

# MONSTERS & MYTHS



A COMPENDIUM OF A FANTASY CREATURES

BY ELOWEN FROST



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## INTRODUCTION

### Welcome to Monsters & Myths

Greetings, Adventurers,

First and foremost, a heartfelt thank you. Your support has breathed life into this manual of mythical creatures, and I am thrilled to welcome you to the rich universe of "Monsters & Myths".

I am Elowen, the architect of this compendium, a labor of love and fantasy that consumed countless hours over the last year. Each monster sketched, each item conceived, and each race crafted comes with a piece of imagination aimed at providing you with countless hours of adventure and joy.

### MONSTERS & MYTHS COMPENDIUM

This compendium serves as your trusted companion in weaving tales of myth, magic, and monsters. Each monster entry is designed to provide you with not just the statistics but also a vivid description, distinctive behaviors, natural habitats, and unique peculiarities to give life and depth to your campaigns. Feel the satisfaction as you observe your players navigate the complex worlds filled with the beings of legend and lore pulled straight from this tome. Here, we equip you with the tools to create truly immersive worlds, peppered with intricate details that foster rich storytelling.

### ADAPT AND PERSONALIZE

Every campaign is a universe of its own, and I encourage you to tailor the contents of this book to fit your narrative style and the dynamics of your gaming group. While these monsters, races and magic items have been crafted with balance and lore in mind, your enjoyment remains the supreme goal. Feel empowered to tweak, modify, and reimagine as you see fit.

### UNLEASH YOUR IMAGINATION

"Monsters & Myths" is more than just a supplement; it is a gateway to new worlds of adventure, brimming with potential stories just waiting to unfold. As you flip through these pages, let your imagination soar, and remember that in the world of DnD, the only limit is the sky.

So, gather your party, ready your dice, and embark on the grandest adventure yet. Happy gaming!

## ABYSSAL COURTIER

An amalgamation of elegance and terror, the **Abyssal Courtier** has the upper body of a graceful human with elongated, pointed ears and long, slender arms ending in razor-sharp claws. Their lower half, however, is a stark contrast, formed by writhing tentacles reminiscent of a deep-sea cephalopod. A lustrous cascade of long hair frames their face, which bears an expression of noble indifference. Clad in fine, aristocratic attire that somehow never seems to get wet, their entire form is cloaked in a hue of blue.

↔ **Behavior:** The Abyssal Courtier is a creature of great intelligence and pride. They often play a role as diplomats or emissaries in underwater societies, negotiating deals with creatures of the deep. With their persuasive nature, they can be charming but are always looking for an upper hand.



🏠 **Habitat:** These creatures reside in the deep, forgotten cities of the ocean floor, in grand palaces where pressure and darkness rule. Their homes are as majestic as they are eerie.

💡 **Peculiarity:** Diet consists mainly of deep-sea fish, but they are known to dine on any unfortunate land dwellers that sink into their domain. They are connoisseurs of ancient underwater artifacts, collecting and cherishing them.

### ABYSSAL COURTIER

Medium Aberration

**Armor Class:** 15 (natural armor)

**Hit Points:** 110 (13d8 + 52)

**Speed:** 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	18 (+4)	17 (+3)	13 (+1)	18 (+4)

**Skills:** Persuasion +7, Deception +7

**Damage Resistances:** Cold

**Senses:** Darkvision 120 ft., passive Perception 11

**Languages:** Common, Aquan, Deep Speech

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

**Proficiency Bonus:** +3

**Amphibious:** The Abyssal Courtier can breathe both air and water.

**Mystic Elegance:** Whenever the Abyssal Courtier speaks or uses any form of communication, those who hear its words must make a DC 15 Wisdom saving throw or be charmed by the Abyssal Courtier for 1 minute. While charmed in this way, the creature is inclined to agree with the Courtier's suggestions and requests. This effect ends if the Abyssal Courtier or its allies damage the charmed creature. Creatures that successfully save against this effect are immune to the Abyssal Courtier's Mystic Elegance for the next 24 hours.

#### ACTIONS

**Multiattack:** The Abyssal Courtier makes two claw attacks and one tentacle attack.

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

**Tentacle:** Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 11 (2d8 + 2) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the Abyssal Courtier can't use its tentacles on another target.

**Psychic Scream (1/Day):** The Abyssal Courtier emits a psychic wave in a 30-foot radius. All creatures within this area must make a DC 15 Wisdom saving throw or take 22 (5d8) psychic damage and be stunned 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.

## AEQUORIN

The **Aequorin** is a small, charming worm-like creature. It possesses large, expressive eyes that contrast its simple, white, water-dripping body. Atop its head sits a grandiose three-pointed hat made of a watery substance, adorned with a blue gem and intricate silver patterns. A similarly adorned piece of armor encircles its neck, giving a semblance of regality to this humble creature.

↔ **Behavior:** Aequorins are peaceful by nature but can be surprisingly resourceful in defending themselves. With their ability to speak both Common and Aquan, they're known to interact with other creatures, often sharing stories of their underwater adventures and the mysteries of the deep. Their voice is melodious, akin to the gentle flow of a babbling brook.

🏠 **Habitat:** Favoring damp and watery environments, these creatures often inhabit the banks of serene lakes, quiet ponds, or along gentle river bends. They can sometimes be found in damp caves or near springs.

💡 **Peculiarities:** The Aequorin's watery hat and armor aren't just for show. Legends speak of these unique elements being tied to the Aequorin's life force. The gems adorning its hat and armor are said to store elemental magic, and many believe that possessing one could grant its owner control over certain water-based abilities. However, separating a Aequorin from its gem could have dire consequences.

Aequorins have a unique life cycle intimately tied to lunar phases. Every full moon, they gather at specific, ancient locations known as "Moon Wells." These Wells are not water sources but rather mystical, shimmering pools of moonlight that appear only on such nights.

During this ritual, Aequorins engage in a mesmerizing dance around these Wells, absorbing lunar energy. It is believed that this ritualistic dance replenishes their watery essence, keeping them vibrant and alive. The shimmering dance of the Aequorins is a spectacle many adventurers have sought to witness, but the locations of Moon Wells are closely guarded secrets.

Another tradition involves their adornments. The silver armor and blue gems they wear are not just for protection or aesthetics. Each gem is handed down through Aequorin generations and is said to contain a fragment of an ancestor's essence. The Aequorins believe that wearing these gems keeps them connected to their lineage and provides guidance in life.

## AEQUORIN

Small Elemental

**Armor Class:** 16 (natural armor, +1 from neck armor)

**Hit Points:** 45 (10d6 + 10)

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

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	12 (+1)	10 (0)	13 (+1)	16 (+3)

**Saving Throws:** Cha +5

**Skills:** Insight +3, Perception +3, Arcana +2

**Senses:** Darkvision 60 ft., passive Perception 13

**Languages:** Common and Aquan

**Challenge:** 3 (700 XP)

**Proficiency Bonus:** +2

**Dripping Form:** At the start of each of the Aequorin's turns, the ground within 5 feet of it becomes wet and slippery until the end of its next turn. Creatures that enter or start their turn in this area must succeed on a DC 13 Dexterity saving throw or fall prone.

**Water Dependency:** The Aequorin requires constant moisture. If it goes without immersing itself in water for 24 hours, it suffers one level of exhaustion.

### ACTIONS

**Water Jet:** Ranged Spell Attack: +5 to hit, range 60 ft., one target. Hit: 18 (4d8) water damage.

**Mystic Glare:** The Aequorin targets one creature it can see within 30 feet. The target must succeed on a DC 13 Wisdom saving throw or be charmed until the Aequorin's next turn.



# AETHERDRAKE

The **Aetherdrake**, at first glance, appears deceptively ethereal with its unique blend of pink and turquoise hues. However, closer inspection reveals a dragon of a darker intent. Its skin, though scaleless, is matte and almost leathery to the touch, casting unsettling shadows even in bright light. Tufts of feathers sprout from its forelimbs, and its tail ends in a twisted ball of matted feathers. Rather than the menacing horns one would expect, the Aetherdrake possesses long antennae that sway with the breeze. Reminiscent of a manticore, its form emanates an aura of malevolence and impending doom.

↔ **Behavior:** While still wise and contemplative, the Aetherdrake uses its intelligence for more sinister

purposes. Manipulative and cunning, they prefer to use their vast knowledge to bend others to their will. Their melodic roars often serve as deceptive lures or eerie warnings in the still of the night.

🏠 **Habitat:** Dwelling in the hidden crevices of dark valleys or atop storm-ridden mountain peaks, these dragons surround themselves with an environment that matches their dark inclinations.

💡 **Peculiarity:** Drawn to obsidian and other dark, reflective stones, Aetherdrakes often line their lairs with these ominous gems, which are said to amplify their malevolent energies. Whispers among villagers speak of a curse befalling those who dare gaze upon an Aetherdrake during a lunar eclipse.

## AETHERDRAKE

Large Dragon

**Armor Class:** 19 (natural armor)

**Hit Points:** 210 (20d10 + 100)

**Speed:** 40 ft., Fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	20 (+5)	17 (+3)	20 (+5)	22 (+6)

**Saving Throws:** Dex+8, Con +12, Wis +10, Cha +11

**Skills:** Perception +10, Insight +10

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

**Senses:** Darkvision 120 ft., passive Perception 20

**Languages:** Common, Draconic, Celestial

**Challenge:** 14 (11,500 XP)      **Proficiency Bonus:** +5

**Aura of Desolation:** Creatures within 20 feet of the Aetherdrake must succeed on a DC 18 Wisdom saving throw or become filled with despair, receiving a disadvantage on attack rolls and saving throws for 1 minute.

## ACTIONS

**Multiattack:** The Aetherdrake makes one bite attack and two claw attacks.

**Bite:** Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 18 (2d10 + 7) piercing damage.

**Claw:** Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) slashing damage.

**Ecliptic Breath (Recharge 5-6):** The Aetherdrake exhales a beam of dark energy in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Constitution saving throw, taking 45 (10d8) necrotic damage on a failed save, or half as much damage on a successful one.

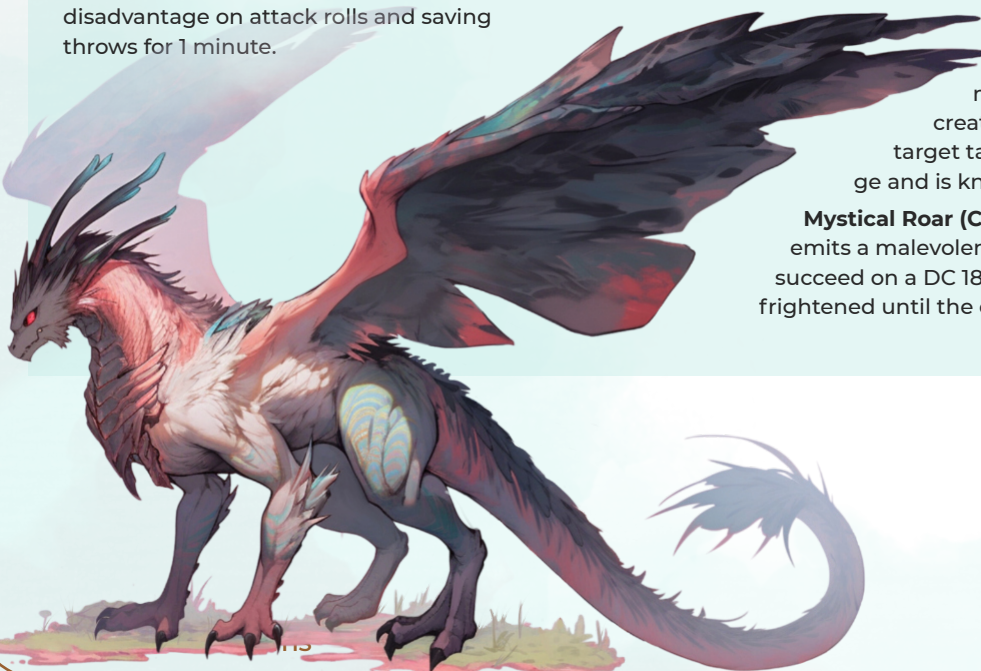
## LEGENDARY ACTIONS

The Aetherdrake 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.

**Detect:** The Aetherdrake makes a Wisdom (Perception) check.

**Tail Swipe:** The Aetherdrake makes a tail attack against one creature within 10 feet. On a hit, the target takes 15 (2d8 + 6) bludgeoning damage and is knocked prone.

**Mystical Roar (Costs 2 Actions):** The Aetherdrake emits a malevolent roar. Creatures within 30 feet must succeed on a DC 18 Wisdom saving throw or become frightened until the end of their next turn.



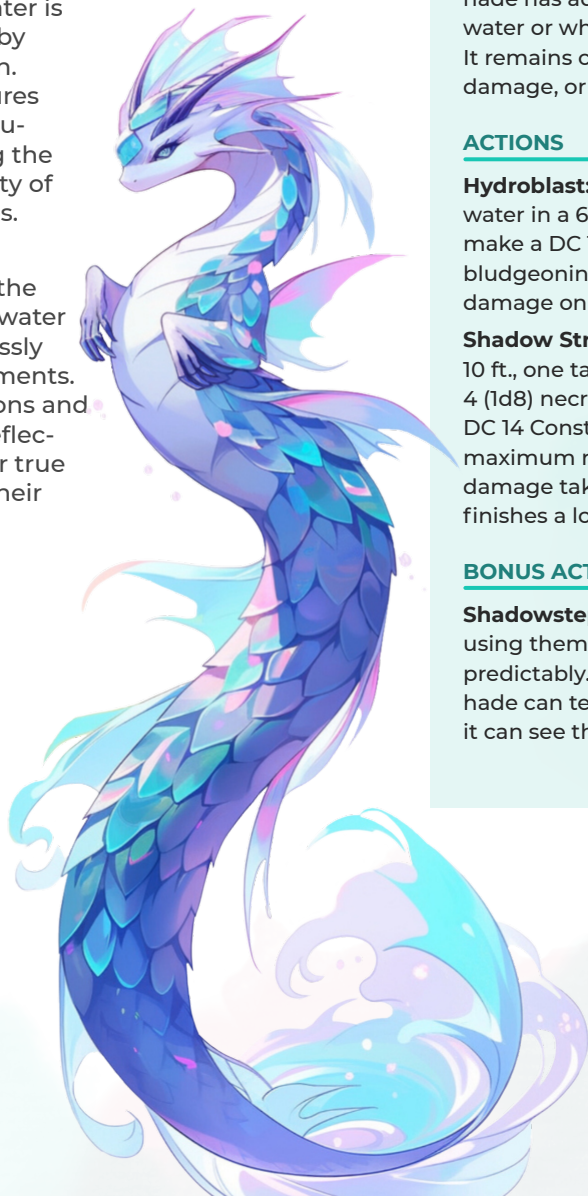
## AQUASHADE

**Aquashade** is a mystical creature that combines the grace of water and the ethereal nature of shadows. It takes the form of a slender, serpentine body covered in iridescent scales that shimmer with hues of deep blues, purples, and silvers. Its long, sinuous tail undulates in the air, resembling flowing water. Aquashade has a sleek, streamlined head with large eyes.

↔ **Behavior:** Aquashades are elusive and mysterious beings that inhabit secluded bodies of water, such as serene lakes, hidden waterfalls, or mystical springs. They are known for their tranquil and serene nature, often seen gliding through the water with an almost meditative grace. Aquashades possess an otherworldly aura, radiating a sense of calm and tranquility to those who encounter them. They are protectors of water and guardians of aquatic ecosystems, ensuring the balance and harmony of their domains.

🏠 **Habitat:** Aquashades are most commonly found in serene and untouched aquatic environments. They are drawn to places where the natural flow of water is pure and untouched by pollution or disruption. These mystical creatures are rarely seen in populated areas, preferring the solitude and tranquility of secluded water bodies.

💡 **Peculiarity:** Aquashades possess the ability to manipulate water and shadows, seamlessly blending the two elements. They can create illusions and visions using water reflections, concealing their true form and confusing their adversaries.



## AQUASHADE

Large Elemental Fey

**Armor Class:** 15

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

**Speed:** 40 ft., swim 60 ft.

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

**Saving Throws:** Dex +6, Wis +5

**Skills:** Stealth +6, Perception +5

**Damage Resistances:** Water, Necrotic

**Damage Immunities:** Poison

**Condition Immunities:** Poisoned, Exhaustion

**Senses:** Darkvision 60 ft., passive Perception 15

**Languages:** Understands Common and Aquan but cannot speak

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

**Proficiency Bonus:** +2

**Watery Camouflage:** Aquashade has the ability to blend seamlessly with its aquatic surroundings. As an action, it can assume the appearance of still water, mirroring its environment. While camouflaged, Aquashade has advantage on Stealth checks made to hide in water or when using water reflections to conceal itself. It remains camouflaged until it takes an action, takes damage, or ends the effect as a bonus action.

### ACTIONS

**Hydroblast:** The Aquashade releases a powerful jet of water in a 60-foot line. Each creature in that area must make a DC 14 Dexterity saving throw, taking 22 (5d8) bludgeoning damage on a failed save, or half as much damage on a successful one.

**Shadow Strike:** Melee Spell Attack, +5 to hit, reach 10 ft., one target. Hit: 7 (1d6 + 4) piercing damage plus 4 (1d8) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or have its hit point maximum reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest.

### BONUS ACTIONS

**Shadowstep:** Aquashade can step into the shadows, using them as pathways to maneuver swiftly and unpredictably. Once per turn as a bonus action, Aquashade can teleport up to 30 feet to an unoccupied space it can see that is also in dim light or darkness.

## ARCANIST

The **Arcanist** is an enigmatic and captivating humanoid creature standing tall at around six feet. It possesses an elegant and slender build, with graceful movements that exude a sense of mystique. Its skin has a subtle iridescent quality, shimmering with hints of ethereal hues. Its long, flowing hair resembles cascading waves, seemingly alive with magical energy.

The Arcanist adorns itself in intricately embroidered robes made of delicate, shimmering fabric that mimics the night sky. The robes seem to blend seamlessly with the surrounding darkness, evoking a celestial aura. Adornments of arcane symbols and celestial motifs embellish the attire, hinting at the creature's deep connection with magic and cosmic forces.

↔ **Behavior:** Arcanists are highly attuned to the arcane arts and possess an insatiable thirst for knowledge and understanding. Though reserved by nature, they are not reclusive and are known to willingly share their wisdom with those who approach them with genuine curiosity and respect. Arcanists have a deep respect for the balance of magic and seek to preserve the delicate equilibrium between arcane forces and the natural world.

🏠 **Habitat:** Arcanists are typically found in remote and secluded locations, away from bustling civilizations. They are drawn to places where the veil between the mortal realm and the mystical realm is thin. Ancient temples, mystical groves, or the highest peaks of mountains are some of the places where Arcanists are known to reside. Their habitats are often surrounded by an aura of ancient magic, which they tap into for their studies and rituals.

⚡ **Peculiarity:** Arcanists possess a profound understanding of arcane magic and have the ability to manipulate and harness various elemental forces. They can channel and shape the raw energy of fire, water, earth, and air, manifesting as powerful spells and elemental attacks. Additionally, Arcanists have an innate connection to celestial bodies and can draw upon the power of the stars and moon to enhance their magic, granting them heightened spellcasting abilities during celestial alignments. unoccupied space it can see that is also in dim light or darkness.

The arcanists are usually accompanied by the Starweavers, they are their protectors and helpers.

## ARCANIST

Medium Humanoid

**Armor Class:** 15 (robes provide natural protection)

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

**Speed:** 30 ft.

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

**Saving Throws:** Int +7, Wis +6

**Skills:** Arcana +7, Insight +6, Perception +6

**Senses:** Passive Perception 16

**Languages:** Common, Primordial, Celestial

**Challenge:** 5 (1,800 XP)      **Proficiency Bonus:** +3

**Celestial Affinity:** During celestial alignments, the Arcanist's spells gain a +1 bonus to their spell save DC and spell attack rolls.

**Elemental Mastery:** The Arcanist can choose to infuse its spells with elemental energy, changing the damage type of a spell to match one of the following: fire, cold, lightning, or force. The Arcanist can use this ability a number of times equal to its Intelligence modifier (4 times), regaining all expended uses after completing a long rest.

**Spellcasting:** The Arcanist is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +7 to hit with spell attacks). The Arcanist has the following spells prepared:

- **Cantrips (at will):** Fire Bolt, Mage Hand, Prestidigitation
- **1st Level (4 slots):** Mage Armor, Shield, Magic Missile, Feather Fall
- **2nd Level (3 slots):** Misty Step, Mirror Image, Scorching Ray
- **3rd Level (3 slots):** Counterspell, Fireball, Lightning Bolt
- **4th Level (3 slots):** Dimension Door, Ice Storm
- **5th Level (2 slots):** Cone of Cold, Wall of Force

### ACTIONS

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

**Spellcasting:** The Arcanist can cast a spell from its prepared list using the appropriate spell slot.

ARCANIST

## STARWEAVERS ARCANIST MINION

**Starweavers** are diminutive, celestial beings standing around 2 to 3 feet tall. They have humanoid bodies, adorned with shimmering, luminescent skin that resembles the night sky. Starweavers possess ethereal, gossamer wings that allow them to fly gracefully.

↔ **Behavior:** Starweavers are loyal and devoted followers of the Arcanist, acting as guardians and assistants. They are gentle and kind-hearted beings, drawn to the Arcanist's celestial aura and mystical knowledge. Starweavers are often seen gathering and organizing star charts and celestial maps, aiding their master in understanding the cosmic forces.

🏠 **Habitat:** Starweavers reside within the sanctuaries and celestial observatories of the Arcanist, where they maintain libraries of ancient tomes and star charts. They are rarely found in the mortal realm, preferring to dwell in places where the stars and celestial bodies are more prominent.

⚡ **Peculiarity:** Starweavers have the unique ability to draw energy from the stars and channel it into protective magic.

## STARWEAVERS

Tiny Celestial

**Armor Class:** 12

**Hit Points:** 7 (2d4 + 2)

**Speed:** 20 ft., Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	12 (+1)	10 (+0)	14 (+2)	10 (+0)

**Saving Throws:** Dex +5, Wis +4

**Skills:** Perception +4

**Damage Resistances:** Radiant

**Damage Immunities:** Necrotic, Poison

**Condition Immunities:** Poisoned

**Senses:** Darkvision 60 ft., passive Perception 14

**Languages:** Celestial

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

**Proficiency Bonus:** +2

### ACTIONS

**Stardust Burst:** The Starweaver releases a burst of celestial energy in a 5-foot radius. Each creature in that area must make a DC 13 Dexterity saving throw or take 3 (1d6) radiant damage on a failed save, or half as much damage on a successful one.

**Guiding Light:** As a bonus action, the Starweaver can choose to provide the Arcanist with guidance. For the next turn, the Arcanist gains advantage on the next spell attack it makes.



STARWEAVER

## AZURE HORNBEAST

The **Azure Hornbeast** stands at about 5 feet tall at the shoulder. Its strong body is covered with blue, feather-like scales that shimmer in the light, enhancing its intimidating presence. Two large, curved horns protrude from its head, and its muscular tail stretches to nearly the length of its body. Its legs are sturdy and strong, each ending in a set of sharp, formidable claws.

