aberration, chaotic neutral

Armor Class 18 (Natural Armor)

Hit Points 285(30d10+120)

Speed 30ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

20 (+5) 16 (+3) 19 (+4) 22 (+6) 23 (+6) 21 (+5)

Saving Throws Dex +9, Int +12, Wis +11, Cha +11

Skills Arcana +12, Perception +12

Damage Resistances acid; cold; fire; lightning; thunder;

Condition Immunities Charmed, Frightened

Senses truesight 120ft., passive Perception 22

Languages Slaad, telepathy 120ft.

Proficiency Bonus +6 **Challenge** 20(25000 xp)

Aspect of Chaos Creatures with a lawful alignment have disadvantage on the slaad's spell effects.

Legendary Resistances(3 day) When the slaad fails a saving throw, it can choose to succeed and fully recharges its Time Lapse Ability.

Magical Attacks The slaad's attacks count as magical for the purpose of overcoming resistance.

Magic Resistance The slaad has advantage on saving throw against spells and other magical effects.

Reactive The slaad regains its reaction at the end of every creature's turn.

Regeneration The slaad regains 30 hitpoints at the start of each of its turn if it has at least 1 hitpoint.

Time Lapse(Recharge 5-6) At the start of its turn, the Slaad can take an additional turn at initiative count 20.

SPELLCASTING

The slaad is an 20th-level Spellcaster. Its Spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The slaad has the following spells prepared:

Cantrips *Prestidigitation, Firebolt*

1st Level Spells (4 slots) *Absorb Elements, Chaos Bolt, Silvery Barbs*

2nd Level Spells (3 slots) *Blur, Mirror Image*

3rd Level Spells (3 slots) *Counterspell, Dispel Magic, Haste, Slow*

4th Level Spells (3 slots) *Dimension Door*

5th Level Spells (2 slots) *Synaptic Static, Temporal Shunt*

6th Level Spells (2 slot) *Primordial Ward, Scatter*

7th Level Spell (2 slot) *Divine Word, Prismatic Spray, Plane Shift, Power Word: Stun, Teleport*

8th Level Spell (1 slot) *Feeblemind*

9th Level Spell (1 slot) *Time Ravage, Time Stop*

Actions

Multiattack. The slaad can make a Chaotic Bite and two Chaotic Rends

Chaotic Bite. *Melee Weapon Attack:* +11 to hit, 5ft., one target. *Hit* 10(1d10+5) piercing damage + 13(3d8) psychic damage. On a hit, the target must succeed a DC 20 Constitution saving throw or be stunned until the end of its next turn

Chaotic Rend *Melee Weapon Attack:* +11 to hit, 5ft., one target. *Hit* 9(1d8+5) slashing damage + 9(2d8) psychic damage. On a hit, the target suffers disadvantage on attack rolls until the end of its next turn

Bonus Actions

Shapechanger The slaad can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, 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.

Temporal Echoes(1/day) As a bonus action, the slaad can summon 5 temporal duplicates within 60 ft. of it. The slaad can use its bonus action on each subsequent turn to move these duplicates up to 30ft. While these duplicates are active, the slaad can make attacks, casts spells, or make opportunity attacks through its space.

While these duplicates are active, whenever a creature targets the slaad with an attack or effect that targets only one creature, it must roll a d6. upon rolling a 6, the attack or effect hits the slaad as normal whereas on a 1-5, it hits one of the duplicates destroying it while the slaad is completely unaffected.

For each duplicate destroyed d6 threshold decreases by 1 for every echo destroyed until all are eliminated. The slaad cannot use this ability again until every echo is destroyed.

Reactions

Chaotic Correction When a creature within 60ft. of the slaad rolls a 1 on an attack roll, ability check, or saving throw, the slaad can use its reaction to treat the roll as a 20 instead and vice versa.

Chaotic Foresight If a creature makes an ability check, attack roll, or saving throw with advantage, the slaad can cause that roll to have disadvantage instead and vice versa.

Legendary Actions

The slaad 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 slaad regains spent legendary actions at the start of their turn.

Chaotic Scramble(1 action) The slaad and one echo(if available) can move up to 30ft. without provoking attacks of opportunity.

Bite(2 actions) The slaad can make a Chaotic Bite attack.

Spell(2 actions) The slaad can cast a spell of 5th level or lower.

Resilience (3 actions) The slaad can end one spell or condition on itself.

BLACK SLAAD

Large Aberration, chaotic evil

Armor Class 18 (Natural Armor)

Hit Points 285(30d10+120)

Speed 30ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

20 (+5) 16 (+3) 19 (+4) 22 (+6) 23 (+6) 21 (+5)

Saving Throws Dex +9, Int +12, Wis +11, Cha +11

Skills Arcana +12, Perception +12

Damage Resistances acid; cold; fire; lightning; thunder;

Condition Immunities Charmed, Frightened

Senses truesight 120ft., passive Perception 22

Languages Slaad, telepathy 120ft.