↔ **Behavior:** Azure Hornbeasts are naturally solitary creatures, primarily active during the dawn and dusk. They can be quite territorial and are known to aggressively defend their chosen domains against intruders. Despite their fearsome appearance, they only attack if they perceive a threat to their territory or themselves.

🏠 **Habitat:** Azure Hornbeasts can be found in a variety of environments, from dense forests to rocky hillsides. However, they are particularly fond of areas near water bodies, such as rivers or lakes, as their unique scales are designed to absorb moisture and keep them cool.

💡 **Peculiarity:** Azure Hornbeasts have a curious affinity for certain types of fruits, particularly a unique fruit called the Starberry. This purple, star-shaped berry grows on climbing shrubs near water bodies and blooms during twilight hours, matching the Hornbeast's active period. The fruit's sweet scent can be detected from afar by the Hornbeast, which uses its horns to access the berries. Starberries, while being the beast's preferred food for their calming effects and high nutritional value, are not its sole diet; the Hornbeast can also eat other fruits and vegetation if necessary.

## AZURE HORNBEAST

Medium Beast

**Armor Class:** 15 (natural armor)

**Hit Points:** 85 (10d8 + 40)

**Speed:** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	6 (-2)	12 (+1)	10 (+0)

**Saving Throws:** Str +6, Con +6

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

**Damage Resistances:** Bludgeoning

**Senses:** Darkvision 60 ft., passive Perception 13

**Languages:** Understands Beast Speech but can't speak

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

**Proficiency Bonus:** +2

**Charge:** If the Hornbeast moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage.

### ACTIONS

**Multiattack:** The Hornbeast makes one horn attack and one tail attack.

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

**Tail:** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.



## BEETLESTONE BOT

The **Beetlestone Bot** is a small, intricate construct resembling a mechanical beetle. Its exoskeleton is made of stone and metallic pieces. Its segmented body allows for swift and agile movements, while its sharp mandibles and sturdy legs showcase its design for utility and precision.

↔ **Behavior:** Beetlestone Bots are diligent and industrious creatures, programmed with a single-minded focus on construction and excavation tasks. They operate with unwavering determination, methodically surveying their surroundings and tirelessly working to reshape their environment. These creatures work in perfect synchronization, utilizing their sharp mandibles and strong legs to dig tunnels, clear debris, and perform precise stonework tasks.

🏠 **Habitat:** Beetlestone Bots are commonly found in underground environments, such as caverns, mines, and ancient ruins. They thrive in places rich with valuable minerals and intricate stonework, often sought after by archeologists and engineers. These tireless constructs are attracted to areas with extensive stonework, where they can contribute to structural improvements and help maintain ancient edifices.

💡 **Peculiarity:** Beetlestone Bots possess remarkable digging capabilities, equipped with strong legs and sharp mandibles designed for excavating tunnels and manipulating stonework. Their knowledge of the stone making them adept at dismantling and disabling stone-based traps. Their sturdy exoskeleton provides them with natural armor, shielding them from external damage. Additionally, they have the ability to emit a concentrated beam of energy from their abdomen, allowing them to perform precise stonework or defend themselves when necessary.

## BEETLESTONE BOT

Tiny Construct

**Armor Class:** 14

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

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

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

**Saving Throws:** Dex +5, Con +3

**Damage Immunities:** Poison, Psychic

**Condition Immunities:** Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

**Senses:** Darkvision 60 ft., Tremorsense 30 ft., passive Perception 12

**Languages:** Understands the language of its creators but cannot speak

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

**Proficiency Bonus:** +2

**Disassemble Structure:** The Beetlestone Bot analyzes and identifies weaknesses in a stone structure, enabling it to disable or dismantle traps or weakened portions of the structure with ease. It gains advantage on ability checks related to disabling or dismantling stone-based traps or structures.

### ACTIONS

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

**Energy Beam:** The Beetlebot emits a concentrated beam of energy from its abdomen. It makes a ranged spell attack with a +4 bonus to hit, with a range of 30 ft. On a hit, the target takes 3 (1d6) force damage.



## BLACROACK

Large Beast

**Armor Class:** 16 (natural armor)

**Hit Points:** 152 (16d10 + 64)

**Speed:** 30 ft., Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	19 (+4)	6 (-2)	14 (+2)	8 (-1)

**Skills:** Stealth +6, Perception +5

**Senses:** Darkvision 60 ft., passive Perception 15

**Languages:** Understands Aquan but can't speak

**Challenge:** 8 (3,900 XP)      **Proficiency Bonus:** +3

**Amphibious:** The Nebulafrog can breathe both air and water.

**Magic Sense:** The Nebulafrog can detect the presence of magic within 60 feet of it. It can pinpoint the location of any magical source.

**Leap Attack:** If the Nebulafrog moves at least 20 feet straight toward a target and then hits it with a bite attack on the same turn, the target takes an extra 9 (2d8) piercing damage.

### ACTIONS

**Multiattack:** The Blacrock makes two attacks with its powerful legs or one with its bite.

**Bite:** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage.

**Powerful Legs:** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage and the target is grappled (escape DC 16).

**Liquify (Recharge 5-6):** The Nebulafrog targets one creature it can see within 30 feet of it. The target must make a DC 16 Constitution saving throw. On a failed save, the creature begins to turn into a liquid form, becoming restrained. The creature must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature becomes paralyzed for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

## BLACROACK

The **Blacrock** is a massive, alien-like amphibian that stands in stark contrast to any typical frog. Its black skin, highlighted with pulsating fuchsia lines, gives it an otherworldly appearance. Sleek and streamlined, every movement the creature makes speaks of agility and power. The most astounding feature, however, is the transparent dome-like sac in the center of its body, filled with a mysterious swirling liquid. The dome serves as both a fascinating and intimidating sight, reflecting light in the darkest environments.

↔ **Behavior:** Blacrock are territorial creatures, known to guard their domain ferociously. They are ambush predators, lying in wait for prey to come near before striking with astonishing speed. Their alien nature gives them an uncanny ability to adapt and strategize, making them formidable foes in any encounter.

🏠 **Habitat:** These creatures dwell in deep, dark swamps and marshlands where the environment mirrors their eerie aesthetic. The water sources they inhabit often take on a slightly luminescent quality, perhaps a side effect of the Blacrock's unique biology.

💡 **Peculiar:** The liquid within the Blacrock's transparent dome is believed to be both a source of energy and a sensory organ, allowing the creature to detect vibrations and magical energies in its vicinity. Consuming the liquid can have unpredictable magical effects, which has made it a sought-after ingredient for daring alchemists and spellcasters.



## BLAZE SPRITE

The Blaze Sprite is a small, fiery creature standing at about 3 feet tall. Its body resembles a floating ember, radiating intense heat and flickering with an orange and red glow. Wisps of flames dance around its form, giving the impression of a living fire. Despite its small size, the Blaze Sprite emanates an aura of energy, making it appear larger and more formidable than its physical form suggests.

### BLAZE SPRITE

Small Elemental

**Armor Class:** 13

**Hit Points:** 38 (7d6 + 14)

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

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	14 (+2)	8 (-1)	12 (+1)	10 (+0)

**Saving Throws:** Dex +5

**Skills:** Stealth +5

**Damage Immunities:** Poison, Fire

**Condition Immunities:** Poisoned

**Senses:** Darkvision 60 ft., passive Perception 11

**Languages:** Ignian

**Challenge:** 3 (700 XP)

**Proficiency Bonus:** +2

**Amorphous:** The Blaze Sprite can move through a space as narrow as 1 inch wide without squeezing.

**False Appearance:** The Blaze Sprite can magically alter its appearance to mimic an ordinary, harmless campfire, lantern, or any other mundane source of light. This ability allows it to remain unnoticed until it reveals its true nature or decides to engage with unsuspecting creatures.

#### ACTIONS

**Fire Bolt:** Ranged Spell Attack: +5 to hit, range 60 ft., one target. Hit: 10 (3d6) fire damage.

**Ember Burst (Recharge 5-6):** The Blaze Sprite releases a burst of fiery energy in a 10-foot radius. Each creature in that area must make a DC 13 Dexterity saving throw, taking 18 (4d8) fire damage on a failed save, or half as much damage on a successful one.

**Ethereal Flame (1/Day):** The Blaze Sprite turns ethereal for up to 1 minute, during which it 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.

↔ **Behavior:** The Blaze Sprite is an elusive and mischievous creature. It has a playful nature, often appearing as a flickering light in the darkness, only to vanish when approached. It enjoys toying with travelers and adventurers, leading them astray with its glowing tricks. However, if provoked, it can become a fierce and relentless foe, unleashing its fiery powers to defend itself.

🏠 **Habitat:** Blaze Sprites are typically found in locations with intense heat, such as active volcanoes, lava caves, and scorched plains. They are drawn to places where fire's elemental power is at its strongest.

💡 **Peculiarity:** The Blaze Sprite has the unique ability to manipulate flames. It can create small bursts of fire, produce smoke to obscure vision, or intensify existing flames to dangerous levels. Furthermore, its body is composed of pure fire, allowing it to pass through narrow openings.



## BLUQUIUS

The **Bluquius** is a robust and intimidating creature, a strange mix of dragon and fish-like traits, exhibiting behaviors of both. Its large eyes give it a keen sense of sight, useful for both hunting small prey and avoiding larger predators. Covered in tough scales and adorned in simple, non-colorful fabrics, these creatures have an aura of menace around them. The most distinct feature is a colored gem affixed to their belt, which varies from individual to individual and serves as a marker of their social standing within their community.

↔ **Behavior:** Bluquius are not amicable and are highly territorial. They use their Water Jet abilities primarily as a warning to intruders, preferring to avoid combat but willing to engage if necessary. The gems on their belts are crucial for their social structure; they believe that these gems are the source of their emotional and physical strength.

🏠 **Habitat:** These creatures typically dwell in the darker, colder depths of underwater caverns. They establish dominions that are guarded fiercely against invaders.



BLUQUIUS  
MARAUDER

💡 **Peculiarity:** Bluquius have a penchant for collecting objects from the ocean floor, ranging from sunken treasures to rare seashells and minerals. Because of this, they are often seen near the surface, engaging in trade or barter with other aquatic races and even surface dwellers. They sell or trade the items they've scavenged, seeing it not just as a hobby but also as a form of economic sustenance for their community.

**Known Variants:** Within the Bluquius society, there are specialized roles that some individuals fulfill. Bluquius Marauders are larger and serve as community defenders, known for their strong claws and bites. Bluquius Shamans act as spiritual leaders, specializing in water magic and rituals.

### BLUQUIUS

Small Humanoid (bluquius)

**Armor Class:** 15

**Hit Points:** 52 (8d6 + 24)

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

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

**Skills:** Athletics +5, Intimidation +1

**Senses:** Darkvision 60 ft., passive Perception 10

**Languages:** Aquan, Common

**Challenge:** 3 (700 XP)

**Proficiency Bonus:** +2

**Amphibious:** The Bluquius can breathe both air and water.

**Menacing Presence:** The Bluquius imposes disadvantage on any Wisdom (Insight) checks to discern its intentions.

**Gem of Distinction:** The gem on its belt grants the Bluquius advantage on saving throws against being charmed or frightened.

#### ACTIONS

**Multiattack:** The Bluquius makes two claw attacks.

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

**Water Jet (Recharge 5-6):** Ranged Weapon Attack: +3 to hit, range 30 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage and the target must succeed on a DC 13 Strength saving throw or be pushed 10 ft. away and knocked prone.

## BLUQUIUS, MARAUDER

The **Bluquius Marauder** is a fearsome warrior variant within the Bluquius species, larger and more robust than their common kin. Devoid of the magical affinities displayed by their shamanic brethren, Marauders make up for it with sheer brute strength and ferocity. Their intimidating presence is further enhanced by the use of formidable claws and powerful bites as their primary means of attack. Serving as the frontline defenders of their communities, Marauders are the muscle, respected for their physical prowess and combat acumen.

### BLUQUIUS, MARAUDER

Large Humanoid (bluquius)

**Armor Class:** 16 (natural armor)

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

**Speed:** 35 ft., Swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	18 (+4)	12 (+1)	14 (+2)	11 (+0)

**Saving Throws:** Str +8, Con +7

**Skills:** Athletics +8, Survival +5

**Senses:** Darkvision 60 ft., passive Perception 12

**Languages:** Aquan, Common

**Challenge:** 6 (2300 XP)      **Proficiency Bonus:** +3

**Amphibious:** Amphibious: The Bluquius Marauder can breathe air and water.

**Water Mastery:** The Bluquius Marauder has advantage on attack rolls and saving throws while in water.

**Frenzied Assault:** When the Bluquius Marauder's hit points are reduced to half or below, it goes into a frenzy. In this state, it gains an additional multiattack during its turn, allowing it to make one more claw or bite attack than usual. This frenzy lasts until the end of the encounter or until the Marauder is healed above half of its maximum hit points.

#### ACTIONS

**Multiattack:** The Bluquius Marauder makes two melee attacks: one with its bite and one with its claws.

**Bite:** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage.

**Claws:** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

## BLUQUIUS, SHAMAN

The **Bluquius Shaman** is a spiritually elevated figure within its aquatic community, revered for its mastery over water-based magics and ancient rituals. Donning robes infused with the essence of the ocean, the Shaman serves as a healer, guide, and spiritual conduit between the natural world and the mystical realms. Adept at both protective and destructive spells, these shamans are the wisdom keepers and magical specialists of their kind, wielding staves and claws imbued with potent energies.

### BLUQUIUS, SHAMAN

Large Humanoid (bluquius)

**Armor Class:** 16 (natural armor)

**Hit Points:** 97 (13d10 + 26)

**Speed:** 30 ft., Swim 40 ft.

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

**Saving Throws:** Wis +7, Con +7

**Skills:** Insight +7, Religion +6, Arcana +6

**Senses:** Darkvision 60 ft., passive Perception 14

**Languages:** Aquan, Common

**Challenge:** 6 (2,300 XP)      **Proficiency Bonus:** +3

**Amphibious:** The Bluquius Shaman can breathe air and water.

**Water Mastery:** The Bluquius Shaman has advantage on attack rolls and saving throws while in water.

**Spellcasting:** The Bluquius Shaman is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following druid spells prepared:

**Cantrips (at will):** Druidcraft, Produce Flame, Shillelagh

**1st level (4 slots):** Cure Wounds, Entangle

**2nd level (3 slots):** Barkskin, Moonbeam

**3rd level (3 slots):** Call Lightning, Dispel Magic

**4th level (3 slots):** Freedom of Movement, Ice Storm

**5th level (2 slots):** Commune with Nature, Maelstrom

#### ACTIONS

**Multiattack:** The Bluquius Shaman makes two melee attacks: one with its staff and one with its claws.

**Staff:** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) bludgeoning damage.

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

## BONE LORD, SOVEREIGN OF SKELETONS

The **Bone Lord** is a towering figure, an imposing spectacle of dread and death. It wears an intricate armor crafted from bones, crowned by massive, jagged horns protruding from its shoulders. A massive scythe, seemingly crafted from some colossal creature's spine, serves as its weapon—a symbol of eternal harvest.

↔ **Behavior:** The Bone Lord seeks to expand its dominion over the undead, relishing in its sovereignty and expecting absolute obedience from its skeletal minions. It has an air of regal authority, never rushing and always commanding its hordes with cruel efficiency.

🏠 **Habitat:** Bone Lords are usually found in dark, subterranean places like necropolises, catacombs, or ancient, haunted ruins where dark energies are abundant.

⚡ **Peculiarity:** Legend has it that the Bone Lord was once a powerful necromancer who transcended mortality to become a lord of undeath. Its scythe is said to sever the very threads of life and can consume the souls of those it slays, making them loyal members of its ever-growing skeletal army.



MONSTERS & MYTHS

## BONE LORD, SOVEREIGN OF SKELETONS

Large Undead

**Armor Class:** 19 (bone armor)

**Hit Points:** 210 (20d10 + 100)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	20 (+5)	16 (+3)	14 (+2)	18 (+4)

**Saving Throws:** Str +12, Con +10, Int +8

**Skills:** Athletics +12, Arcana +8, Intimidation +9

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

**Damage Immunities:** Necrotic, poison

**Condition Immunities:** Charmed, exhaustion, frightened, paralyzed, poisoned

**Senses:** Darkvision 120 ft., passive Perception 12

**Languages:** Common, Abyssal, Infernal

**Challenge:** 13 (10,000 XP)

**Proficiency Bonus:** +5

**Undead Fortitude:** If damage reduces the Bone Lord 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 Bone Lord drops to 1 hit point instead.

**Bonecraft Armor:** The Bone Lord's armor grants it resistance to the first three instances of damage it takes each round.

**Master of the Horde:** The Bone Lord can command any undead creature within 60 feet of it that has an Intelligence of 4 or lower. The creature immediately follows its orders, even if it would normally attack the Bone Lord.

### ACTIONS

**Multiattack:** The Bone Lord makes two attacks with its bone scythe.

**Bone Scythe:** Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 25 (4d8 + 7) slashing damage plus 10 (3d6) necrotic damage.

**Summon Skeletons:** The Bone Lord summons 2d6 Skeleton Warriors in unoccupied spaces within 60 feet. They act immediately after the Bone Lord in initiative and obey its commands.

### LEGENDARY ACTIONS

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

**Bone Strike:** The Bone Lord makes a bone scythe attack.

**Command Horde (Costs 2 Actions):** The Bone Lord issues a command to undead creatures within 60 feet. Up to three such creatures can use their reaction to make a melee attack.

**Death's Pull (Costs 3 Actions):** The Bone Lord swings its scythe in a broad arc. All creatures within a 15-foot cone must make a DC 18 Dexterity saving throw. On a failure, they are pulled 10 feet toward the Bone Lord and take 21 (6d6) necrotic damage. On a success, they take half damage and are not pulled.

## CELESTIAL CHAMBRINGER

The Celestial Charmbringer is an enchanting creature that radiates an aura of celestial beauty. It resembles a small, graceful feline with luxurious fur that shimmers like stardust. The Charmbringer's feather wings emit a gentle glow that casts a warm ambiance around it.

↔ **Behavior:** Despite its small size, the Celestial Charmbringer possesses immense power and wisdom. It is known as a protector of harmony and balance in the cosmos. This creature has a serene and calm demeanor, exuding a peaceful energy that soothes those around it. It is highly empathetic and strives to bring comfort and joy to others, often acting as a guide and source of inspiration.

🏠 **Habitat:** Celestial Charmbringers can be found in the highest reaches of the celestial realm. They are often drawn to places of cosmic significance, such as ancient observatories or sacred astronomical sites. These creatures have a profound connection to the celestial plane, harnessing the power of the stars to fuel their abilities.

💡 **Peculiarity:** The Celestial Charmbringer possesses the extraordinary ability to channel celestial magic. It can create radiant orbs of healing energy to restore vitality and cure ailments. Its gentle touch can dispel negative energy and bring tranquility to troubled souls. The Charmbringer's wings emit a soothing, melodic hum that can uplift spirits and inspire courage in those who hear it. It is believed that the presence of a Charmbringer can bring about celestial blessings and fortuitous events.



## CELESTIAL CHAMBRINGER

Small Celestial

**Armor Class:** 18 (natural armor)

**Hit Points:** 150 (20d6 + 80)

**Speed:** 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	18 (+4)	16 (+3)	22 (+6)	20 (+5)

**Skills:** Perception +11, Insight +11

**Damage Immunities:** Radiant

**Condition Immunities:** Charmed, Frightened

**Senses:** Darkvision 120 ft., passive Perception 21

**Languages:** Celestial, understands Common and other languages but cannot speak them.

**Challenge:** 15 (13,000 XP)

**Proficiency Bonus:** +5

**Wings of Serenity:** The Celestial Charmbringer's wings emit a soothing aura. Allied creatures within 30 feet gain advantage on saving throws against being frightened and have resistance to radiant damage.

**Astral Inspiration:** As a bonus action, the Celestial Charmbringer can inspire courage and determination in nearby allies. Allied creatures within 30 feet gain a +5 bonus to their next attack roll or saving throw.

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

### ACTIONS

**Celestial Touch:** The Celestial Charmbringer touches a creature within reach, restoring 28 (4d10 + 6) hit points and removing any diseases or curses affecting the target.

**Luminous Orb:** Ranged Spell Attack, +11 to hit, range 60 ft., one target. Hit: 28 (8d6) radiant damage. The target must make a DC 17 Constitution saving throw or be stunned until the end of its next turn.

### LEGENDARY ACTIONS

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

**Radiant Burst:** The Charmbringer releases a burst of radiant energy. Each creature within 10 feet of it must make a DC 18 Dexterity saving throw, taking 22 (4d8+4) radiant damage on a failed save, or half as much damage on a successful one.

**Celestial Inspiration (Costs 2 Actions):** The Charmbringer bestows celestial inspiration on an allied creature within 30 feet. The creature gains advantage on its next attack roll or saving throw.

**Astral Veil (Costs 2 Actions):** The Charmbringer envelops itself in an ethereal aura, gaining resistance to all damage until the start of its next turn.

## CLOCKSPIDER SENTINEL

The **Clockspider Sentinel** appears as a small, circular construct with metallic legs dangling beneath it like a spider. Its main body is a series of dark gray metal plates, and it has a large, glowing eye in the center. It can both hover in the air and walk on surfaces using its spindly metal legs.

↔ **Behavior:** Clockspider Sentinels are designed to patrol and protect specific areas designated by their creators. They are usually unresponsive to outside stimuli unless it's a direct threat to their patrol zone or a command from their creator. They can attack intruders without warning.

### CLOCKSPIDER SENTINEL

Small Construct

**Armor Class:** 15 (natural armor)

**Hit Points:** 52 (8d6 + 24)

**Speed:** 30 ft., Fly 30 ft. (hover)

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

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

**Skills:** Perception +3

**Damage Immunities:** Poison, Psychic

**Condition Immunities:** Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

**Senses:** Darkvision 60 ft., passive Perception 13

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

**Challenge:** 3 (700 XP)

**Proficiency Bonus:** +2

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

**Multi-Lens Sight:** The Clockspider Sentinel has advantage on Wisdom (Perception) checks that rely on sight.

**Anti-Magic Shell:** The Clockspider Sentinel has advantage on saving throws against spells and other magical effects.

#### ACTIONS

**Multiattack:** The Clockspider Sentinel makes two leg stab attacks.

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

**Energy Beam:** Ranged Spell Attack: +3 to hit, range 60 ft., one target. Hit: 10 (2d6 + 3) force damage.

🏠 **Habitat:** These constructs are typically found in magically-imbued laboratories, arcane sanctuaries, or guarding treasure rooms in ancient ruins. They can function in any environment but are often found indoors where their creators have set them to patrol.

💡 **Peculiarity:** The Clockspider Sentinel does not have personal preferences or tastes, as it is merely a programmed construct. However, some are imbued with magical properties that allow them to sense magical items or beings, making them especially effective at guarding magical locations.

**Maelor the Watchmaker:** Clockspider Sentinels are said to be the creation of an ancient and reclusive artificer known as "Maelor the Watchmaker." Maelor was obsessed with time, precision, and the blending of magic with mechanical wonders. He created the first Clockspiders to guard his labyrinthine workshop, filled with arcane artifacts and forbidden tomes. Rumors say that somewhere within this guarded maze, Maelor hid the "Chrono-Key," a magical item with the power to manipulate time itself. Though Maelor's fate is unknown, his Clockspiders continue to function, tirelessly walking the corridors and chambers of their long-lost master's lair. Some adventurers claim they have seen these constructs halt momentarily, as if listening for the tick of a clock that no longer exists.



## CRIMSON BEAK ENCHANTER

Standing upright like a human yet undeniably avian in nature, the **Crimson Beak** Enchanter is a vibrant sight to behold. Its large, deep-green beak contrasts starkly with the dazzling fuchsia feathers that cover its entire body. Immense, curious eyes peer out from beneath its brow, suggesting intelligence and wisdom. Instead of wings, this creature has humanoid arms, though they too are covered in the same brilliant plumage. Its bird-like legs end in strong talons, making its appearance both elegant and slightly ominous.

↔ **Behavior:** The Crimson Beak Enchanters are known for their vast knowledge and innate magical abilities, often seen as wise shamans or oracles in their communities. While not naturally aggressive, they can be fierce defenders of their homes and will use their magical abilities to ward off threats. They communicate in melodic tones, a mixture of spoken language and song.

### CRIMSON BEAK ENCHANTER

Medium Humanoid (avian)

**Armor Class:** 13 (natural armor)

**Hit Points:** 52 (8d8 + 16)

**Speed:** 30 ft., Climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	17 (+3)	15 (+2)	16 (+3)

**Saving Throws:** Cha +5

**Skills:** Arcana +6, Perception +5

**Senses:** Darkvision 60 ft., passive Perception 15

**Languages:** Common, Auran, Sylvan

**Challenge:** 4 (1,100 XP)      **Proficiency Bonus:** +2

**Innate Spellcasting:** The Crimson Beak Enchanter's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- **At will:** mage hand, minor illusion
- **3/day each:** charm person, feather fall
- **1/day each:** counterspell, polymorph

#### ACTIONS

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

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

**Mesmerizing Gaze:** The Crimson Beak Enchanter targets one creature it can see within 30 feet of it. If the target can see the Enchanter, the target must succeed on a DC 13 Wisdom saving throw or be charmed until the start of the Enchanter's next turn.

🏠 **Habitat:** Preferring lush jungles and rainforests where they can blend in despite their vibrant colors, the Crimson Beak Enchanters build their homes high in the treetops, crafting intricate nests out of magical materials that solidify into sturdy dwellings.

💡 **Peculiarity:** The Crimson Beak Enchanter shares a profound bond with the flora of its jungle habitat. This connection allows it to draw sustenance directly from the trees, absorbing ambient magical energy and nutrients. In return, it imparts a part of its own essence into the surroundings, causing the trees in its vicinity to grow fruit of radiant colors, which when consumed, have minor curative properties. Legends speak of travelers who, having lost their way in the jungle, were led back to safety by following a trail of these luminous fruits.



## DARKFERN PONCER

The **Darkfern Pouncer** is a dark and eerie plant-like creature that resembles a tangled mass of thick, black vines. Its gnarled roots protrude from the ground, granting it a solid and stable footing. The creature's main body is a dense cluster of thorny branches and leaves, from which glowing blue orbs emanate, providing an eerie luminescence in the darkness.

↔ **Behavior:** Darkfern Pouncers are carnivorous and aggressive predators that lurk in dimly lit forests and shadowy caves. They are patient and stealthy, lying in wait for unsuspecting prey to wander close. When prey is within reach, they lash out with their thorny tendrils, entangling and ensnaring victims to immobilize them before closing in for the final strike.

🏠 **Habitat:** Darkfern Pouncers prefer to dwell in places of perpetual twilight, where they can remain hidden and unnoticed by most creatures. You can find them in dense and dark forests, underground caverns, or other places where natural light is scarce.

💡 **Peculiarity:** The Darkfern Pouncer has the ability to drain the life force of its victims. When it successfully hits a creature with its thorny tendrils, it absorbs a portion of the creature's vitality, restoring its own hit points.

## DARKFERN PONCER

Medium Plant

**Armor Class:** 13 (natural armor)

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

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	5 (-3)	10 (+0)	4 (-3)

**Skills:** Stealth +3, Perception +2

**Damage Resistances:** Necrotic

**Damage Vulnerabilities:** Radiant

**Condition Immunities:** Blinded, Deafened

**Senses:** Darkvision 60 ft., passive Perception 12

**Languages:** Understands Common but cannot speak

**Challenge:** 2 (450 XP)

**Proficiency Bonus:** +2

### ACTIONS

**Multiattack:** The Darkfern Pouncer makes two thorny tendril attacks.

**Thorny Tendril:** Melee Weapon Attack, +5 to hit, reach 10 ft., one target. Hit: 6 (1d6 + 3) piercing damage plus 3 (1d6) necrotic damage. The target must succeed on a DC 13 Strength saving throw or be restrained until the end of the Darkfern Pouncer's next turn.

**Life Drain:** When the Darkfern Pouncer hits a creature with its thorny tendril attack, it regains hit points equal to the necrotic damage dealt.



## DEWDROP

Small Fey

**Armor Class:** 14

**Hit Points:** 18 (4d6 + 4)

**Speed:** 30 ft., Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	14 (+2)	16 (+3)	18 (+4)

**Saving Throws:** Dex +5, Wis +5, Cha +6

**Skills:** Perception +5, Performance +6, Persuasion +6

**Damage Resistances:** Cold

**Condition Immunities:** Frightened

**Senses:** Darkvision 60 ft., passive Perception 15

**Languages:** Sylvan, Aquan

**Challenge:** 1 (200 XP)      **Proficiency Bonus:** +2

**Ethereal Glide:** The Dewdrop can move gracefully over both water and land surfaces, gliding as if floating on air, without any hindrance to its movement.

**Empathic Connection:** The Dewdrop has an innate connection to the emotions of creatures around it. It can sense strong emotions and intentions, granting it advantage on Wisdom (Insight) checks to read the feelings and motivations of others.

### ACTIONS

**Aquatic Melody:** The Dewdrop weaves a soothing melody with its voice, releasing waves of calming energy in a 20-foot radius. Each creature within the area gains 1d6 + the Dewdrop's Charisma modifier (4) hit points. The Dewdrop can use this action once per encounter.

**Water Manipulation:** The Dewdrop can control the water's currents and shape it within a 30-foot radius. It can create whirlpools, push or pull creatures with water currents, or part the waters to allow safe passage. This ability lasts for 1 minute and can be used once per encounter.

### DEWDROP FAMILIAR

**Prerequisites:** The character must be a spellcaster with access to the Find Familiar spell.

As an alternative to the traditional familiars available through the Find Familiar spell, the character may choose to bond with a Dewdrop as their familiar. The Dewdrop shares a magical and empathic connection with its chosen master, forming a unique and powerful partnership.

- The Dewdrop familiar is water-based and can exist in both water and air without needing to breathe while bonded with its master.
- They share an empathic link, allowing telepathic communication up to one mile and sensing each other's emotions and well-being.
- Once per day, the master can meditate with the Dewdrop for 10 minutes, gaining temporary hit points equal to half Dewdrop current hit points.

## DEWDROP

The Dewdrop is a small, aquatic creature resembling a blend of a water sprite and a graceful fish. Its body is blue and white in color that gives off a small glow when it moves underwater. Delicate fins expand on its head that allow it to navigate effortlessly in aquatic environments.

↔ **Behavior:** Dewdrops are benevolent and ethereal beings, closely connected to the ebb and flow of water and the emotions of creatures within their domain. They are gentle and compassionate, often offering aid to those in need, especially when they sense distress or sorrow.

🏠 **Habitat:** Dewdrops are commonly found in serene lakes, quiet ponds, and secluded underwater caves. They are drawn to areas of natural beauty and harmonious water elements.

💡 **Peculiarity:** Dewdrops possess the unique ability to harness the power of water and emotions to create soothing melodies that heal and inspire those around them. They can also control the water's currents and shape it to their will.



## DREAMWHISKER

**Dreamwhisker** is a small, enchanting creature resembling a mix between a cat and a fantastical creature. Its body is covered in soft, multicolored fur, reminiscent of a beautiful dream. It has strikingly large, expressive ears that twitch and swivel to capture even the faintest sounds. Its most captivating feature is its voluminous and fluffy tail, which shimmers with vibrant and iridescent colors. When Dreamwhisker moves its tail, it releases sleep-inducing spores, adding an otherworldly charm to its already captivating appearance.

↔ **Behavior:** Dreamwhisker exudes an aura of tranquility and wonder. It is a gentle and curious creature, often found exploring magical realms or playing in fields of dreams. Despite its petite size, it possesses a sense of grace and wisdom beyond the norm.

🏠 **Habitat:** Dreamwhisker is often found in lush, vibrant meadows or enchanted forests. It prefers places abundant in colorful flora, where it can feed on the magical essence of flowers and plants.

💡 **Peculiarity:** Dreamwhisker has the unique ability to release sleep-inducing spores. These spores can lull its opponents into a deep slumber, allowing Dreamwhisker's to escape from danger or provide an advantage in battle.

### DREAMWHISKER

Tiny Fey

**Armor Class:** 14

**Hit Points:** 10 (3d4 +3)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	12 (+1)	14 (+2)	16 (+3)	18 (+4)

**Saving Throws:** Dex +5, Wis +5, Cha +6

**Skills:** Stealth +5, Perception +5, Performance +6

**Senses:** Darkvision 60 ft., passive Perception 14

**Languages:** Sylvan, Common

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

**Proficiency Bonus:** +2

**Ethereal Hopper:** Dreamwhisker can move through other creatures and objects as if they were difficult terrain. It takes 5 feet of movement to move through a space occupied by another creature.

**Innocent Charm:** Fluffletuft has advantage on Charisma (Persuasion) checks made to interact with creatures who perceive it as harmless or non-threatening.

**Peculiar Ability:**

**Enchanting Aura:** Dreamwhisker's enchanting presence soothes the hearts of those around it. Creatures within 10 feet of Dreamwhisker have advantage on saving throws against being frightened.

#### ACTIONS

**Sleep Spores:** As an action, Dreamwhisker releases a cloud of sleep-inducing spores in a 15-foot cone. Creatures in that area must make a DC 14 Wisdom saving throw or fall asleep for 1 minute. The effect ends if the creature takes damage or another creature uses an action to wake it. Dreamwhisker can use this action once per encounter.



## DREAMPOUNCER

Emerging as an ethereal wraith, the **Dreampouncer** is a vision of pale white, accented by hints of iridescent turquoise. Its grand antler-like horns are a striking feature, crowned atop a head that emanates a serene, yet haunting aura. Two large, luminescent blue eyes pierce through, seeming to harbor age-old secrets and unspoken tales. The creature floats gracefully, its lack of feet emphasizing its otherworldly nature. Its skeletal arms, ghostly and delicate, contrast beautifully with its overall luminosity. A flowing cloak and robe, shimmering with the same turquoise hints, envelope the Dreampouncer, granting it an essence of grace intermixed with an undercurrent of dread.

↔ **Behavior:** Dreampouncers are hunters of dreams and nightmares. They do not consume physical food; instead, they feed on the emotions generated from dreams, both good and bad. When a creature is sleeping, a Dreampouncer can merge into its dreams, influencing and altering the dreamscape.

🏠 **Habitat:** Dreampouncers are found in ethereal spaces, often near the border of the Feywild. They are especially common in places where the veil between the material and dream realms is thin.

⚠️ **Peculiarity:** Dreampouncers are attracted to strong emotions and vivid imaginations. Artists, poets, and dreamers might find a Dreampouncer nearby when they sleep, curious about their dreams.

### DREAMPOUNCER

Medium Undead

**Armor Class:** 14 (natural armor)

**Hit Points:** 52 (8d8 + 16)

**Speed:** 40 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	12 (+1)	16 (+3)	15 (+2)

**Skills:** Perception +5, Stealth +6

**Condition Immunities:** Charmed, Sleep

**Senses:** Darkvision 60 ft., passive Perception 15

**Languages:** understands Common and Sylvan, but cannot speak

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

**Proficiency Bonus:** +2

**Ethereal Movement:** The Dreampouncer 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.

**Dream Stalker:** If the Dreampouncer is within 10 feet of a sleeping creature, it can enter that creature's dreams as a bonus action. While inside the dream, it is invisible and intangible in the physical world.

#### ACTIONS

**Spectral Grasp:** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) psychic damage.

**Dreamweave:** The Dreampouncer targets one creature it can see within 30 feet. The target must succeed on a DC 14 Wisdom saving throw or be put into a deep slumber, falling unconscious for 1 minute. While asleep, the creature experiences vivid dreams. The creature awakens if it takes damage or if another creature uses its action to shake the sleeper awake.



## DRIFFALON

The **Driffalon** is a majestic creature, seamlessly blending the elegance of a griffon with the might of a dragon. Its entire form is enveloped in a soft feathery coat that transitions from a delicate pink to pure white. The creature's wings are expansive and powerful, allowing it to soar gracefully through the skies. Its tail, long and feathered, often trails behind like a banner, catching the sunlight in iridescent patterns.

↔ **Behavior:** Unlike many of its draconic cousins, the Driffalon is a benevolent creature, often seen as a protector of the weak. With a noble demeanor, these creatures are known to forge bonds with those who approach them with respect and kindness.

### DRIFFALON

Large Monstrosity

**Armor Class:** 18 (natural armor)

**Hit Points:** 190 (20d10 + 80)

**Speed:** 40 ft., Fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	19 (+4)	15 (+2)	18 (+4)	20 (+5)

**Saving Throws:** Dex +8, Con +8, Wis +4

**Skills:** Perception +8, Insight +8

**Damage Resistances:** Lightning, radiant

**Senses:** Darkvision 80 ft., passive Perception 18

**Languages:** Common, Draconic, Celestial

**Challenge:** 12 (8,400 XP)      **Proficiency Bonus:** +4

**Moonstone Radiance:** When bathed in moonlight, the Driffalon's AC increases by 1, and it emits a radiant glow, causing any creature that starts its turn within 10 feet of the Driffalon to be blinded until the start of its next turn.

Their roars, while powerful, often have a melodic undertone, singing the tales of their ancient lineage.

🏠 **Habitat:** Favoring high altitudes, Driffalons nest atop cloud-kissed mountains or hidden valleys, where the air is crisp and the view stretches on for miles. Their nests, made of carefully arranged feathers and precious stones, are considered wonders in their own right.

💡 **Peculiarity:** Driffalons have an affinity for moonstones and will often hoard them. Legend has it that these creatures draw strength from the gentle glow of these stones, especially during the full moon. They are also known to have a taste for fruits, especially berries infused with morning dew.

### ACTIONS

**Multiattack:** The Driffalon makes one beak attack and two claw attacks.

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

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

**Aurora Breath (Recharge 5-6):** The Driffalon exhales a blast of radiant energy in a 60-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 42 (12d6) radiant damage on a failed save, or half as much damage on a successful one.

### LEGENDARY ACTIONS

The Driffalon 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.

**Whirlwind Feathers:** The Driffalon rustles its magnificent wings, creating a flurry of radiant feathers in a 20-foot radius centered on itself. Each creature in that area must succeed on a DC 17 Dexterity saving throw or take 12 (2d6 + 5) slashing damage from the feathers and be blinded until the start of the Driffalon's next turn.

**Tail Sweep:** The Driffalon sweeps its tail around. Each creature within 10 ft. must succeed on a DC 16 Strength saving throw or take 15 (2d8 + 6) bludgeoning damage and be knocked prone.

**Heavenly Descent (Costs 2 Actions):** The Driffalon rises into the air and then swiftly descends to a spot it can see within 60 feet, causing a shockwave. Each creature within 20 feet of that spot must succeed on a DC 18 Strength saving throw or take 16 (3d6 + 6) bludgeoning damage and be knocked prone.



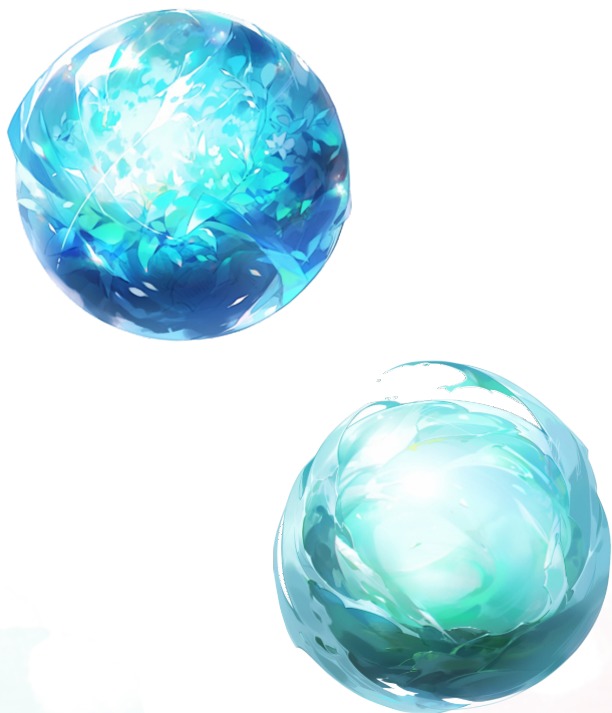
## ECHO ARCANE

The **Echo Arcane** appears as a floating, translucent orb, about the size of a grapefruit, emitting a soft, ethereal glow. Within the orb, tiny motes of arcane energy flicker and dance, creating mesmerizing patterns. It seems to be a magical residue left behind by powerful spellcasters, given a semi-sentient form.

↔ **Behavior:** Echo Arcanees are remnants of potent spells and magical rituals that have gained a semblance of life. They are curious and drawn to sources of magic, often following spellcasters or magical phenomena out of fascination. While not inherently malevolent, they are easily agitated by sudden movements or aggressive actions and will retaliate with their own magical abilities.

🏠 **Habitat:** Echo Arcanees can be found near places of concentrated magic, such as ancient ruins, magical ley lines, or locations where powerful spells have been cast. They are particularly drawn to areas affected by wild magic or arcane disturbances.

⚡ **Peculiarity:** Echo Arcanees possess the ability to mimic simple magical effects they have encountered. This mimicry includes producing minor illusions, casting cantrips they've witnessed, or creating brief bursts of elemental energy. However, due to their fragmented nature, they can only mimic a specific magical effect once per encounter.



## ECHO ARCANE

Tiny Construct

**Armor Class:** 12

**Hit Points:** 9 (2d4 + 4)

**Speed:** 10 ft. (floats)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	6 (-2)

**Saving Throws:** Dex +4, Int +2

**Skills:** Arcana +2, Perception +3

**Damage Resistances:** Necrotic, Psychic

**Condition Immunities:** Blinded, Deafened, Charmed, Frightened, Paralyzed, Petrified, Poisoned

**Senses:** Blindsight 60 ft., passive Perception 13

**Languages:** Understands the language of its creators but cannot speak

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

**Proficiency Bonus:** +2

**Fade Away:** As a reaction when targeted by an attack or a harmful spell, the Echo Arcane can temporarily disperse itself, causing the attack or spell to pass harmlessly through it. The Echo becomes immune to damage until the start of its next turn.

### ACTIONS

**Mimicry:** The Echo Arcane can mimic a magical effect it has witnessed during the encounter. This effect can be a minor illusion, a cantrip, or a brief elemental burst (e.g., a small flame or gust of wind). It can use this ability once per encounter.



DIFFERENT EXAMPLES  
OF ECHO ARCANES

## EMBERCLAW DRAKES

The **Emberclaw Drake** is a fearsome, reptilian creature that stands about 8 feet tall at the shoulder, with a sleek and muscular build. Its scales are a dark crimson color, with accents of deep orange and black. Jagged spines run along its spine, tapering to a fiery red at their tips. The creature's eyes burn with an intense, glowing ember-like light, and smoke occasionally wafts from its nostrils.

↔ **Behavior:** Emberclaw Drakes are known for their aggressive and territorial nature. They are fiercely protective of their nests and hunting grounds, and will not hesitate to defend them. These creatures are highly intelligent and cunning, often employing tactics and strategies during battles. They are fierce predators, known for their fire-breathing ability and swift, agile movements.

🏠 **Habitat:** Emberclaw Drakes inhabit volcanic regions, where the heat and lava flow create a harsh environment. They build their nests in caverns carved into the rocky cliffs, overlooking the molten depths. These creatures have a strong affinity for heat and fire, and are drawn to the intense energy of volcanic activity.

💡 **Peculiarity:** Emberclaw Drakes can breathe fire in powerful streams, scorching their foes. The intense heat they radiate makes their presence unmistakable, and their scales are naturally resistant to fire and heat. Their sharp claws and teeth are capable of rending through even the toughest of materials.

## EMBERCLAW DRAKES

Large Dragon

**Armor Class:** 17 (natural armor)

**Hit Points:** 95 (10d10+40)

**Speed:** 40 ft.

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

**Skills:** Perception +5, Stealth +5

**Damage Resistances:** Fire

**Condition Immunities:** Charmed, Frightened

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

**Languages:** Draconic

**Challenge:** 6 (2,300 XP)      **Proficiency Bonus:** +3

**Blazing Presence:** The intense heat radiating from the Emberclaw Drake makes it difficult for enemies to maintain their focus. Any creature that starts its turn

within 10 feet of the Emberclaw Drake must make a DC 15 Constitution saving throw or have disadvantage on attack rolls until the start of its next turn.

### ACTIONS

**Multiattack:** The Emberclaw Drake makes three attacks: one with its bite and two with its claws.

**Bite:** Melee Weapon Attack, +8 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) piercing damage plus 3 (1d6) fire damage.

**Claw:** Melee Weapon Attack, +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

**Breath Weapon (Recharge 5-6):** The Emberclaw Drake exhales fire in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.



## FAEFLUXIAN

Medium Humanoid (Faefluxian)

**Armor Class:** 16 (natural armor)

**Hit Points:** 84 (13d8 + 26)

**Speed:** 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	20 (+5)	16 (+3)	18 (+4)

**Saving Throws:** Dex +7, Int +8, Wis +6

**Skills:** Arcana +8, Deception +7, Insight +6

**Damage Resistances:** Psychic

**Senses:** Darkvision 60 ft., passive Perception 13

**Languages:** Common, Sylvan, Undercommon

**Challenge:** 6 (2,300 XP)      **Proficiency Bonus:** +3

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

**Mind Whisper:** The Faefluxian can telepathically communicate with any creature it can see within 60 ft., even if the creature doesn't understand its language.

**Trickster's Gambit:** The Faefluxian can use a Bonus Action to give itself advantage on its next attack roll, ability check, or saving throw.