Proficiency Bonus +6 **Challenge** 20(25000xp)

Aspect of Chaos Creatures with a lawful alignment have disadvantage on the slaad's spell effects.

Aspect of Entropy The slaad deals double damage to buildings and objects. When a creature is reduced to 0 hitpoints by the slaad, it immediately killed and turned to ash.

Aura of Entropy Creatures that first enters or starts its turn within 10ft. of the slaad takes 18(4d8) damage from one of the following damage types of the entropist's choice (acid, cold, fire, lightning, necrotic, or thunder)

Entropic Blood When the slaad takes damage, creatures within 10ft. of it takes 9(2d8) damage from one of the following damage types of the entropist's choice (acid, cold, fire, lightning, necrotic, or thunder)

Entropic Demise When the slaad is reduced to 0 hitpoints, it can immediately use its Entropic Burst ability.

Legendary Resistances(3 day) When the slaad fails a saving throw, it can choose to succeed. Upon using this feature, it can reroll a d6 to regain its Entropic Burst on a 5 or 6.

Magical Attacks The slaad's attacks count as magical for the purpose of overcoming resistance.

Magic Resistance The slaad has advantage on saving throw against spells and other magical effects.

Regeneration The slaad regains 30 hitpoints at the start of each of its turn if it has at least 1 hitpoint.

SPELLCASTING

The slaad is an 20th-level Spellcaster. Its Spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The slaad has the following spells prepared:

Cantrips *Prestidigitation, Eldritch Blast*

1st Level Spells (4 slots) *Absorb Elements, Chaos Bolt, Thunderwave*

2nd Level Spells (3 slots) *Darkness, Shatter*

3rd Level Spells (3 slots) *Counterspell, Dispel Magic, Elemental Bane, Fireball*

4th Level Spells (3 slots) *Gravity Sinkhole, Dimension Door*

5th Level Spells (2 slots) *Immolate, Destruction Wave*

6th Level Spells (2 slot) *Disintegrate, Gravity Fissure*

7th Level Spell (2 slot) *Delayed Blast Fireball, Prismatic Spray, Plane Shift, Power Word: Stun, Teleport*

8th Level Spell (1 slot) *Darkstar, Earthquake, Maddening Darkness*

9th Level Spell (1 slot) *Meteor Swarm*

Actions

Multiattack. The slaad can an Entropic Bite and two Entropic Rends.

Entropic Bite. *Melee Weapon Attack:* +11 to hit, 5ft., one target. *Hit* 16(2d10+5) piercing damage + 13(3d8) damage from one of the following damage types of the slaad's choice (acid, cold, fire, lightning, necrotic, or thunder).

Entropic Rend *Melee Weapon Attack:* +11 to hit, 5ft., one target. *Hit* 9(1d8+5) slashing damage + 9(2d8) from one of the following damage types of the slaad's choice (acid, cold, fire, lightning, necrotic, or thunder).

Entropic Burst(Recharge 5-6) Creatures within a 30ft. radius of the slaad must succeed a DC 20 Constitution saving throw or take 54 (12d8) damage from one of the following damage types of the slaad's choice (acid, cold, fire, lightning, necrotic, or thunder) and half as much on a successful saving throw.

If a creature fails a saving throw against one of the slaad's spell effects by 5 or more, it takes maximum damage from the spell instead of rolling. If the target fails its saving throw by 10 or more, its hitpoint maximum is reduced by the amount of damage taken. This hitpoint reduction lasts until the target finishes a long rest.

Bonus Actions

Entropic Gaze One creature within 60ft. of the slaad must succeed a DC 20 Constitution saving throw. On a failed saving throw, it suffers vulnerability to one damage type of the slaad's choice until the end of its next turn.

Legendary Actions

The slaad 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 slaad regains spent legendary actions at the start of their turn.

Warp(1 action) The slaad can teleport 30ft. to a spot that it can see within range.

Entropic Bite(2 actions) The slaad can make a bite attack.

Spell(2 actions) The slaad can cast a spell of 5th level or lower.

Resilience (3 actions) The slaad can end one spell or condition on itself.



A SPECIAL THANKS TO MY PATRONS

MYTHIC PATRONS

Bobert, Chandlor D. Strijb, Daniel C., Daniel M., Jake C., Kandros V., Marshmellow Owlbear, micsma1701, shrike, Tom L., Ted H. Tonireaper247

LEGENDARY PATRONS

Adiin JKR, Eddie, James, Kate, Matteo S. PETE, Sir Prize, Steven K., Mac M.

EPIC PATRONS

Aaron S., Adendrachi, Andreas A., Brad E., Chad I., cptyossarian, Damien T. David I., Dharmatrails, Douglas B., Flamerules3, Frak, Glenn S. Ihileath, Jacob S., Jordan B., Joseph L., Justin R. Nathan S., Particle Man., Peter R., Razi R., Saji K., tallon m., Thomas P. Valken, Randall G. Kyle R.,

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