**Gem of Foresight:** The gem on the Faefluxian's forehead grants it the ability to see 10 seconds into the future. As a reaction, it can avoid one attack or effect that would otherwise hit, making the attack miss or the effect fail. It can use this trait once per short rest.

### ACTIONS

**Multiattack:** The Faefluxian makes two claw attacks.

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

### LEGENDARY ACTIONS

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

**Arcane Trick:** The Faefluxian performs a minor magical trick, such as creating a small illusion or making a trinket float.

**Vanish (Costs 2 Actions):** The Faefluxian turns invisible until it attacks or until its concentration ends.

**Mind Warp (Costs 3 Actions):** The Faefluxian targets one creature it can see within 30 ft. The target must succeed on a DC 16 Wisdom saving throw or be confused (as per the "Confusion" spell) until the end of its next turn.

## FAEFLUXIAN

Faefluxian are humanoid creatures with caprine lower bodies and elongated arms ending in clawed hands. Their skin is a vibrant purple that fades into a gradient of black toward their limbs. They wear decorative fabrics adorned with glittering trinkets, and their hooded capes gracefully showcase their twisted horns. Their faces are remarkably expressive and inviting, often breaking into a wide smile, although this seemingly friendly demeanor hides a touch of madness. Their large, shimmering eyes are captivating, and a radiant gemstone is embedded in the center of their forehead.

↔ **Behavior:** Cunning and playful, these creatures enjoy testing the wits and patience of anyone they encounter. They are known for their trickery and love for riddles. Despite their mischievous nature, they are not inherently malevolent but can cause considerable trouble when irked. They are highly intelligent and may offer valuable information or magical artifacts—usually for a price or a favor.

🏠 **Habitat:** Faefluxian are often found in mystical groves, enchanted forests, or at the crossroads of different realms. These areas are usually teeming with arcane energy, which they absorb to fuel their magical abilities.

⚡ **Peculiarity:** Faefluxian have a fondness for magical trinkets, precious gems, and otherworldly artifacts. They are often involved in bartering these items, which they believe bring them good fortune.



## FAEFLY PIPS

**Faefly Pips** are tiny winged creatures, appearing as an enchanting hybrid between a fairy and a diminutive imp. Boasting a plump body and stout legs tipped with sharp claws, their most distinctive feature is perhaps their butterfly wings, which span as wide as their entire body. Large, expressive eyes dominate their faces, lending them an endearing look. A pair of antennas, sprouting from their heads, wiggle curiously as they explore. Though their general morphology remains the same across subspecies, they can be identified by their unique colors: brilliant red, deep green, or rich blue.

↔ **Behavior:** Faefly Pips are generally playful, though their mischievous nature sometimes gets the better of them. These tiny creatures have an innate curiosity and are known to occasionally cause trouble, drawn by shiny objects or interesting spells. They communicate with high-pitched chirps, and if one listens closely, the melodies vary slightly between the colors.

🏠 **Habitat:** Depending on their color, these pips choose different habitats:

- **Red Faefly Pips** prefer warmer climates, often found near fire sources or in sunny meadows.
- **Green Faefly Pips** love forested areas, thriving among tall trees and verdant bushes.
- **Blue Faefly Pips** have an affinity for water and can often be spotted hovering over streams, ponds, or lakes.

💡 **Peculiarities:** Faefly Pips, regardless of their hue, have a fondness for nectar and honey, which they gather using their long tongues. However, they are also known to consume tiny insects. The color of the pip also affects its tastes:

- **Red pips** are attracted to spicy flavors, often seen near pepper plants.
- **Green pips** prefer the sweet sap of trees and fresh buds.
- **Blue pips** have a penchant for dewdrops and often drink from morning leaves.

**Luminescent Moods:** One of the most enchanting traits of the Faefly Pips is their ability to produce a soft, radiant glow at night. This luminescence is not merely a source of light but a direct reflection of their emotions. When a Faefly Pip is content and happy, it emits a steady and warm glow. If it's excited or agitated, the light pulsates rapidly. On rare occasions, when a Faefly Pip is in distress or danger, its glow might even turn into rapid flashes, serving as a distress signal to other Faefly Pips nearby. This unique form of communication has led many magical researchers to believe that the emotional spectrum of these creatures is far more intricate than previously thought.

## FAEFLY PIPS, RED

Tiny Fey

**Armor Class:** 13

**Hit Points:** 10 (3d4 + 3)

**Speed:** 10 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	12 (+1)	7(-2)	14 (+2)	12 (+1)

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

**Damage Resistances:** Fire

**Senses:** Darkvision 60 ft., passive Perception 14

**Languages:** Understands Sylvan but communicates via chirps

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

**Proficiency Bonus:** +2

**Heat Sense:** The Red Faefly Pips can detect sources of heat within 60 ft. of it.

**Emotive Radiance:** When a Faefly Pip's hit points are reduced to half or below, its emotional luminescence triggers. Depending on its color:

**Red:** Their glow intensifies into a fiery radiance. Any creature within 5 feet of the red Faefly Pip at the end of its turn takes 1 fire damage from the intense heat.

### ACTIONS

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



## FAEFLY PIPS, GREEN

Tiny Fey

**Armor Class:** 13

**Hit Points:** 10 (3d4 + 3)

**Speed:** 10 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	12 (+1)	7 (-2)	14 (+2)	12 (+1)

**Skills:** Perception +4, Stealth +5 in wooded areas

**Damage Resistances:** Poison

**Senses:** Darkvision 60 ft., passive Perception 14

**Languages:** Understands Sylvan but communicates via chirps

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

**Proficiency Bonus:** +2

**Forest Camouflage:** The Green Faefly Pip has advantage on Stealth checks made in wooded areas.

**Emotive Radiance:** When a Faefly Pip's hit points are reduced to half or below, its emotional luminescence triggers. Depending on its color:

**Green:** Their glow becomes a calming aura. Allies within 10 feet of the green Faefly Pip gain advantage on saving throws against being frightened.

### ACTIONS

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



## FAEFLY PIPS, BLUE

Tiny Fey

**Armor Class:** 13

**Hit Points:** 10 (3d4 + 3)

**Speed:** 10 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	12 (+1)	7 (-2)	14 (+2)	12 (+1)

**Skills:** Perception +4, Stealth +5 near water

**Damage Resistances:** Cold

**Senses:** Darkvision 60 ft., passive Perception 14

**Languages:** Understands Sylvan but communicates via chirps

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

**Proficiency Bonus:** +2

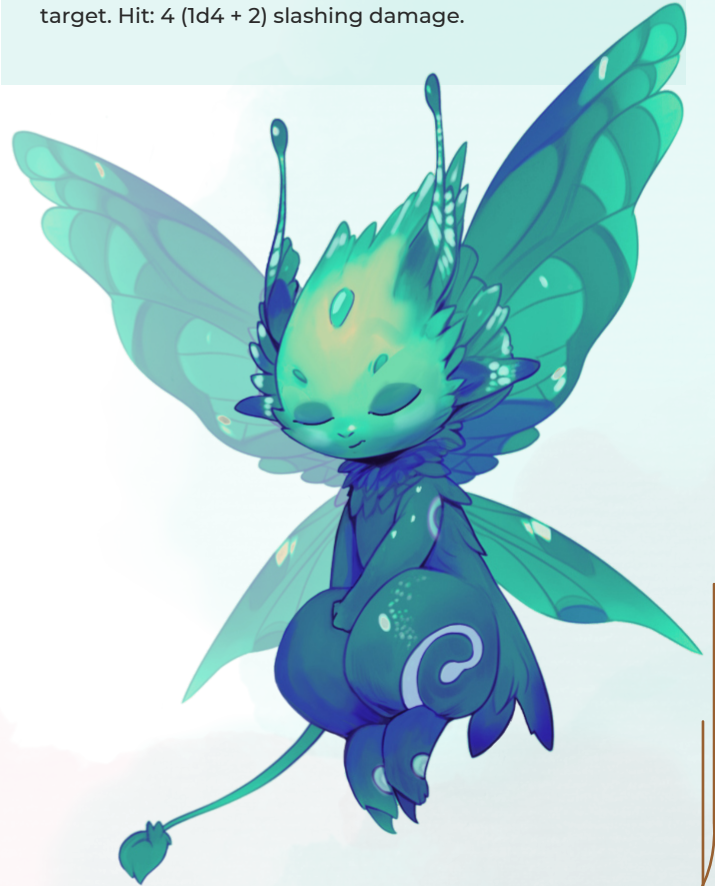
**Water Affinity:** The Blue Faefly Pip can breathe underwater, and it gains a +5 bonus to its Stealth rolls while submerged.

**Emotive Radiance:** When a Faefly Pip's hit points are reduced to half or below, its emotional luminescence triggers. Depending on its color:

**Blue:** Their luminescence takes on a shimmering, watery sheen. The blue Faefly Pip gains a +2 bonus to AC until the start of its next turn, representing a mirage-like distortion making it harder to hit.

### ACTIONS

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



## FERNIMBUS

The **Fernimbus** is a unique elemental creature resembling a cluster of greenery—leaves, branches, and vines—with a central core of vibrant green and white lines. It has no distinct arms or legs but uses its flexible branches as if they were limbs. It can float gracefully in the air and has a strange yet mesmerizing beauty.

↔ **Behavior:** Fernimbus are generally reclusive and avoid conflict if possible. However, they can be quite territorial and will use their innate magical abilities to defend their habitat if threatened.

🏠 **Habitat:** These creatures often dwell deep within enchanted forests, where elemental energies are strong. They prefer areas rich in magical flora and are known to cultivate such environments, subtly influencing the growth of plants and the behavior of animals.

### FERNIMBUS

Small Elemental

**Armor Class:** 12

**Hit Points:** 13 (3d6 + 3)

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

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	13 (+1)	10 (+0)	11 (+0)	10 (+0)

**Skills:** Perception +2

**Senses:** Darkvision 60 ft., passive Perception 12

**Languages:** understands Sylvan but can't speak

**Challenge:** 1 (200 XP)      **Proficiency Bonus:** +2

**Floating Ambush:** When the Fernimbus 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.

**Forest Camouflage:** The Fernimbus has advantage on Stealth checks made in forest terrain.

#### ACTIONS

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

**Vine Whip:** Ranged Weapon Attack: +4 to hit, range 30 ft., one target. Hit: 4 (1d4 + 2) slashing damage, and the target must succeed on a DC 12 Strength saving throw or be pulled up to 10 feet toward the Fernimbus.

**Dazzling Light (Recharge 5-6):** The Fernimbus emits a burst of dazzling light in a 10-foot radius. Each creature in that area must make a DC 12 Constitution saving throw or be blinded until the end of its next turn.

💡 **Peculiarity:** They have a particular fondness for moonlight and will often float to the forest canopy to bathe in its glow. They're known to collect dewdrops infused with moonlight, which they use for unknown purposes.

In addition to their love for elemental magic and moonlight, Fernimbus have a unique ability to harmonize with the natural elements around them, causing a subtle but noticeable change in the environment. When a Fernimbus resides in an area for an extended period, the vegetation becomes noticeably healthier, flowers bloom out of season, and even the weather seems to become more mild. Locals often see the presence of a Fernimbus as a blessing, attributing the good fortune and vitality of their crops to this elusive creature. Some folklore even suggests that capturing the dewdrops they collect could grant minor magical boons, although no one has been able to prove this claim.

This extended affinity for nature makes them highly sought after by druids and nature worshipping communities, who view the Fernimbus not just as an anomaly but as a creature to be revered and protected.



## FLUFFLETUFT

**Fluffletuft** is an adorable and cuddly creature that stands at about 1 foot tall. It resembles a round, fluffy ball of fur with tiny stubby legs. Its fur is incredibly soft and comes in various pastel colors, such as pale pink, baby blue, and mint green. Fluffletuft has large, expressive eyes that shimmer with a gentle innocence, and its small button nose twitches with curiosity. It has tiny, fluffy ears that perk up whenever it senses something interesting.

↔ **Behavior:** Fluffletuft is known for its playful and mischievous nature. It loves to frolic and bounce around, spreading joy wherever it goes. It has a curious personality and is easily captivated by new sights and sounds. Fluffletuft is highly sociable and enjoys the company of other creatures, often seeking out companionship and forming close bonds with trainers or adventurers.

🏠 **Habitat:** Fluffletuft can be found in lush meadows, vibrant forests, and sunny clearings. It prefers habitats with abundant flowers and a gentle breeze. These creatures are drawn to places of natural beauty, where they can enjoy the colorful scenery and interact with other friendly creatures.

💡 **Peculiarity:** Fluffletuft has a special ability to generate small bursts of gentle, soothing breezes. It can create a refreshing gust of wind that brings comfort and tranquility to those around it. This ability is often used to calm others or to playfully blow away objects, creating whimsical moments. Fluffletuft's fur is also known to possess a natural static charge, causing it to emit small sparks of harmless electricity when touched.

## FLUFFLETUFT

Small Fey

**Armor Class:** 14

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

**Speed:** 30 ft.

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

**Skills:** Perception +4, Acrobatics +5

**Damage Resistances:** Lightning

**Condition Immunities:** Charmed

**Senses:** Darkvision 60 ft., passive Perception 14

**Languages:** —

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

**Proficiency Bonus:** +2

**Sparkling Fur:** Whenever a creature touches the Fluffletuft, they must make a DC 13 Dexterity saving throw or take 1d4 lightning damage as small sparks of harmless electricity crackle from the Fluffletuft's fur.

### ACTIONS

**Breezy Gust:** The Fluffletuft releases a gentle gust of wind in a 10-foot cone. Each creature in that area must succeed on a DC 12 Strength saving throw or be pushed 10 feet away from the Fluffletuft and knocked prone. On a successful save, the creature is not pushed or knocked prone.



## FROSTCLAW YETI

The **Frostclaw Yeti** is a towering, hulking creature that stands at an impressive 10 feet tall. Its massive body is covered in thick, matted fur that shimmers with an icy sheen. The fur is predominantly white, with streaks of pale blue and silver running through it. The Yeti's muscular arms end in long, razor-sharp claws capable of rending through solid ice. Its piercing eyes gleam with an icy blue hue, exuding an aura of ancient wisdom.

↔ **Behavior:** Frostclaw Yetis are reclusive and elusive creatures that inhabit frigid, snow-covered mountain ranges. They are known for their stoic and contemplative nature, rarely engaging in unnecessary conflicts. Yetis live in small family groups, valuing strong familial bonds. They are protective of their young and their territory, fiercely defending both against intruders.

🏠 **Habitat:** Frostclaw Yetis make their homes in the highest peaks and secluded caves of icy mountains. They are specially adapted to survive in harsh, wintry conditions, with their thick fur providing insulation against the cold. They are often found near icy caverns or frozen waterfalls, where the natural beauty of the frozen landscape harmonizes with their presence.

⚡ **Peculiarity:** Frostclaw Yetis possess a unique ability to harness and control ice and frost. They can create blizzards and summon freezing winds, engulfing their foes in icy storms. Their powerful roars can cause the ground to tremble and trigger avalanches. Yetis have a deep affinity for the natural world, and their presence can bring about a sense of calm and tranquility in their surroundings.

### FROSTCLAW YETI

Large Monstrosity

**Armor Class:** 15 (natural armor)

**Hit Points:** 105 (14d10+28)

**Speed:** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	14 (+2)	10 (+0)	16 (+3)	12 (+1)

**Skills:** Perception +6, Athletics +8

**Damage Resistances:** Cold

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

**Languages:** Yeti, understands Common but cannot speak it

**Challenge:** 6 (2,300 XP)      **Proficiency Bonus:** +3

**Avalanche Step:** The Frostclaw Yeti can move through difficult terrain created by ice or snow without impediment.

#### ACTIONS

**Multiattack:** The Frostclaw Yeti makes two attacks: one with its claw and one with its chilling roar.

**Claw:** Melee Weapon Attack, +8 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) slashing damage plus 5 (1d10) cold damage.

**Chilling Roar:** The Frostclaw Yeti emits a bone-chilling roar. Each creature within 30 feet of the Yeti that can hear it must make a DC 14 Constitution saving throw or be stunned until the end of its next turn.



## FROSTSNAIL

The **Frostsnail** possesses a gray, tortoise-like body, supported by six diminutive legs. Adorning its head are four ice-crafted, pointed horns that gleam brilliantly in the light. Its shell, smooth and cold to the touch, offers it protection against both predators and the freezing mountain climates. Among these creatures, there exists a larger and more formidable variant known as the Frostsnail Alpha. Boasting longer, sharper horns and a more muscular physique, the Alpha stands as a testament to nature's majestic prowess, leading and protecting its lesser kin.

↔ **Behavior:** Frostsnails are typically reclusive and non-aggressive, using their icy horns for defense. The Frostsnail Alpha is more territorial, actively protecting its domain and fellow Frostsnails.

🏠 **Habitat:** These creatures dwell in the snowy mountains, particularly in places where regular snowfall provides a chilly blanket over the terrain. They can often be found nestled amongst snow-covered rocks and in hidden crevices, protected from predators and the harshest of winter winds. The Frostsnail Alpha, due to its larger size, often takes refuge in massive ice caves or beneath overhanging cliffs.

⚡ **Peculiarity:** Frostsnails feed on alpine vegetation, which is believed to grant them cold resistance. Legends say their shells might have alchemical properties. The Frostsnail Alpha, due to its dominant status, is often said to guard hoards of icy treasures, gifts, or tributes from its smaller kin.

## FROSTSNAIL

Small Beast

**Armor Class:** 14 (natural armor)

**Hit Points:** 10 (3d6)

**Speed:** 5 ft.

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

**Skills:** Perception +1

**Damage Resistances:** Cold

**Senses:** passive Perception 11

**Languages:** —

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

**Proficiency Bonus:** +2

**Frost Shell:** When the Frostsnail takes damage, it retreats into its shell, gaining +2 to its AC until the start of its next turn.

### ACTIONS

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

## FROSTSNAIL ALPHA

Medium Beast

**Armor Class:** 17 (natural armor)

**Hit Points:** 85 (10d8 + 40)

**Speed:** 10 ft.

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

**Skills:** Perception +4

**Damage Resistances:** Cold, Bludgeoning

**Senses:** passive Perception 14

**Languages:** —

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

**Proficiency Bonus:** +3

**Frost Shell Defense:** When the Frostsnail Alpha takes damage, it retreats into its shell, granting it resistance to all damage except psychic for 1 round. It can't use its Horn Thrust or Icy Breath while using Frost Shell Defense.

**Icy Aura:** At the start of each of the Frostsnail Alpha's turns, each creature within 5 feet of it takes 5 (1d10) cold damage.

### ACTIONS

**Multiattack:** The Frostsnail Alpha can make two Horn Thrust attacks.

**Horn Thrust:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage plus 4 (1d8) cold damage.

**Icy Breath (Recharge 5-6):** The Frostsnail Alpha exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 27 (5d10) cold damage on a failed save, or half as much damage on a successful one.



## GALERION

**Galerion** is a majestic and fearsome sight to behold. Standing at 30 feet tall, it takes the form of a giant bird-dragon, bathed in a shade of midnight blue and white. Their wings are made up of huge feathers, its four feet end in sharp, silver heels, and it has a long, elegant tail that trails behind it.

↔ **Behavior:** Galerion is a beacon of tranquility, radiating an aura of peace that seems to influence its surroundings. Its demeanor is as serene as the quiet mountain air, unhurried and exuding wisdom of ages. Galerion prefers the company of nature to battles and shows a marked aversion to unnecessary conflict. However, its calm exterior belies the powerful force that resides within it. If provoked, threatened, or if the balance of nature in its territory is disrupted, Galerion can transform from a tranquil giant into a fearsome opponent. It understands the delicate equilibrium of the wilderness, and fiercely defends its home against those who would upset this balance. From hunters seeking big game to warlords wanting to control its territory, Galerion sees them all as threats to the natural world and does not hesitate to utilize its formidable powers to maintain harmony.

🏠 **Habitat:** Galerion's chosen dwellings are high-altitude, remote mountain ranges, far removed from the intrusion of civilization. It is often found around sources of freshwater; pristine lakes fed by glacial melt, thundering waterfalls, and tranquil rivers. These places not only provide Galerion with necessary hydration and food sources but also allow it to bask in the natural beauty of the landscapes. Even in these remote locations, Galerion remains vigilant, keeping a watchful eye over its territory and ensuring the tranquility of its domain remains undisturbed.

⚡ **Peculiarity:** Galerion's song, though sonorous and filled with majesty, often corresponds to changes in weather. It is said that the creature's voice stirs up the wind, signaling the coming of storms or the end of rainy spells. Sailors, in particular, have learned to listen for its unique song as a form of early weather prediction. Its call is so distinctive and consistent in this regard that it's often referred to as the "Sky Shepherd" amongst the seafaring folk. While it's not confirmed whether Galerion consciously controls the weather or not, this trait makes it an essential part of local folklore.



## GALERION

Gargantuan Monstrosity

**Armor Class:** 20 (natural armor)

**Hit Points:** 350 (20d20 + 140)

**Speed:** 20 ft., Fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	24 (+7)	20 (+5)	22 (+6)	22 (+6)

**Saving Throws:** Str +14, Con +14, Wis +13, Cha +13

**Skills:** Perception +13, Stealth +10

**Damage Resistances:** Radiant; Bludgeoning, Piercing, and Slashing from nonmagical attacks

**Damage Immunities:** Psychic

**Condition Immunities:** Charmed, Frightened

**Senses:** Truesight 120 ft., passive Perception 23

**Languages:** Celestial, Common, Draconic

**Challenge:** 23 (50,000 XP)      **Proficiency Bonus:** +7

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

**Aerial Purity:** Galerion can't be poisoned while it's flying.

### ACTIONS

**Multiattack:** Galerion 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 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage.

**Claw:** Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

**Frightful Presence:** Each creature of Galerion's choice within 120 feet of it 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 itself on a success.

**Aeroblast (Recharge 5-6):** Galerion exhales a blast of wind in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 71 (13d10) force damage on a failed save, or half as much damage on a successful one.

### LEGENDARY ACTIONS

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

**Detect:** Galerion makes a Wisdom (Perception) check.

**Tail Attack (Costs 2 Actions):** Galerion makes a tail attack.

**Wing Attack (Costs 2 Actions):** Galerion beats its mighty wings. Each creature within 15 feet of Galerion must succeed on a DC 22 Dexterity saving throw or take 15 (2d8 + 6) bludgeoning damage and be knocked prone. Galerion can then fly up to half its flying speed.

## THE ASTRAL CONCH OF GALERION

**Wondrous item, legendary (requires attunement)**

This conch shell, as large as a grown man's forearm, is said to have been crafted from one of Galerion's shed scales. It has a gleaming, pearlescent finish and its surface is etched with intricate designs that look like constellations. It radiates a powerful, calming energy.

When you blow the conch, it emits a resonant, hauntingly beautiful sound akin to the legendary Astral Song of Galerion. The sound carries clearly for miles and is audible even over loud ambient noise.

### Abilities:

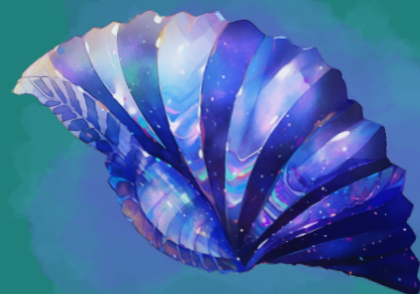
**Calm the Storm:** Once per day, you can blow the conch as an action to calm natural weather conditions within a 5-mile radius. This effect lasts for 1 hour and does not affect magical weather conditions.

**Astral Aid:** Once per week, while under open skies at night, you can blow the conch as an action to ask Galerion for aid. For the next 10 minutes, you gain the ability to see briefly into the future. You can add a d10 to one attack roll, saving throw, or ability check. You must decide to use the die before making the roll.

**Echo of the Cosmos:** Once per month, you can blow the conch as an action to emit Galerion's Astral Song. All creatures within a 1-mile radius must make a DC 18 Wisdom saving throw or be charmed by you for 1 minute. While charmed in this way, a creature is awestruck and has a speed of 0. This effect ends for a creature if it takes damage.

**Note:** The usage of these abilities does not guarantee Galerion's appearance, though it may pique the creature's interest.

This legendary item carries a piece of Galerion's powers and could serve as a powerful tool for adventurers. However, its use should be taken seriously, as Galerion might not take kindly to misuse of its powers.



## GALVAFIRE

The Galvafire is a massive behemoth made of dark, scorched rock with veins of bright, flowing magma crisscrossing its body. Its four, heavy, stone-clad limbs support a hulking frame. The creature's head, devoid of eyes, displays menacingly curved horns. The most terrifying aspect, however, is its gaping circular maw, filled with jagged stone teeth. Whenever it opens its mouth, an inferno rages within, hinting at the beast's molten core.

↔ **Behavior:** These elementals, while not innately aggressive, are highly territorial and will defend their molten domains fiercely. Often emerging from or influenced by the Elemental Plane of Fire, they serve as near-unstoppable guardians or engines of destruction in regions of intense volcanic activity.

🏠 **Habitat:** Galvafires are often found in volcanic regions, the Elemental Plane of Fire, or guarding places of significant elemental power. Their presence often means a nearby source of intense heat or elemental portal.

⚡ **Peculiarity:** Galvafires, while appearing as mere manifestations of rock and fire, have a unique resonance with the elemental planes. It's believed that the fire within them houses an elemental spirit, giving them a rudimentary consciousness and drive.

## GALVAFIRE

Huge Elemental

**Armor Class:** 18 (natural armor)

**Hit Points:** 210 (20d12 + 80)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	18 (+4)	6 (-2)	10 (+0)	7 (-2)

**Saving Throws:** Str +11, Con +8

**Damage Immunities:** Fire, Poison, Bludgeoning from nonmagical attacks

**Condition Immunities:** Charmed, Poisoned, Petrified

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

**Languages:** Understands Terran but can't speak

**Challenge:** 10 (5,900 XP)      **Proficiency Bonus:** +4

**Fiery Core:** When the Galvafire is reduced to 0 hit points, it explodes in a burst of molten lava. Each creature within 20 ft. of it must make a DC 16 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

**Molten Body:** A creature that touches the Galvafire or hits it with a melee attack while within 5 ft. of it takes 7 (2d6) fire damage.

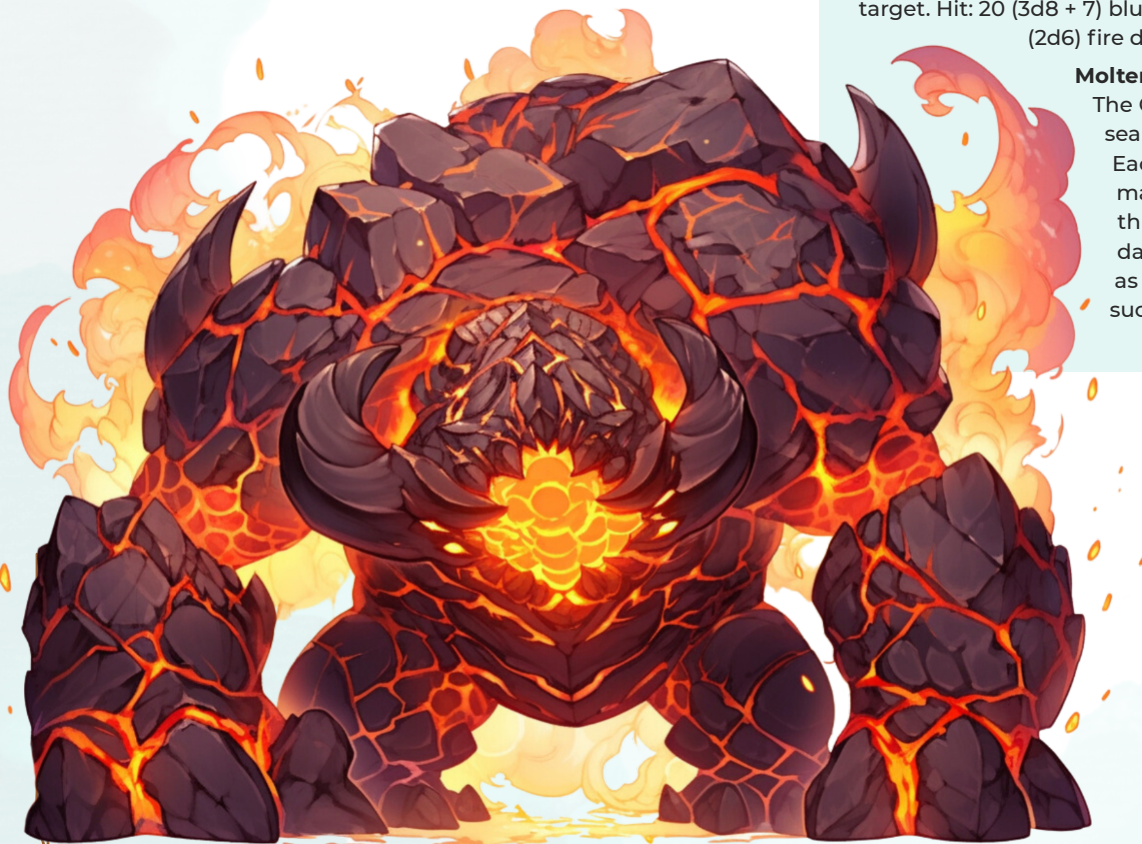
### ACTIONS

**Multiattack:** The Galvafire makes two slam attacks.

**Slam:** Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 20 (3d8 + 7) bludgeoning damage plus 7 (2d6) fire damage.

**Molten Breath (Recharge 5-6):**

The Galvafire exhales a blast of searing flame in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.



## GLIMMERING IMP

The **Glimmering Imp** stands at about 3 feet tall, resembling a small, mischievous humanoid creature. Its body is slender and covered in iridescent scales that shimmer and change color, reflecting the surrounding light. It has bat-like wings that allow it to maneuver swiftly through the air, and its eyes glow with a mischievous gleam.

### GLIMMERING IMP

Small Fey

**Armor Class:** 13

**Hit Points:** 17 (5d6)

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

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

**Skills:** Stealth +5, Sleight of Hand +5, Deception +5

**Damage Immunities:** Poison

**Senses:** Darkvision 60 ft., passive Perception 12

**Languages:** Common, Sylvan

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

**Proficiency Bonus:** +2

**Shimmering Camouflage:** When in dim light or darkness, the Glimmering Imp gains advantage on Stealth checks to remain hidden.

#### ACTIONS

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

**Illusory Distraction:** The Glimmering Imp creates an illusory duplicate of itself within 30 feet. This duplicate distracts enemies, granting advantage on the next attack made by the Glimmering Imp or an ally within 5 feet.

#### GLIMMERING IMP FAMILIAR

**Prerequisites:** The character must be a spellcaster with access to the Find Familiar spell, or be a Warlock of the Pact of the Chain.

As an alternative to the traditional familiars available through the Find Familiar spell, a spellcaster may choose to bond with a Glimmering Imp as their familiar. The Glimmering Imp forms a unique and powerful partnership with its master, based on a magical and playful connection.

- The Glimmering Imp familiar shares a telepathic link with its master, allowing communication over a distance of up to one mile and facilitating a deep understanding of each other's emotional states. It is able to understand and speak Common and Sylvan.
- Once per day, the Glimmering Imp can craft a small illusion for 10 minutes to distract foes or amuse friends.

↔ **Behavior:** Glimmering Imps are playful and cunning creatures, known for their love of pranks and tricks. They are drawn to shiny objects and have a tendency to pilfer small trinkets or coins. They are not particularly aggressive but will defend themselves fiercely if provoked or if their treasures are threatened.

🏠 **Habitat:** Glimmering Imps are commonly found in dense forests, caves, or abandoned ruins. They prefer secluded areas where they can hide and play their tricks without interruption. They are also known to inhabit underground lairs, adorned with their stolen treasures.

💡 **Peculiarity:** Glimmering Imps have a peculiar fascination with puzzles and riddles. They often leave behind cryptic clues or riddles as part of their pranks, challenging adventurers to solve them before reclaiming their stolen items. They are known to have an affinity for shiny gems and are especially drawn to anything that emits a magical aura.



## GLOOMSTALKER

The **Gloomstalker** is a fearsome and stealthy creature that roams the darkest corners of the world. It stands at around 6 feet tall, its lean and muscular body covered in dark, shadowy robe that seems to absorb the light around it. Its eyes glow with an eerie green hue, allowing it to see perfectly in the darkness. Gloomstalkers move with incredible agility and silence, making them formidable hunters.

### GLOOMSTALKER

Medium Monstrous Humanoid

**Armor Class:** 15 (natural armor)

**Hit Points:** 85 (10d8 + 40)

**Speed:** 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	18 (+4)	12 (+1)	14 (+2)	10 (+0)

**Saving Throws:** Dex +7, Wis +5

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

**Damage Resistances:** Necrotic

**Condition Immunities:** Frightened

**Senses:** Darkvision 120 ft., passive Perception 15

**Languages:** Common, Undercommon

**Challenge:** 5 (1,800 XP)      **Proficiency Bonus:** +3

#### ACTIONS

**Multiattack:** The Gloomstalker makes two attacks: one with its claws and one with its Shadow Blade.

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

**Shadow Blade:** Melee Weapon Attack, +6 to hit, reach 10 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 9 (2d8) necrotic damage.

**Shadowmeld:** As a bonus action, the Gloomstalker can merge into the shadows, becoming nearly invisible until the start of its next turn. While merged, it has advantage on Dexterity (Stealth) checks.

**Terrifying Glare (Recharge 5-6):** The Gloomstalker fixes its glowing eyes on a creature within 30 feet. The target must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

↔ **Behavior:** Gloomstalkers are solitary and elusive beings, preferring to remain hidden in the shadows and strike from unexpected angles. They are skilled ambush predators, often stalking their prey for extended periods before launching a surprise attack. Cunning and patient, Gloomstalkers use their dark and mystical abilities to control the battlefield and exploit the weaknesses of their opponents.

🏠 **Habitat:** Gloomstalkers can be found in the darkest and most foreboding areas of the world, such as haunted forests, abandoned ruins, or ancient crypts. They are attracted to places of darkness and despair, where they can thrive and remain unseen by unsuspecting prey.

💡 **Peculiarity:** Gloomstalkers possess the ability to manipulate shadows and darkness to their advantage. They can meld into the shadows, becoming nearly invisible and gaining the element of surprise in combat. Gloomstalkers are also adept at controlling fear, causing terror in the hearts of their foes and sapping their strength.



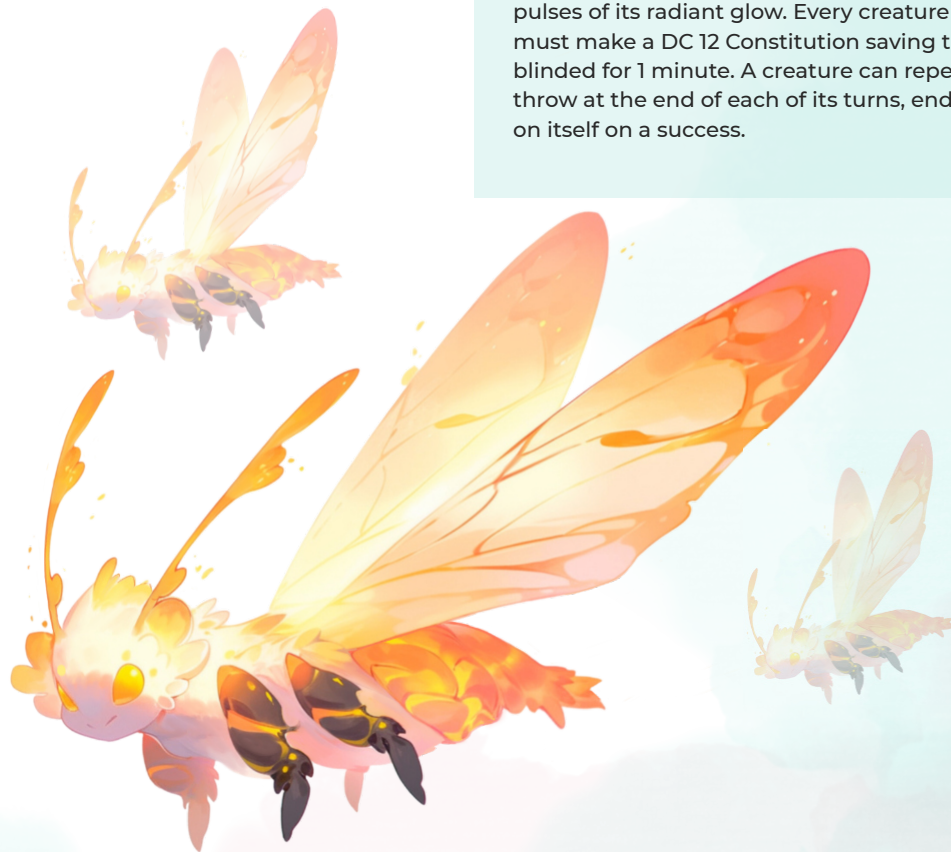
## GOLDENFIRE BUG

The **Goldenfire Bug**, unlike any standard firefly, boasts a rotund body that glows with a gentle golden luminescence. This corpulent insect has intricate golden wings that resemble delicate lacework, shimmering with every beat. The light it emits paints a calming and ethereal picture, especially when seen in groups, dancing in the dusk.

↔ **Behavior:** These creatures are inquisitive by nature, often venturing close to wanderers to investigate before drifting away. In groups, they can create mesmerizing light patterns to communicate or simply fill the night with enchantment. If threatened, they can pulse their glow in a rhythmic pattern, disorienting potential predators.

🏠 **Habitat:** Goldenfire Bugs thrive in areas rich with magic, such as ancient groves, fae-touched glens, or near mystical water sources. During the evening, they come out to perform their luminous ballet, creating a spectacle that many travelers seek out, but few are lucky enough to witness.

💡 **Peculiarities:** They feed primarily on nectar from magical plants and, occasionally, on the ambient mana that permeates their habitats. They have a particular affinity for moonflowers, and when a Goldenfire Bug feeds on one, its glow intensifies, becoming even more mesmerizing.



## GOLDENFIRE BUG

Tiny Fey

**Armor Class:** 13

**Hit Points:** 5 (2d4)

**Speed:** 5 ft., Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	10 (+0)	12 (+1)	14 (+2)

**Skills:** Arcana +2, Perception +3

**Senses:** Darkvision 60 ft., passive Perception 13

**Languages:** understands Sylvan but can't speak

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

**Proficiency Bonus:** +2

**Innate Spellcasting:** The Goldenfire Bug's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

■ **At will:** Dancing Lights

■ **1/day each:** Faerie Fire, Light

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

### ACTIONS

**Dazzling Pulse:** The Goldenfire Bug emits rhythmic pulses of its radiant glow. Every creature within 10 ft. must make a DC 12 Constitution saving throw or be blinded 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.

## GRAVEWING

The **Gravewing** is an enigmatic creature that resembles a bat in form, yet carries an aura of otherworldly dread. Its head is a foreboding skull, hollow eyes ever watchful, and its skeletal body is an intricate lattice of fragile yet resilient bones. Its wings are the stuff of nightmares—diaphanous, almost ethereal membranes stretched taut between spindly, elongated skeletal fingers. It seems to defy the laws of aerodynamics as it hovers and swoops, guided by some unexplained dark force.

↔ **Behavior:** Gravewings are relentless predators, driven by an insatiable thirst for life energy. Although many are enslaved by necromancers or other powerful undead beings to act as sentinels or hunters, a feral Gravewing is not to be underestimated. They are cunning, coordinating attacks in groups when possible, and are known for their stealth and agility.

🏠 **Habitat:** Typically, Gravewings are found in locations shrouded in darkness and seclusion. Abandoned manors, decrepit crypts, and isolated caves are their dwellings of choice. During daylight hours, they retreat into these dark recesses, clinging to ceilings or hiding in shadows, waiting for the cover of night to venture out in search of prey.

💡 **Peculiarity:** The presence of Gravewings is often more than a mere coincidence; it usually signifies something dark and malevolent at work. They have a peculiar affinity for areas tainted by dark magic or cursed energies. Discovering a Gravewing—or worse, a colony—can be an ominous indicator that a necromancer's lair, haunted cemetery, or other site of eldritch horror is nearby. Their bones have been known to possess unique arcane properties, making them valuable to dark spellcasters."

## GRAVEWING

Small Undead

**Armor Class:** 13 (natural armor)

**Hit Points:** 14 (4d6)

**Speed:** 10 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	10 (+0)	4 (-3)	12 (+1)	5 (-3)

**Skills:** Perception +3

**Damage Resistances:** Necrotic

**Senses:** Blindsight 60 ft., passive Perception 13

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

**Challenge:** 1 (200 XP)

**Proficiency Bonus:** +2

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

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

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

### ACTIONS

**Bite:** Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 3) piercing damage plus 2 (1d4) necrotic damage.

**Bone Shriek (Recharge 5-6):** The Gravewing releases a piercing shriek. Each creature within a 20-foot radius must succeed on a DC 13 Wisdom saving throw or be frightened until the end of their next turn.



# GREYTAIL

The **Graytail's** appearance is a unique blend of tribal menace and primate agility. Despite its small stature, it has an aggressive and intimidating demeanor, with sharp teeth often bared in a snarl and fiery eyes that miss nothing. This monkey, with its gray fur and soft pinkish skin, has an alert and fierce stance, always ready to defend or attack. Its long tail seems almost prehensile, often wrapping around tree branches or their chosen weapon – a crudely crafted, yet effective, stick. Its tribal attire, a simple pair of pants festooned with feathers and other jungle ornaments, further emphasizes its wild, warrior nature.

↔ **Behavior:** Graytails are territorial, fiercely protective, and are known for their unyielding aggression. They rarely show fear, and their bravery often surprises those many times their size. With their sharp cries and coordinated tactics, they can quickly become a formidable opponent for any intruder. They move in groups, and their synchronized movements, combined with their war cries, can unnerve even the most experienced of adventurers.

🏠 **Habitat:** Tucked away deep within the heart of thick jungles, beneath the ever-watchful shadows of the canopy, the Graytails have built their stronghold. They live in complex treetop fortresses, which are both homes and strategic vantage points. Entrances are cleverly concealed and often booby-trapped, ensuring the security of their domain.

⚡ **Peculiarity:** Contrary to their aggressive nature, Graytails have an inexplicable fascination for shiny objects, collecting and hoarding them like treasures. These shimmering prizes are proudly displayed within their habitats, each one a testament to their cunning and bravery. While they mainly feast on fruits and insects, they are not averse to tasting meat if the opportunity arises. Ritualistic in nature, they hold special ceremonies during certain lunar phases, believed to empower and protect their tribe.

## GREYTAIL

Small Beast (humanoid)

**Armor Class:** 13 (natural armor)

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

**Speed:** 30 ft., Climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	6 (-2)	12 (+1)	9 (-1)

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

**Senses:** passive Perception 13

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

**Challenge:** 1 (200 XP)

**Proficiency Bonus:** +2

**Tribal Agility:** The Graytail can take the Disengage or Hide action as a bonus action on each of its turns.

**Tail Attack:** The Graytail's tail is prehensile and can be used to make attacks or manipulate objects.

### ACTIONS

**Multiattack:** The Graytail makes two attacks: one with its bite and one with its stick swing.

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

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

**Tribal Shout (Recharge 5-6):** The Graytail releases a loud, tribal shout. Every creature within 20 ft. of it must succeed on a DC 12 Wisdom saving throw or be frightened until the end of their next turn.



## GROTTOHUSH MYSTIC

The **Grottohush Mystic** is a small devilish creature with grayish-lilac skin and strikingly luminescent eyes. Hidden beneath a hooded cloak, its face remains an enigma, only revealing two pronounced devilish horns. Its feet resemble three-toed claws or hooves, perfectly adapted for rough underground terrains. The mystic's most distinguishing feature is its staff, upon which rests its ever-watchful companion: a small, dark purple orb creature with large eyes, minuscule limbs, and a notably oversized mouth.

↔ **Behavior:** These fiends are cunning and sly, often using their innate magical abilities to deceive and manipulate others, preferring the shadows of the cavernous depths. Though they are generally reclusive, they are known to strike deals with those who venture too close, offering knowledge or guidance in exchange for something of value or a service.



🏠 **Habitat:** As their name suggests, Grottohush Mystics dwell deep within underground caves and tunnels. The darkness of these environments allows them to move stealthily and operate from the shadows, enhancing their devilish nature.

💡 **Peculiarity:** The bond between the Grottohush Mystic and its orb companion is deep and arcane. They share a sinister, empathic connection, sensing each other's emotions and intentions. While the mystics feed on the souls of the lost, the orb creature's diet remains a dark secret.

### GROTTOHUSH MYSTIC

Small Fiend (devil)

**Armor Class:** 14 (natural armor)

**Hit Points:** 45 (10d6 + 10)

**Speed:** 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	12 (+1)	14 (+2)	16 (+3)	14 (+2)

**Saving Throws:** Dex +5

**Skills:** Stealth +5, Arcana +4, Deception +4

**Damage Immunities:** Fire, poison

**Condition Immunities:** Poisoned

**Senses:** Darkvision 120 ft., passive Perception 13

**Languages:** Infernal, Undercommon, Grotto Glyphs

**Challenge:** 3 (700 XP)

**Proficiency Bonus:** +2

**Bonded Companion:** The Grottohush Mystic and its orb share a unique bond. If the orb is ever more than 60 ft. from the Mystic, both take 5 psychic damage at the start of their turns.

**Subterranean Camouflage:** The Grottohush Mystic has advantage on Stealth checks made in cavernous or underground terrain.

#### Innate Spellcasting:

The Grottohush Mystic's innate spellcasting ability is Wisdom (spell save DC 13). It can innately cast the following spells, requiring no material components:

- **At will:** light, mage hand, minor illusion
- **3/day:** shield, misty step
- **1/day:** blink, dispel magic

#### ACTIONS

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

**Orb Gaze (Recharge 5-6):** The orb companion on the mystic's staff focuses its gaze on a creature it can see within 30 feet of it. The target must succeed on a DC 13 Wisdom saving throw or be charmed by the Grottohush Mystic for 1 minute. The charmed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## GROTTOHUSH SAGE

The **Grottohush Sage** carries an aura of deeper mystery and power than its lesser kin. While the overall form remains humanoid with a cloaked appearance, its cloak is intricately embroidered with faintly glowing runes. The Sage's eyes, peering from beneath its hood, have an intense luminescence, and its horns have grown larger, twisting in intricate patterns. The staff it holds is embedded with precious gems, and the Mystic Orb that floats above is larger, with an even deeper shade of purple.

**Echoing Whispers.** When a Grottohush Sage is near, some adventurers report hearing faint, indecipherable whispers. These whispers, believed to be from the Sage's past encounters or learned secrets, can cause unease, making it harder for enemies to concentrate.

**Orb's Emotions.** The orb companion of the Sage, while generally appearing serene, will change its hue based on its mood or the state of its environment. It's said to turn a brighter shade of purple when sensing danger or when in the presence of strong magic.

### MYSTIC ORB

Tiny Fiend (devil)

**Armor Class:** 13

**Hit Points:** 10 (3d4 + 3)

**Speed:** 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	12 (+1)	8 (-1)	14 (+2)	10 (+0)

**Skills:** Perception +4

**Damage Immunities:** Fire, poison

**Condition Immunities:** Poisoned, prone

**Senses:** Darkvision 60 ft., passive Perception 14

**Languages:** Understands Infernal and Undercommon but can't speak

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

**Proficiency Bonus:** +2

**Telepathic Bond:** The Mystic Orb can communicate telepathically with the Grottohush Mystic it serves, as long as they are on the same plane of existence.

#### ACTIONS

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

**Distracting Glow (Recharge 6):** The Mystic Orb emits a bright flash of light. Each creature within 15 feet of the orb and able to see the light must succeed on a DC 12 Constitution saving throw or be blinded until the end of the orb's next turn.

## GROTTOHUSH SAGE

Small Fiend (devil)

**Armor Class:** 16 (natural armor)

**Hit Points:** 65 (10d6 + 30)

**Speed:** 25 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	16 (+3)	14 (+2)	18 (+4)	16 (+3)

**Saving Throws:** Int +5, Wis +7, Cha +6

**Skills:** Arcana +5, Perception +7

**Damage Resistances:** Fire, poison

**Damage Immunities:** Cold

**Condition Immunities:** Poisoned

**Senses:** Darkvision 120 ft., passive Perception 17

**Languages:** Infernal, Undercommon, Common

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

**Proficiency Bonus:** +3

**Devil's Sight:** The Sage can see in dim light and darkness as if it were bright light.

**Spellcasting:** The Grottohush Sage is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The Grottohush Sage has the following cleric spells prepared:

- **Cantrips (at will):** guidance, sacred flame, thaumaturgy
- **1st level (4 slots):** command, cure wounds, shield of faith
- **2nd level (3 slots):** spiritual weapon, hold person
- **3rd level (3 slots):** dispel magic, spirit guardians
- **4th level (3 slots):** banishment, guardian of faith
- **5th level (1 slot):** flame strike

#### ACTIONS

**Multiattack:** The Grottohush Sage makes two attacks: one with its claw and one with its staff.

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

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

**Mystic Orb's Wrath (Recharge 5-6):** The Sage commands its Mystic Orb to release a burst of chilling energy. Each creature within a 20-ft. radius of the orb must make a DC 15 Constitution saving throw, taking 21 (6d6) cold damage on a failed save, or half as much on a successful one.

**Summon Mystic Orbs (1/Day):** The Sage can summon 2d4 smaller Mystic Orbs to aid it. These orbs are similar to the primary Mystic Orb but have only 5 hit points each and lack the Distracting Glow action.

## HOLLOW KNIGHT OF VALOR

This suit of shining silver armor appears to be a magnificent piece of craftsmanship, yet it stands and moves with no body inside. The armor is marred with splotches of ancient blood, its lustrous shield and lance also tarnished with the same. A faded and tattered red cape flows from its shoulders, imbuing it with a sense of lost nobility.

↔ **Behavior:** The Hollow Knight is programmed with the purpose to protect, serving as an undying guardian. Despite its fearsome combat abilities, it is not aggressive unless its charge is threatened. Its actions are deliberate and calculated, a perfect representation of martial discipline.

🏠 **Habitat:** The Hollow Knight is often found in ancient tombs, abandoned castles, or guarding hidden shrines. It does not require sustenance or rest and is always vigilant.

⚡ **Peculiarity:** Bound to an ancient oath, this construct is said to contain the soul of a once-great knight. Legends say that freeing the soul trapped within the armor will either lift the curse that binds it or unleash a vengeful spirit upon the world.



## HOLLOW KNIGHT OF VALOR

Large Construct

**Armor Class:** 19 (plate armor, shield)

**Hit Points:** 142 (15d10 + 60)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	6 (-2)	10 (+0)	1 (-5)

**Saving Throws:** Str +9, Con +8

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

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

**Damage Immunities:** Poison, psychic

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

**Senses:** Darkvision 60 ft., passive Perception 14

**Languages:** understands the languages it knew in life but can't speak

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

**Proficiency Bonus:** +4

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

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

**Eternal Guardian:** The Hollow Knight is bound to protect a specific location, item, or person. It knows if that object is being threatened and can find the shortest path to it.

### ACTIONS

**Multiattack:** The Hollow Knight makes two lance attacks.

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

**Shield Bash:** Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 10 (2d4 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

### LEGENDARY ACTIONS

The Hollow Knight can take 2 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 Hollow Knight regains spent legendary actions at the start of its turn.

**Guardian's Move:** The Hollow Knight moves up to its speed without provoking opportunity attacks.

**Impale (Costs 2 Actions):** The Hollow Knight makes a lance attack. If the attack hits, the target must make a DC 17 Constitution saving throw or take an additional 9 (2d8) piercing damage.

## IGNISLING

The **Ignisling** is a diminutive humanoid creature standing at about 1 foot tall. It is covered by a red cape that seems to be constantly on fire. Its body is compact and agile, allowing it to move with swift and graceful movements. Small, glowing eyes peer out from within the fiery veil, giving it an inquisitive and mischievous expression.

↔ **Behavior:** Ignislings are playful and curious beings, drawn to sources of heat and flame. They are attracted to bonfires, lava pits, and any place with a warm glow. They are not malevolent but can be mischievous, often playing tricks on unsuspecting travelers or stealing small items to add to their hoards.

🏠 **Habitat:** Ignislings are found in regions of intense heat and fire, such as active volcanoes, magma-filled caverns, or even the hearts of roaring campfires. Despite their small size, they are well adapted to such environments, and their fiery nature grants them a level of protection against extreme temperatures.

💡 **Peculiarity:** Ignislings possess the innate ability to control and manipulate fire to a limited extent. While they cannot cast powerful fire spells, they can create small flames, ignite flammable materials, or extinguish minor fires. They use this ability for both practical purposes and playful tricks.



## IGNISLING

Tiny Humanoid

**Armor Class:** 13

**Hit Points:** 9 (2d4 + 4)

**Speed:** 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	14 (+2)	12 (+1)	10 (+0)	14 (+2)

**Saving Throws:** Dex +5

**Skills:** Stealth +5, Sleight of Hand +5

**Damage Immunities:** Fire

**Condition Immunities:** Blinded, Deafened, Frightened, Prone

**Senses:** Darkvision 60 ft., passive Perception 10

**Languages:** Common, Ignan (the language of fire creatures)

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

**Proficiency Bonus:** +2

**Fire Manipulation:** The Ignisling can create small flames, ignite flammable objects, or extinguish minor fires within 10 feet of it as a bonus action.

### ACTIONS

**Ember Spark:** Ranged Spell Attack, +5 to hit, range 30 ft., one target. Hit: 4 (1d4 + 2) fire damage.

### IGNISLING FAMILIAR

**Prerequisite:** Pact of the Chain (Warlock) or the Find Familiar spell.

As a player character with the Pact of the Chain feature or a spellcaster capable of casting the Find Familiar spell, you have the option to choose an Ignisling as your familiar. To do so, you must first find and bond with an Ignisling, which typically involves befriending one in its natural habitat or summoning it from the Elemental Plane of Fire through a ritual.

- The Ignisling familiar follows the standard rules for familiars or the Pact of the Chain feature. It shares a telepathic bond with its master and can deliver touch spells on behalf of its master.
- While summoned as a familiar, the Ignisling assumes its tiny, fire-themed humanoid form.
- The Ignisling familiar can be summoned and dismissed using the Find Familiar spell, and it can be returned to its native plane if it is ever killed or banished.
- If the character has the Pact of the Chain feature, the Ignisling familiar benefits from all the features granted by the Pact of the Chain, including the ability to attack with its "Ember Spark" ability as described in the previous entry.

# KAMIYO SPIRIT

The **Kamiyo Spirit** is a mysterious figure, dressed in a pristine white silk kimono, the spirit's elegance is unmistakable. Draped over the kimono is a hood, shadowing most of the spirit's face, except for a mask with horned. The mask itself remains an enigma, concealing the spirit's true features but allowing a pair of luminescent blue eyes to shine forth. Instead of normal hands, the Kamiyo Spirit's hands dangle unnaturally in front. The spirit's skin, in sharp contrast to the white kimono, is of a dark, almost obsidian shade.

## KAMIYO SPIRIT

Medium Celestial

**Armor Class:** 16 (natural armor)

**Hit Points:** 104 (16d8 + 32)

**Speed:** 30 ft., Fly 60 ft.

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

**Saving Throws:** Dex +7, Wis +8, Cha +7

**Skills:** Perception +8, Arcana +6

**Damage Resistances:** bludgeoning, piercing, and slashing from non-magical weapons

**Senses:** Darkvision 60 ft., passive Perception 18

**Languages:** Celestial, Common

**Challenge:** 8 (3,900 XP)      **Proficiency Bonus:** +3

### ACTIONS

**Ethereal Strike:** +8 to hit, reach 5 ft., one target.

Hit: 11 (2d6 + 4) force damage.

**Blessing of the Ancients:** The Kamiyo Spirit blesses one creature it can see within 60 ft. For the next minute, that creature gains a +2 bonus to AC, attack rolls, and saving throws.

**Curse of Disrespect:** The Kamiyo Spirit targets one creature it can see within 60 ft. The target must succeed on a DC 16 Wisdom saving throw or be cursed. While cursed, the target has disadvantage on attack rolls and saving throws. The curse lasts until removed by a remove curse spell or similar magic.

### LEGENDARY ACTIONS

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

**Move:** The Kamiyo Spirit moves up to half its speed without provoking opportunity attacks.

**Ethereal Strike:** The Kamiyo Spirit makes one ethereal strike attack.

**Healing Radiance (Costs 2 Actions):** The Kamiyo Spirit emits a radiant glow, healing itself or one creature it can see within 30 ft. for 14 (2d8+5) hit points.

↔ **Behavior:** The Kamiyo Spirit is a guardian of nature and culture. It is known to appear during significant cultural festivals, ensuring traditions are upheld and respected. While largely benevolent, they can become vengeful when sacred sites are desecrated or traditions are threatened.

🏠 **Habitat:** Often found near sacred shrines, ancient temples, and places of natural beauty in Japan, such as cherry blossom groves or serene lakes. They have also been sighted during festivals, hidden amongst the crowds, ensuring the continuity of traditions.

💡 **Peculiarities:** The Kamiyo Spirit is drawn to acts of honor, courage, and respect for tradition. They are known to bestow blessings upon those who show deep reverence for the ancient ways and protect the cultural heritage. Conversely, they may place subtle curses or challenges before those they see as disrespectful, ensuring they learn the value of tradition.



## KENSHIROKU

As a medium-sized feline, the Kenshiroku exudes an aura of mysticism and serenity. Its lush orange fur contrasts beautifully with its vibrant green eyes, which seem to hold ancient secrets. It wears a meticulously crafted kimono, adorned with symbols of its lineage and the mystic rites of its clan. Resting securely on its back is a perfectly-sized katana, sharp and gleaming. Its presence is both calming and commanding, a testament to its status as both guardian and spiritual guide.

↔ **Behavior:** Kenshiroku are disciplined, calm, and insightful. They place great emphasis on understanding oneself, their environment, and the delicate balance between the two. While they are protective of their temple and clan, they often seek non-violent resolutions, believing in the power of understanding and diplomacy.

### KENSHIROKU

Small Humanoid (Feline)

**Armor Class:** 18 (natural armor)

**Hit Points:** 88 (16d6 + 32)

**Speed:** 30 ft., Climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	16 (+3)	20 (+5)	14 (+2)

**Saving Throws:** Dex +7, Wis +8

**Skills:** Stealth +7, Acrobatics +7, Perception +8, Insight +8

**Senses:** Darkvision 120 ft., passive Perception 18

**Languages:** Common

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

**Proficiency Bonus:** +3

**Meditative Focus:** The Kenshiroku can enter a state of deep meditation as a bonus action, granting it advantage on Intelligence and Charisma saving throws for the next minute. Once used, this ability can't be used again until the Kenshiroku completes a long rest.

**Sword Mastery:** When the Kenshiroku hits with its katana, it deals an extra 4 (1d8) damage (included in the attacks).

### ACTIONS

**Multiattack:** The Kenshiroku makes three katana attacks.

**Katana:** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (1d8 + 4 plus 1d8) slashing damage.

**Mystical Gaze:** One creature the Kenshiroku can see within 30 feet of it must make a DC 16 Wisdom saving throw. On a failed save, the target is paralyzed until the start of the Kenshiroku's next turn. On a successful save, the target is not affected. The target is immune to the Kenshiroku's Mystical Gaze for the next 24 hours after succeeding on the saving throw or after the effect ends.

🏠 **Habitat:** Perched within the hidden recesses of towering mountain peaks is a temple sanctuary, home to the Kenshiroku clan. This sacred place, shrouded in mists and protected by treacherous terrains, serves as both a training ground and a place of reflection.

💡 **Peculiarity/Tastes:** The Kenshiroku have a profound connection to the elements, particularly the winds that sweep the mountain ranges they inhabit. They often engage in rituals that invoke the spirits of the air, seeking their guidance and wisdom. A particular rite involves sipping mountain spring water infused with rare herbs under the light of a full moon, believed to strengthen their connection to the celestial realms.

**Clan Details:** The Kenshiroku clan is an ancient lineage of mountain guardians. They are scholars, warriors, and mystics, dedicating their lives to the protection of sacred lands and the pursuit of enlightenment. Their temple is filled with ancient scrolls and tomes, documenting centuries of history, mystic rites, and martial techniques. Initiates undergo rigorous training, both mental and physical, and are taught the importance of balance – between mind and body, strength and wisdom, action and inaction.



## LEONAR THE LIONHEARTED, WARLORD OF THE ROARING SKIES

**Leonar** is a colossal and imposing figure, standing at over 21 feet tall. His head is that of a fierce lion, with a golden mane that emanates an aura of regal authority. His body is muscular and armored, adorned with battle scars from countless conflicts covered in majestic armor with intricate decorations. Wielding a massive, gleaming sword he commands both fear and admiration on the battlefield.

↔ **Behavior:** Leonar is a strategic and cunning warlord, a master of tactics and a leader of armies. He inspires unwavering loyalty in his followers, as he values honor, courage, and valor above all else. Though a formidable and merciless foe in battle, Leonar is known to show mercy to those who demonstrate true bravery and submit to his rule.

🏠 **Habitat:** Leonar's domain is a towering citadel perched atop a jagged mountain peak, from where he can survey the lands he seeks to conquer. He is constantly on the move, leading his forces to expand his empire and defend his territory from rival warlords.

⚡ **Peculiarity:** Leonar possesses the heart of a lion, granting him supernatural abilities. He can roar with a deafening sound, striking fear into the hearts of his enemies, or inspire courage and ferocity in his allies. His sword strikes with divine force, capable of shattering even the most formidable defenses.



## LEONAR THE LIONHEARTED

Gargantuan Giant

**Armor Class:** 20

**Hit Points:** 525 (30d20 + 210)

**Speed:** 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	24 (+7)	18 (+4)	20 (+5)	22 (+6)

**Saving Throws:** Str +12, Dex +10, Wis +12, Char +13

**Skills:** Perception +12, Intimidation +13, History +11

**Damage Resistances:** Bludgeoning, Slashing, and Piercing from non-magical attacks

**Condition Immunities:** Frightened, Charmed

**Senses:** Darkvision 120 ft., passive Perception 22

**Languages:** Common, Giant

**Challenge:** 21 (33,000 XP)      **Proficiency Bonus:** +7

### ACTIONS

**Blazing Greatsword:** Leonar swings his massive greatsword of fire with extraordinary force, making three melee attacks, in a single action. Each attack has a +12 to hit and can target one enemy within a reach of 10 ft. Leonar can choose to focus all attacks on a single opponent or divide them among multiple enemies within range. Each successful strike deals 36 (4d12+10) slashing damage, along with an additional 11 (2d10) fire damage.

**Majestic Roar (Recharge 5-6):** Leonar lets out a tremendous roar that affects all creatures within a 60-foot radius. Each creature must make a DC 21 Wisdom saving throw. On a failed save, the creature becomes 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.

### LEGENDARY ACTIONS

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

**Majestic Roar (Costs 2 Actions):** Leonar uses his Majestic Roar ability.

**Lionhearted Charge:** Leonar moves up to his speed in a straight line. During this movement, he can make one Blazing Greatsword attack against each creature he passes within reach.

**Commanding Presence (Costs 3 Actions):** Leonar rallies his troops and commands them to fight with renewed vigor. All friendly creatures within 60 feet of him gain advantage on their next attack roll or saving throw.

### SPECIAL ABILITY: King's Wrath

Once per long rest, when Leonar the Lionhearted's health drops below 50%, his resolve strengthens, and he taps into his inner reservoir of power. For the next minute, Leonar gains the following benefits:

**Regal Endurance:** Leonar gains temporary hit points equal to half his maximum hit points. These temporary hit points persist until the end of the minute or until depleted.

**Divine Retribution:** Leonar's Lionheart Strike attacks now deal an additional 2d12 radiant damage, representing the divine energy channeled through his strikes.

**Indomitable Roar:** Leonar's Majestic Roar now affects all creatures within a 120-foot radius, and creatures who fail the saving throw are stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

During this powerful transformation, Leonar's aura of authority and presence is intensified, and he **gains advantage on Charisma-based checks and saving throws**. His lion-like mane glows with a radiant aura, and he emanates an aura of inspiration that bolsters the courage and determination of his allies.

### RUMOR: THE FIERY RESURGENCE

Whispers carried on the wind speak of an extraordinary event unfolding in the depths of the volcanic mountains. Some claim that the long-lost warlord Leonar the Lionhearted has returned from the annals of history. Clad in flames, wielding a blazing greatsword said to be forged from the very heart of the volcano, he roars with a fury that shakes the earth.

The Emberforged Legacy has stirred, and with it, tales of a prophecy foretelling the resurgence of the Lionhearted. It is said that the Emberforged Greatsword awaits its true heir, a hero destined to unite the realm under a new reign. Whispers of the great weapon's power to control fire and shape the course of destiny have ignited a spark of hope in the hearts of many.

But the truth remains veiled in shadow. Adventurers, warriors, and scholars alike set forth to uncover the mysteries of the Emberforged Legacy. Some seek to pledge their allegiance to the fiery warlord, while others stand against the flames, fearing the return of ancient battles.

The Lion's Roar, the ancient volcano where Leonar's legend was born, now emits an eerie glow, beckoning the brave to its treacherous depths. Fire elementals stand guard at its entrance, defenders of a legacy waiting to be claimed.

Whether it be an ancient prophecy or a mere illusion, the Emberforged Legacy grips the land in anticipation. Heroes and adventurers are drawn to the heart of the volcano, driven by the allure of power, glory, and the chance to be part of a tale that will echo through the ages. The fiery resurgence may bring forth a new era or ignite a conflagration that will reshape the realm forever.

## LUMEFLEARE NECROSHAMAN

Emerging from the darkest depths of forgotten tombs, the **Lumeflare Necroshaman** is a feared and mystical figure. Its skeletal head, burning with ghostly lilac and blue flames, contrasts starkly with its dark, almost shadow-like body. Extended, clawed arms hang menacingly by its side. The long flowing robes it adorns swirl and drift, as if touched by otherworldly winds. Gripped firmly in one hand is a staff.

↔ **Behavior:** The Lumeflare Necroshaman is a master of both necromancy and shamanistic magic, often seeking locations saturated with death to harness its power. It uses its magic to control and manipulate, always with a goal of expanding its dark influence and gaining more knowledge.

🏠 **Habitat:** The Lumeflare Necroshaman is often found in ancient graveyards, forgotten catacombs, and other places where the veil between life and death is thin.



💡 **Peculiarity:** While often seen as purely malevolent, the Lumeflare Necroshaman has been known to trade knowledge or perform rituals for those brave enough to seek it out. However, it always demands a high price, usually something intangible like a memory, a sensation, or even a portion of the seeker's lifespan.

### LUMEFLEARE NECROSHAMAN

Medium Undead

**Armor Class:** 16 (natural armor)

**Hit Points:** 112 (15d8 + 45)

**Speed:** 30 ft..

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	16 (+3)	18 (+4)	20 (+5)	18 (+4)

**Saving Throws:** Int +8, Wis +9, Cha +8

**Skills:** Arcana +8, Religion +8

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

**Condition Immunities:** charmed, exhaustion, frightened, paralyzed

**Senses:** Darkvision 120 ft., passive Perception 15

**Languages:** Common, Abyssal, Infernal

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

**Proficiency Bonus:** +4

**Flame-Scorched Skull:** Lumeflare Necroshaman's skull is constantly ablaze with ethereal blue and lilac flames. These flames shed dim light in a 20-foot radius and can not be extinguished. Any creature that starts its turn within 5 feet of the Necroshaman takes 5 (1d10) fire damage from the flames.

**Spellcasting:** The Lumeflare Necroshaman is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The Lumeflare Necroshaman has the following spells prepared:

- **Cantrips (at will):** chill touch, mage hand, minor illusion, prestidigitation
- **1st level (4 slots):** ray of sickness, shield, false life
- **2nd level (3 slots):** blindness/deafness, ray of enfeeblement, mirror image
- **3rd level (3 slots):** animate dead, bestow curse, dispel magic
- **4th level (3 slots):** blight, dimension door
- **5th level (2 slots):** cloudkill, contagion
- **6th level (1 slot):** circle of death

#### ACTIONS

**Claw:** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) slashing damage plus 7 (2d6) necrotic damage.

**Necroshaman Staff:** Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage plus 9 (2d8) necrotic damage.

## LUPERCORN BATTLEMAGE

Medium Humanoid (Lupercorn)

**Armor Class:** 18 (natural armor, mage armor)

**Hit Points:** 210 (20d8 + 120)

**Speed:** 40 ft..

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	22 (+6)	18 (+4)	17 (+3)	16 (+3)

**Saving Throws:** Str +9, Con +11, Int +9

**Skills:** Athletics +9, Arcana +9

**Damage Resistances:** Cold, fire

**Senses:** Darkvision 60 ft., passive Perception 13

**Languages:** Common, Abyssal, Infernal

**Challenge:** 14 (11,500 XP)      **Proficiency Bonus:** +5

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

**Warrior's Instinct:** The Lupercorn Battlemage has advantage on Initiative rolls.

**Spellcasting:** The Lupercorn Battlemage is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It has the following wizard spells prepared:

- **Cantrips (at will):** Mage Hand, Fire Bolt, Prestidigitation
- **1st level (4 slots):** Mage Armor, Shield
- **2nd level (3 slots):** Misty Step, Mirror Image
- **3rd level (3 slots):** Counterspell, Fireball
- **4th level (3 slots):** Dimension Door
- **5th level (2 slots):** Teleportation Circle, Wall of Force
- **6th level (1 slot):** Disintegrate

### ACTIONS

**Multiattack:** The Lupercorn Battlemage makes two melee attacks with its lances or two spell attacks.

**Lance:** Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

### LEGENDARY ACTIONS

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

**Lance Attack:** The Lupercorn Battlemage makes a lance attack.

**Teleport (Costs 2 Actions):** The Lupercorn Battlemage magically teleports to an unoccupied space it can see within 60 feet.

**Counterstrike (Costs 3 Actions):** When a spell is cast within 60 feet of the Lupercorn Battlemage that targets it or includes it in its area of effect, the Lupercorn Battlemage can use its reaction to make a lance attack against the spellcaster.

## LUPERCORN BATTLEMAGE

**Lupercorn Battlemages** These blue-skinned, wolf-headed humanoids have demonic features like horns and hooves. Wearing enchanted garments and armed with glowing lances, they are adept in both combat and arcane arts.

↔ **Behavior:** Strategic and cunning, Lupercorn Battlemages lead packs of other demonic beings and are pragmatically aggressive. They're comfortable in both spellcasting and melee combat, and are known for holding long-term grudges.

🏠 **Habitat:** These creatures often dwell in secluded subterranean lairs, ancient ruins, or mountainous areas. Their homes are magically fortified and they frequently rule over tribes of lesser demons or enthralled humanoids.

💡 **Peculiarities:** Lupercorn Battlemages have a strong affinity for magical artifacts and weapons. They collect rare tomes and scrolls both for their arcane knowledge and the joy of possessing forbidden wisdom.



## LURKSPUR

The **Lurkspur** stands at a slightly shorter stature than a typical human, but its slender and athletic build makes it a formidable presence. Its smooth, sleek gray fur covers its entire body. Its yellow eyes are bright and intense, capable of seeing well in the dark, and always scanning its surroundings with keen interest. The Lurkspur's tail is long and flexible, aiding in its balance and agile movements.

↔ **Behavior:** As a rogue-like creature, Lurkspur is extremely stealthy and can approach its target without making a sound. It's cunning, always assessing situations and looking for an advantage. It has a natural inclination towards thievery, often sneaking into settlements to pilfer valuables.



🏠 **Habitat:** Lurkspur are urban creatures, often found lurking in the alleyways of bustling cities, though they also reside in caves and abandoned ruins on the outskirts. They prefer shadows, using the darkness as a cloak to carry out their clandestine activities.

💡 **Peculiarity:** Lurkspur have a penchant for shiny objects, much like magpies. They are known to amass collections of jewels, coins, and other gleaming treasures. Additionally, they have an odd affection towards music, and the melodious notes of a lute or flute can often captivate them.

### LURKSPUR

Medium Humanoid (Feline)

**Armor Class:** 16 (studded leather armor)

**Hit Points:** 68 (8d8 + 32)

**Speed:** 45 ft., climb 35 ft.

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

**Saving Throws:** Dex +8, Wis +6, Cha +4

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

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

**Languages:** Common, Thieves' Cant

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

**Proficiency Bonus:** +3

**Shadow Step:** Once per turn, when in dim light or darkness, the Lurkspur can teleport up to 30 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

#### ACTIONS

**Multiattack:** The Lurkspur makes two shortsword attacks or two dagger attacks.

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

**Dagger:** Melee or Ranged Weapon Attack: +8 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d4 + 5) piercing damage.

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

**Sneak Attack (1/Turn):** The Lurkspur deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the Lurkspur that isn't incapacitated and the Lurkspur doesn't have disadvantage on the attack roll.

## MAGRAVIS

The **Magravis** is an awe-inspiring creature that appears to be a fusion of bird and humanoid. Its elegant yellow feathers glisten in any source of light, and its enigmatic face is concealed by what looks like a white bird-like mask with a pronounced beak—it's unclear if this is a mask or its actual face. A regal cloak of fine feathers drapes over its upper body, extending into a hood that conceals its head.

↔ **Behavior:** Magravis are reclusive and highly territorial. They communicate using a complex series of chirps and whistles and are known to become aggressive when their domain is intruded upon. However, they also hold a sense of curiosity towards other intelligent beings and may choose to observe before attacking.

🏠 **Habitat:** Magravis prefer high-altitude, isolated areas like mountain peaks and ancient ruins, where the air is thin and the world spreads out below like a grand tapestry.

👁️ **Peculiarity:** The creature's feathers have been sought after for their apparent magical qualities, often used in the creation of garments that protect against psychic attacks. Those who have faced a Magravis and lived to tell the tale often speak of a strange sense of wonder and trepidation, as if the creature is both a guardian and a mystery to be unraveled. A unique peculiarity of the Magravis is its ability to influence local weather, with conditions often mirroring the creature's own mood, leading some to believe it serves as a guardian of the hidden realms it inhabits.

## MAGRAVIS

Medium Humanoid (Birdfolk)

**Armor Class:** 16 (natural armor)

**Hit Points:** 112 (15d8 + 45)

**Speed:** 30 ft., Fly 40 ft.

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

**Saving Throws:** Dex +8, Wis +7

**Skills:** Perception +7, Acrobatics +8

**Damage Resistances:** Psychic

**Senses:** Darkvision 60 ft., passive Perception 17

**Languages:** Common, Auran

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

**Proficiency Bonus:** +3

**Mask of Mystery:** It is unknown whether the Magravis's face is a mask or its actual visage. It has advantage on saving throws against being charmed or frightened.

**Feathered Cloak:** The Magravis can use its feathered cloak to deflect attacks. When targeted by a ranged attack, it can use its reaction to add +3 to its AC against that attack.

### ACTIONS

**Multiattack:** The Magravis makes two claw attacks.

**Claw:** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

**Mystic Peck:** Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 13 (2d8 + 4) piercing damage and the target must succeed on a DC 16 Wisdom saving throw or be stunned until the end of its next turn.

**Radiant Plumage (Recharge 5-6):** The Magravis releases a burst of radiant energy from its feathers in a 20-foot radius. Each creature in that area must make a DC 16 Dexterity saving throw, taking 21 (6d6) radiant damage on a failed save, or half as much damage on a successful one.



## MALGORTH, THE ABYSSAL TERROR

**Malgorth** is a nightmarish and grotesque demon that embodies the darkness and chaos of the Abyss. Towering at 12 feet tall, its body is covered in midnight black, leathery skin that seems to absorb all light around it. Its elongated limbs end in razor-sharp claws, and its eyes burn with malevolence, gleaming like blood-red embers. Large, bat-like wings unfurl from its back, allowing it to move with uncanny speed and grace.

↔ **Behavior:** Malgorth is a malevolent being driven by its insatiable hunger for destruction and suffering. It revels in chaos and feeds off the fear and despair of its victims. The mere presence of Malgorth causes terror, and its chilling laughter echoes through the night. It is a cunning and strategic hunter, stalking its prey from the shadows before striking with deadly precision.

🏠 **Habitat:** Malgorth's lair can be found deep within the darkest and most foreboding regions of the world. It dwells in desolate ruins, haunted forests, or deep underground in caverns filled with malevolent energies. The very land surrounding its lair becomes tainted and corrupted.

⚡ **Peculiarity:** Malgorth is infused with dark magic and possesses several demonic abilities. It can summon shadowy minions to do its bidding, manipulate shadows to conceal itself from sight, and unleash bolts of dark energy to disintegrate its foes. Its very presence instills terror in those who dare to confront it, sapping their strength and resolve.



## MALGORTH, THE ABYSSAL TERROR

Large Fiend (Demon)

**Armor Class:** 19 (natural armor)

**Hit Points:** 210 (20d10 + 100)

**Speed:** 40 ft., Fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	20 (+5)	16 (+3)	14 (+2)	22 (+6)

**Saving Throws:** Dex +10, Con +11, Wis +8, Cha +12

**Skills:** Stealth +10, Intimidation +12

**Damage Resistance:** Cold, Fire, Lightning

**Damage Immunities:** Poison

**Condition Immunities:** Frightened, Poisoned

**Senses:** Darkvision 120 ft., Truesight 60 ft., passive Perception 12

**Languages:** Abyssal and Common

**Challenge:** 17 (18,000 XP)      **Proficiency Bonus:** +6

### ACTIONS

**Multiattack:** Malgorth can make three attacks: one with its bite and two with its claws.

**Bite:** Melee Weapon Attack, +13 to hit, reach 10 ft., one target. Hit: 18 (2d10 + 7) piercing damage plus 21 (6d6) necrotic damage.

**Claw:** Melee Weapon Attack, +13 to hit, reach 10 ft., one target. Hit: 16 (2d8 + 7) slashing damage plus 21 (6d6) necrotic damage.

**Shadow Bolt:** Ranged Spell Attack, +12 to hit, range 120 ft., one target. Hit: 36 (8d8) necrotic damage.

**Summon Shadows (Recharge 5-6):** Malgorth summons two Shadow Wraiths (see description below) to aid in combat. These wraiths remain under its control for 1 minute or until Malgorth is incapacitated.

### LEGENDARY ACTIONS

Malgorth can take 3 legendary actions, choosing from the options below. It can only use one legendary action at a time, and only at the end of another creature's turn. Malgorth regains spent legendary actions at the start of its turn.

**Shadow Step:** Malgorth teleports up to 60 feet to an unoccupied space it can see.

**Terrifying Presence:** Malgorth releases an aura of terror in a 30-foot radius. Each creature of its choice within that area must succeed on a DC 20 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.

**Shadow Bolt (Costs 2 Actions):** Malgorth unleashes a powerful bolt of dark energy as a ranged spell attack, +12 to hit, targeting one creature within 120 feet. On a hit, the target takes 36 (8d8) necrotic damage.

## SHADOW WRAITH (SUMMONED BY MALGORTH)

Medium Undead

**Armor Class:** 14 (natural armor)

**Hit Points:** 52 (8d8 + 16)

**Speed:** 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	10 (+0)	12 (+1)	8 (-1)

**Saving Throws:** Dex +6, Wis +3

**Damage Resistance:** Necrotic, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks not made with Silvered Weapons

**Damage Immunities:** Poison

**Condition Immunities:** Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

**Senses:** Darkvision 60 ft., passive Perception 11

**Languages:** Abyssal, understands Common but cannot speak

**Challenge:** 3 (700 XP)

**Proficiency Bonus:** +2

### ACTIONS

**Life Drain:** Melee Weapon Attack, +6 to hit, reach 5 ft., one creature. Hit: 11 (2d6 + 4) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

The Shadow Wraiths are under Malgorth's control and follow its commands. They are ethereal creatures that can pass through objects and have resistance to many forms of damage.

## MARINTH

The **Marinth** are enigmatic, amphibious beings with a humanoid body and distinct features that set them apart from other creatures. They have smooth, blue skin that shimmers like the ocean waves under the sunlight. Two elegant fins adorn the sides of their face, giving them an ethereal and regal appearance. Marinth don tunics made from shimmering sea silk, accentuating their connection to the aquatic world. Their large, blue peaked hats serve as a symbol of their magical prowess. They carry a magician's staff topped with a magnificent blue glowing crystal, which channels the raw power of the seas.

↔ **Behavior:** The Marinth are known for their friendly and benevolent nature, acting as protectors of their aquatic territories. They possess a deep affinity for the ocean and its creatures, making them excellent guardians of the underwater realms. Their ability to cast powerful magic enhances their prowess, making them formidable protectors and wise counselors.



🏠 **Habitat:** Marinth can be found in coastal areas and underwater sanctuaries. They build their homes in underwater caves and ancient ruins, which they have adapted to suit their unique needs.

💡 **Peculiarity:** The Marinth are skilled spellcasters, drawing upon the magic of the seas to wield a variety of potent spells. They can manipulate water and create powerful currents, summoning waves to defend their territory or aid their allies. Their affinity with aquatic creatures allows them to communicate with marine life and command them when necessary.

## MARINTH

Medium Humanoid

**Armor Class:** 15 (natural armor)

**Hit Points:** 97 (13d8 + 39)

**Speed:** 30 ft., Swim 40 ft.

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

**Saving Throws:** Wis +8, Cha +7

**Skills:** Arcana +7, Persuasion +7

**Damage Immunities:** Cold

**Condition Immunities:** Charmed

**Senses:** Darkvision 60 ft., passive Perception 15

**Languages:** Common, Aquan

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

**Proficiency Bonus:** +3

**Amphibious:** The Marinth can breathe air and water.

**Spellcasting:** Marinth is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). Marinth has the following spells prepared:

- **Cantrips (at will):** Shape Water, Ray of Frost, Minor Illusion
- **1st level (4 slots):** Create or Destroy Water, Charm Person, Sleep
- **2nd level (3 slots):** Hold Person, Gust of Wind
- **3rd level (3 slots):** Water Breathing, Water Walk
- **4th level (3 slots):** Control Water, Dimension Door

### ACTIONS

**Aqua Blast:** Ranged Spell Attack: +8 to hit, range 60 ft., one target. Hit: 14 (4d6) cold damage.

**Water's Embrace (Recharge 5-6):** Marinth summons a powerful wave that sweeps over creatures within a 30-foot cone. Each creature in that area must make a DC 16 Strength saving throw, taking 6d8 bludgeoning damage and being knocked prone on a failed save, or half as much damage on a successful one.

## MIREMOLD SHAMBLER

The **Miremold Shambler** is an amorphous ooze that has absorbed the form of a humanoid creature, but its appearance is twisted and distorted. It stands at about 6 feet tall, resembling a muddled and decomposed humanoid figure. Its body is covered in patches of wet, mossy mold and decaying plant matter, making it seem like a creature born from the depths of a murky swamp.

↔ **Behavior:** Miremold Shamblers are reclusive and territorial creatures that inhabit marshlands and swampy regions. They are the result of a bizarre fusion of the natural world and ooze, created by unknown magical or alchemical means. Shamblers are not intelligent and behave instinctively, driven by an urge to protect their territory from intruders.

🏠 **Habitat:** Miremold Shamblers make their homes in the heart of dense and eerie swamps. They are often found dwelling in the darkest and most inhospitable areas of marshlands, lurking amidst the overgrowth and murky waters. Shamblers are attuned to their environment, blending into the natural surroundings to surprise and ambush trespassers.

💡 **Peculiarity:** The Miremold Shambler possesses a unique ability called "Corrosive Grasp." When it makes a successful melee attack, it can attempt to envelope its target with acidic ooze. If the target fails to break free, they suffer ongoing acid damage while restrained in the Shambler's grasp.

### MIREMOLD SHAMBLER

Medium Ooze

**Armor Class:** 13 (natural armor)

**Hit Points:** 82 (11d8 + 33)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	2 (-4)	10 (+0)	4 (-3)

**Saving Throws:** Con +5

**Skills:** Stealth +3, Perception +2

**Damage Immunities:** Acid

**Condition Immunities:** Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

**Senses:** Blindsight 60 ft. (blind beyond this radius),

passive Perception 12

**Languages:** —

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

**Proficiency Bonus:** +2

### ACTIONS

**Multiaction:** The Miremold Shambler makes two attacks: one with its Corrosive Grasp and one with its Slam attack.

**Corrosive Grasp:** Melee Weapon Attack, +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) bludgeoning damage plus 7 (2d6) acid damage. The target must succeed on a DC 13 Strength saving throw or be grappled (escape DC 13). Until the grapple ends, the target takes 7 (2d6) acid damage at the start of each of the Shambler's turns.

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

### REACTIONS

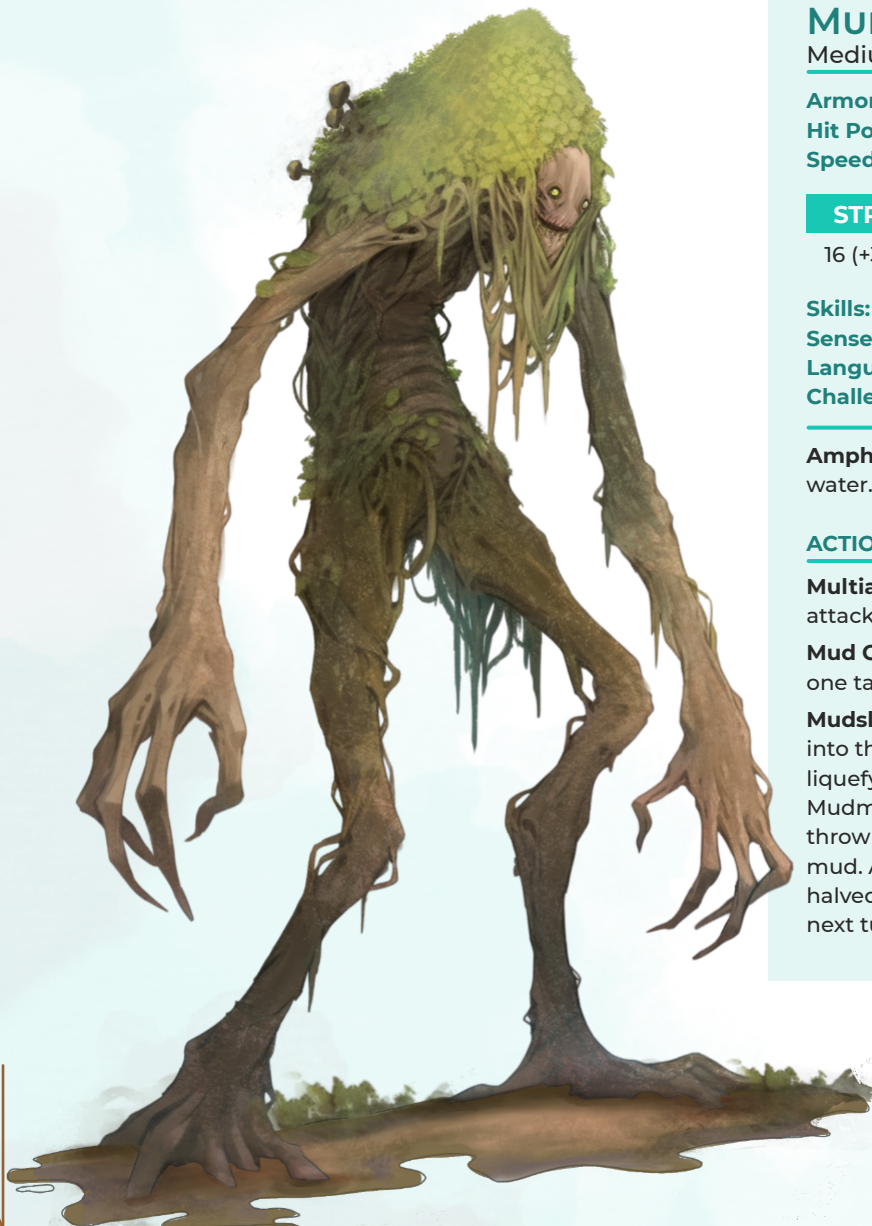
**Mold Spores (Recharge 5-6):** When the Miremold Shambler takes damage, it can release a cloud of toxic mold spores in a 15-foot radius centered on itself. Each creature in that area must succeed on a DC 13 Constitution saving throw or be poisoned until the start of its next turn.



## MUDMAN

**Mudmaw** stands at about 6 feet tall, with mottled, damp, and earth-toned skin that resembles wet mud. It has long, spindly arms that end in claw-like hands and thick, heavy feet that make a distinct squelching sound when it moves. Its head is slightly elongated backward, and its eyes are beady and yellow. Patches of moss and fungi grow sporadically over its body, giving it a slightly decomposed look. It has no teeth; instead, a lipless mouth stretches wide, swallowing and regurgitating mud and detritus as it breathes.

↔ **Behavior:** Mudmaw are reclusive creatures, only coming out during heavy rain or in particularly damp conditions. They are slow-moving but relentless when tracking prey. Though they have a preference for raw fish and amphibians, they are not averse to attacking larger creatures if provoked.



🏠 **Habitat:** Mudmaw are typically found in marshlands, swamps, and occasionally damp caves. They love to burrow and often rest in submerged mud pits, leaving only their eyes and nostrils exposed.

💡 **Peculiarity:** Mudmaw communicate through a series of guttural sounds and can mimic the splashes and noises of marshland creatures, luring prey to their hiding spots. Their primary diet consists of fish, but if food is scarce, they are known to lie in wait for unsuspecting creatures, pulling them into the mud to suffocate them before consuming. Mudmaw can be a surprise encounter for adventurers crossing a swamp or investigating damp caves. They're not particularly intelligent but can pose a serious threat if underestimated due to their tenacious hunting style.

### MUDMAW

Medium Humanoid

**Armor Class:** 12

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

**Speed:** 20 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	5 (-3)	10 (+0)	6 (-2)

**Skills:** Stealth +3 (in marshy or swampy terrain)

**Senses:** Darkvision 60 ft., passive Perception 10

**Languages:** Mudmaw

**Challenge:** 2 (450 XP)

**Proficiency Bonus:** +2

**Amphibious:** The Mudmaw can breathe both air and water.

#### ACTIONS

**Multiattack:** The Mudmaw makes two mud claw attacks.

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

**Mudslide (Recharge 5-6):** The Mudmaw slams its arms into the ground, causing the wet terrain around it to liquefy. Every creature within a 10-foot radius of the Mudmaw must succeed on a DC 13 Strength saving throw or be knocked prone and be covered in thick mud. A creature covered in this mud has its speed halved and cannot take reactions until the end of its next turn.

## MUSHCAP

The **Mushcap** stands at a mere foot tall, resembling a small, humanoid mushroom. Its cap is a deep, luminescent purple, which glows in the dark. Beneath this cap, two small, glowing spots serve as eyes. Tiny arms and legs protrude from its stem, allowing it to move with surprising agility for its size. Its skin, if it can be called that, has the same creamy texture as common mushroom stems.

↔ **Behavior:** Mushcaps are whimsical and curious creatures, often seen darting between the undergrowth in magical forests or places imbued with arcane energies. They are shy but can be quite mischievous if they feel safe or unnoticed. Mushcaps communicate with one another through a series of soft chirps and the release of spores in intricate patterns.

### MUSHCAP

Tiny Fey Plant

**Armor Class:** 12

**Hit Points:** 5 (2d4)

**Speed:** 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	10 (+0)	6 (-2)	12 (+1)	10 (+0)

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

**Senses:** Darkvision 60 ft., passive Perception 13

**Languages:** Understands Sylvan and Druidic but can't speak

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

**Proficiency Bonus:** +2

**Bioluminescence:** The Mushcap can emit a soft glow, illuminating a 10-foot radius around it. It can turn this glow on or off as a bonus action.

**False Appearance:** While the Mushcap remains motionless, it is indistinguishable from a common, small mushroom.



🏠 **Habitat:** Deep forests, especially those areas close to magical groves, ancient druidic circles, or where the influence of the Feywild is prominent.

💡 **Peculiarity:** Mushcaps nourish themselves from decaying organic material, absorbing nutrients through their feet, which function similarly to roots when they rest. They show a distinct fondness for magical essences and are often attracted to enchanted items or places of arcane significance. However, they have a deep-seated aversion to salt, which they find repulsive and can even harm them. This innate fear is so strong that merely the scent of salt can send a Mushcap scurrying away. Some believe this aversion is tied to the fact that salt can prevent fungal growth, and thus it's ingrained in the Mushcap's instincts to avoid it.

### ACTIONS

**Spore Touch:** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 (1d4 +1) bludgeoning damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be poisoned until the end of its next turn.

**Illuminate:** The Mushcap increases the intensity of its bioluminescence, causing creatures within a 15-foot radius to become dazzled and have disadvantage on their next attack roll or Wisdom (Perception) check. This effect lasts until the end of the Mushcap's next turn.

### MUSHCAP FAMILIAR

**Prerequisite:** The character must be a spellcaster with access to the Find Familiar spell and must have a close connection to fey, forests, or fungal magic. This familiar might be especially resonant for Druids, fey-touched sorcerers, or warlocks with a fey patron.

As an alternative to traditional familiars, a character can choose to bond with a Mushcap. This unique familiar shares a mystical and empathic link with its chosen master, reflecting their shared connection to the fey and the forest.

- They share an empathic link, allowing telepathic communication up to one mile and sensing each other's emotions and well-being.
- The Mushcap familiar is bioluminescent, capable of illuminating dark spaces at the command of its master.
- If threatened, the Mushcap can use its Spore Touch defensively to protect both itself and its master. However, it has an innate aversion to salt. Direct contact with salt imposes disadvantage on all of the Mushcap's ability checks, attack rolls, and saving throws until the end of its next turn.

## NEBULA DRIFTER

The **Nebula Drifter** takes on a humanoid form, with skin as dark as the void of space. What appears to be a dress made of swirling galaxies envelops its form, but upon closer inspection, this celestial garment is a seamless part of its body. Its head, black as the deepest night, features two luminous eyes that shine like distant stars. A radiant line runs vertically down its face, further emphasizing the vastness and mystery of the cosmos it represents.

### NEBULA DRIFTER

Large Celestial

**Armor Class:** 15 (natural armor)

**Hit Points:** 119 (14d10 + 42)

**Speed:** 40 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	17 (+3)	20 (+5)	18 (+4)	21 (+5)

**Saving Throws:** Int +8, Wis+7, Cha +8

**Skills:** Insight +7, Perception +7, Arcana +8

**Damage Resistances:** Radiant, bludgeoning, piercing, and slashing from nonmagical attacks

**Senses:** Truesight 60 ft., passive Perception 17

**Languages:** Celestial, Common, Telepathy 120 ft.

**Challenge:** 8 (3,900 XP)      **Proficiency Bonus:** +3

**Starborn:** The Nebula Drifter has advantage on saving throws against being charmed or frightened.

#### ACTIONS

**Star Beam:** Ranged Spell Attack: +8 to hit, range 90 ft., one target. Hit: 22 (4d10) radiant damage.

**Nebula Veil (Recharge 5-6):** The Nebula Drifter envelops itself in a swirling veil of stardust, becoming ethereal until the start of its next turn. While ethereal, it can move through other creatures and objects as if they were difficult terrain. If it ends its turn inside an object, it is shunted to the nearest unoccupied space and takes force damage equal to twice the number of feet it is moved.

**Starfall (Recharge 5-6):** The Nebula Drifter channels the power of a falling star to target one creature it can see within 60 feet. The target must make a DC 16 Dexterity saving throw, taking 18(4d8) radiant damage on a failed save, or half as much damage on a successful one.

**Cosmic Call (1/Day):** The Nebula Drifter selects up to three creatures it can see within 90 feet of it. Each target must succeed on a DC 16 Wisdom saving throw or be teleported to an unoccupied space of the Nebula Drifter's choice within 30 feet of it.

↔ **Behavior:** While these entities seem alien and distant, they are curious about the physical realm and often observe other creatures silently. They rarely engage in combat unless provoked, and they show a deep understanding of the cosmos and the forces that bind the universe.

🏠 **Habitat:** Originally from the distant reaches of the cosmos, these celestial beings can sometimes be found in the Material Plane, often near locations with strong cosmic energies or places where the barrier between planes is thin.

⚡ **Peculiarity:** The Nebula Drifter feeds on ambient cosmic energies. They have been known to be attracted to powerful spellcasters or locations with abundant arcane energy. Those who have interacted with them and survived speak of an overwhelming sense of peace, an ephemeral connection to the vastness of the universe.



## NECROSHADE

The **Necroshade** is a haunting undead creature that lurks in the shadows of the night. It resembles a tall, skeletal figure draped in tattered, dark robes that flow ethereally around its bony frame. Its empty eye sockets emit an eerie, ghostly glow, casting an otherworldly light on its surroundings. Wisps of dark energy emanate from its skeletal form, giving the impression of a malevolent force lingering within.

↔ **Behavior:** Necroshades are malevolent beings driven by an insatiable hunger for life essence. They are drawn to places steeped in death and despair, often haunting ancient burial grounds, forgotten catacombs, and desolate

ruins. These creatures are relentless in their pursuit of life energy, preying upon the living to sustain their own twisted existence. They move silently and swiftly, striking fear into the hearts of those who encounter them.

🏠 **Habitat:** Necroshades are most commonly found in areas with a strong connection to death and the spirit world. They are known to haunt graveyards, dark forests, and abandoned temples. These creatures are drawn to places where the boundaries between the living and the dead are blurred, seeking to feed on the life force of both the deceased and the living.

⚡ **Peculiarity:** Peculiarity: Necroshades possess the uncanny ability to drain the life force from their victims, weakening them and bolstering their own strength in the process. Their touch is chillingly cold, often causing paralysis from sheer terror. They also have the power to summon spectral hands that reach up from the ground to grasp and restrain their prey, adding a horrifying and deadly aspect to their attacks.

## NECROSHADE

Medium Undead

**Armor Class:** 16

**Hit Points:** 120 (16d8+48)

**Speed:** 30 ft., Fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	12 (+1)	14 (+2)	16 (+3)

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

**Damage Vulnerabilities:** Radiant

**Damage Resistances:** Necrotic, Cold

**Damage Immunities:** Poison

**Condition Immunities:** Poisoned, Exhaustion, Frightened

**Senses:** Darkvision 60 ft., passive Perception 15

**Languages:** Common

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

**Proficiency Bonus:** +3

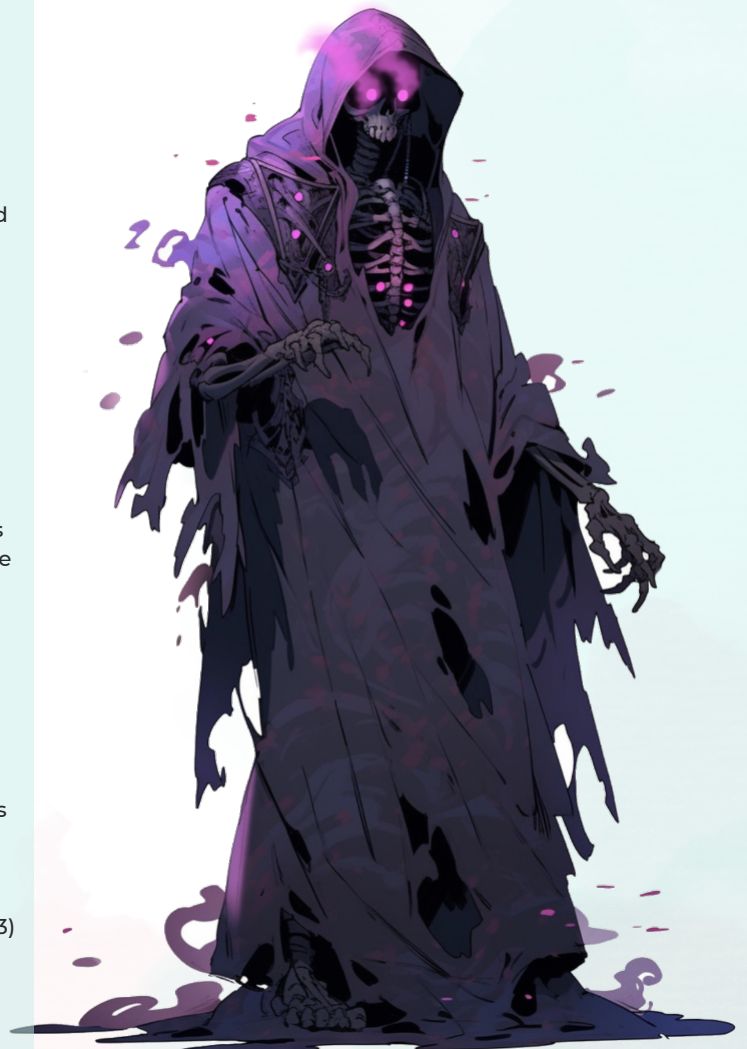
### ACTIONS

**Multiattack:** The Necroshade makes two attacks: one with its Life Drain and one with its Chilling Touch.

**Life Drain:** Melee Spell Attack, +7 to hit, reach 5 ft., one creature. Hit: 12 (2d8 + 4) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The necroshade gains temporary hit points equal to the hit point reduction.

**Chilling Touch:** Melee Spell Attack, +7 to hit, reach 5 ft., one creature. Hit: 11 (2d6 + 4) cold damage. The target must succeed on a DC 15 Wisdom saving throw or be frightened until the end of its next turn.

**Spectral Grasp (Recharge 5-6):** The Necroshade conjures spectral hands that reach out from the ground in a 20-foot radius centered on a point it can see within 60 feet. Each creature in the area must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 12 (2d8 + 3) necrotic damage and is restrained until the end of the Necroshade's next turn. On a successful save, a creature takes half the damage and isn't restrained.



# NEMURALIS

The **Nemuralis** possesses a humanoid form with a unique, defining feature: instead of a typical head, it has a translucent jellyfish dome. The dome pulses softly with an inner bioluminescent light, casting an ethereal glow in the dark depths. From beneath this dome, tentacles cascade down, draping over its shoulders and back. Its body, while humanoid in shape, appears soft and gelatinous, akin to the consistency of a jellyfish.

## NEMURALIS

Medium Monstrosity

**Armor Class:** 14 (natural armor)

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

**Speed:** 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	12 (+1)	15 (+2)	13 (+1)

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

**Damage Resistances:** Cold

**Senses:** Darkvision 60 ft., passive Perception 14

**Languages:** Aquan, Common

**Challenge:** 2 (450 XP)

**Proficiency Bonus:** +2

**Amphibious:** The Nemuralis can breathe both air and water.

**Innate Spellcasting:** The Nemuralis spellcasting ability is Wisdom (spell save DC 12). It can innately cast the following spells, requiring no material components:

- **At will:** create or destroy water, fog cloud
- **3/day:** water breathing, control water

### ACTIONS

**Multiattack:** The Nemuralis makes two tentacle attacks.

**Tentacle:** Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage, and the target must make a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Toxic Gaze (Recharge 5-6):** One creature that the Nemuralis can see within 30 feet must succeed on a DC 13 Wisdom saving throw or be charmed for 1 minute. While charmed in this way, the creature is incapacitated and drawn toward the Nemuralis, moving its speed toward her each turn. If the charmed target is within 5 feet of the Nemuralis at the start of its turn, the Nemuralis can use a bonus action to bite the creature, dealing 12 (2d8 + 3) piercing damage.

↔ **Behavior:** Nemuralis are enigmatic and reclusive, primarily keeping to the deep and mysterious parts of the oceans. They are highly territorial and, while not innately aggressive, will retaliate with swift precision when threatened. Their tentacles are not just for show—they are equipped with a paralyzing toxin.

🏠 **Habitat:** The Nemuralis dwell in the deeper realms of the oceans, favoring locations like undersea caverns, sunken cities, and deep oceanic trenches. The ethereal glow they emit acts as a lure, drawing curious marine life closer, some of which become prey. On rare occasions, they venture closer to shore, especially during certain lunar phases or events of astral significance.

💡 **Peculiarity:** The Nemuralis has a deep-rooted fascination for ancient oceanic relics and often adorns its dwelling with treasures from sunken ships and cities. They have an uncanny ability to discern items with significant historical or arcane value. These relics don't just serve as decorations; the Nemuralis believes they resonate with the echoes of past events and emotions, allowing it to connect with the vast tapestry of oceanic lore. Additionally, the Nemuralis has a preference for feasting on bioluminescent creatures, believing that consuming these creatures enhances its own radiant glow. This diet gives the Nemuralis a soft, luminescent shimmer, making it a

spectacle to behold in the ocean's shadowy depths. However, due to this preference, creatures that glow in the dark should be extra cautious around its territories.



## NEXALEYE

The **Nexaleye** is a grotesque creature from realms unknown. Its main body is spherical and pulsating, covered in intertwining tendrils that constantly writhe and move. Protruding from its mass are four muscular arms, each ending in sharp, menacing claws. Dominating its appearance is a single, large, luminous eye that seems to pierce through the very soul of those it gazes upon. Despite its bulk, the Nexaleye floats eerily above the ground, moving with a silent, hovering grace.

↔ **Behavior:** Nexaleyen are unpredictable, their intentions and desires inscrutable. They can switch

from passive observance to aggressive defense in the blink of an eye. Their alien mindset makes them a mystery to most other creatures.

🏠 **Habitat:** Often found in the dark recesses of the world like deep caverns, forbidden temples, or interdimensional rifts. Their presence is often a sign of a place touched by extraplanar energies.

⚡ **Peculiarity:** Drawn to sources of arcane power, Nexaleyen are often found near magical disturbances or ancient relics. Some believe they absorb magic, while others think they are simply curious.

## NEXALEYE

Large Aberration

**Armor Class:** 16 (natural armor)

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

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	19 (+4)	9 (-1)	13 (+1)	10 (+0)

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

**Condition Immunities:** charmed, frightened

**Senses:** Darkvision 120 ft., passive Perception 11

**Languages:** Deep Speech, understands Common but doesn't speak

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

**Proficiency Bonus:** +3

**Ethereal Shift:** As a being partially tethered to the Ethereal Plane, the Nexaleye can momentarily shift in and out of reality. When the Nexaleye takes damage that would reduce its hit points to 0, it can choose to drop to 1 hit point instead and become ethereal until

the start of its next turn. While ethereal, it can move through other creatures and objects as if they were difficult terrain. If it ends its turn inside an object, it takes 21 (6d6) force damage. After using this ability, the Nexaleye can't use it again until it finishes a long rest.

### ACTIONS

**Multiattack:** The Nexaleye makes two claw attacks.

**Claw:** Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) slashing damage.

**Tendril Grasp:** Melee Weapon Attack: +7 to hit, reach 15 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage and the target is grappled (escape DC 15). Until the grapple ends, the target is restrained.

**Eyes of the Abyss (Recharge 5-6):** The Nexaleye's central eye emits a piercing gaze. One creature it can see within 60 feet must succeed on a DC 15 Wisdom saving throw or be paralyzed with fear until the end of its next turn.



## NIGHTFLAME STEED

The **Nightflame Steed** appears as a magnificent horse with glistening black skin. Its mane and tail are made entirely of roaring flames, dancing and flickering with every graceful move the creature makes. Flames also lick the bottom of its hooves, leaving brief trails of fire with each step. Fiery veins, reminiscent of flowing lava, course across its body, illuminating the dark hide with their radiant glow. Its eyes, though void of flame, glow with an intense amber hue, bearing witness to an ancient power and untamed energy.

↔ **Behavior:** The Nightflame Steed is a mysterious and solitary creature, often seen wandering scorched lands and volcanic terrains. While not inherently evil, it is fiercely territorial and will defend its chosen domain with blazing fury. Legends tell of brave souls taming a Nightflame Steed, but such tales are rare and often end in tragedy for the overconfident.

🏠 **Habitat:** The Nightflame Steed is most commonly found in volcanic regions, ancient battlefields scorched by magical fire, and other locations deeply affected by fiery events. The heat and flames of such places nourish the steed, allowing it to rejuvenate and thrive.

💡 **Peculiarity:** The Nightflame Steed, despite its fiery nature, is drawn to places of great sorrow or loss. It is said that the flames which form its mane and tail are kindled by the emotions of grief and despair, and it seeks out these feelings to sustain its existence. Some tales even suggest that the Nightflame Steed can be calmed or even tamed by a song or tale of profound sadness.

## NIGHTFLAME STEED

Large Elemental

**Armor Class:** 15 (natural armor)

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

**Speed:** 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	6 (-2)	14 (+2)	10 (+0)

**Damage Resistances:** Cold, bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities:** Fire, poison

**Condition Immunities:** Exhaustion, paralyzed, poisoned, unconscious

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

**Languages:** understands Ignan but can't speak

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

**Proficiency Bonus:** +3

**Smoke Cloak:** The Nightflame Steed is constantly surrounded by a thick, black smoky aura. This smoke provides it with half-cover against ranged attacks.

**Fire Body:** A creature that touches the Nightflame Steed or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

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

### ACTIONS

**Hooves:** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) fire damage.

**Blaze Charge (Recharge 5-6):** The Nightflame Steed moves up to its speed in a straight line. During this movement, it can move through other creatures without provoking opportunity attacks. Any creature the Nightflame Steed moves through takes 21 (6d6) fire damage and must succeed on a DC 15 Dexterity saving throw or be knocked prone.



## ORISAR

Large Humanoid

**Armor Class:** 18 (mage armor, natural armor)

**Hit Points:** 210 (20d10 + 100)

**Speed:** 30 ft., Fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	22 (+6)	18 (+4)	24 (+7)

**Saving Throws:** Int +10, Wis +8, Cha +11

**Skills:** Arcana +10, Perception +8, Persuasion +11

**Damage Resistances:** Cold, Lightning

**Senses:** Truesight 60 ft., passive Perception 18

**Languages:** Common, Celestial, Infernal, Draconic

**Challenge:** 11 (7,200 XP)      **Proficiency Bonus:** +4

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

**Telepathic Bond:** The Orisar can communicate telepathically with any creature it can see within 60 feet.

**Innate Spellcasting:** The Orisar's innate spellcasting ability is Charisma (spell save DC 19). It can innately cast the following spells, requiring no material components:

**At will:** Mage Armor, Misty Step, Teleport

**3/day each:** Counterspell, Dispel Magic

**1/day each:** Plane Shift, Time Stop

### BONUS ACTIONS

**Elemental Transmutation:** As a bonus action, the Orisar can change its damage resistance from cold to fire or vice versa.

### ACTIONS

**Multiattack:** The Orisar makes two magical melee attacks.

**Magical Slam:** Melee Spell Attack: +11 to hit, reach 5 ft., one target. Hit: 16 (2d8 + 7) force damage.

**Elemental Wave (Recharge 5-6):** The Orisar releases a burst of elemental energy in a 30-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 36 (8d8) damage of either cold or fire damage (Orisar's choice) on a failed save, or half as much on a successful one.

### LEGENDARY ACTIONS

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

**Mystic Shift (Costs 1 Action):** The Orisar uses its Misty Step spell to teleport up to 30 feet to an unoccupied space it can see.

**Quickened Spell (Costs 2 Actions):** The Orisar casts one of its at-will spells.

**Reality Warp (Costs 3 Actions):** The Orisar bends time around a single creature it can see within 60 feet. That creature must succeed on a DC 19 Wisdom saving throw or be stunned until the end of its next turn.

## ORISAR

The **Orisar** is a regal, blue-skinned humanoid with striking yellow eyes and pointed ears. Adorned in opulent garments that are nothing short of majestic, they exude an air of elegance and divine authority. The essence of elemental and psychic power seems to seep from their very being, filling the air with an electrifying tension.

↔ **Behavior:** Orisars are lawful entities that act as arbiters between various planes and realities. Known for their wisdom and sense of justice, they intervene in conflicts that have the potential to upset the cosmic balance. However, they are not to be trifled with; they will defend themselves fiercely if threatened.

🏠 **Habitat:** Orisars inhabit celestial palaces in a secluded layer between the Elemental and Astral planes. They only descend to other realms when summoned or when they deem intervention necessary.

💡 **Peculiarity:** Orisars have a fascination with arcane knowledge and ancient artifacts. They consider the accumulation and preservation of wisdom as their sacred duty. In their majestic dwellings, libraries filled with arcane tomes from different realities can often be found.



# PHANTASMAL AEGISLASH

The **Phantasmal Aegislash** appears as a spectral sword and shield, glowing with ethereal light. The sword is dark sharp, long, and adorned with ancient runes, while the shield displays an intimidating face, eyes glaring menacingly at its enemies.

↔ **Behavior:** Phantasmal Aegislash is a territorial entity that will attack any who dare to intrude its space. It switches between offensive and defensive modes, becoming a dangerous adversary that demands thoughtful strategies to overcome.

## PHANTASMAL AEGISLASH

Medium Undead

**Armor Class:** 18 (natural armor)

**Hit Points:** 112 (15d8 + 45)

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	16 (+3)	10 (+0)	14 (+2)	12 (+1)

**Saving Throws:** Dex +9, Con +7

**Skills:** Perception +6, History +4

**Damage Resistances:** Acid, Fire, Cold, Lightning

**Damage Immunities:** Poison, Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Condition Immunities:** Charmed, Frightened

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

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

**Challenge:** 9 (5,000 XP)      **Proficiency Bonus:** +4

### BONUS ACTIONS

**Ethereal Shift:** As a bonus action, the Phantasmal Aegislash can shift between its Blade Forme (offensive) and Shield Forme (defensive). In its Blade Forme, it gains a +2 bonus to attack rolls and its attacks deal an extra 4 (1d8) necrotic damage. In its Shield Forme, it gains a +2 bonus to its AC.

### ACTIONS

**Multiattack:** The Phantasmal Aegislash makes two sword attacks.

**Spectral Sword:** Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) slashing damage plus 9 (2d8) necrotic damage.

**Phantom Force (Recharge 5-6):** The Phantasmal Aegislash becomes invisible and moves up to its speed without provoking opportunity attacks. At the end of this movement, it can make one Spectral Sword attack with advantage. On a hit, this attack deals an additional 9 (2d8) necrotic damage.

🏠 **Habitat:** The Phantasmal Aegislash is most often found lurking within the eerie silence of ancient battlefields, where the echoes of war still resonate. These spectral entities gravitate towards lands soaked with the blood and courage of countless fallen warriors. Occasionally, a Phantasmal Aegislash may also inhabit haunted crypts, where it guards the tombs of legendary soldiers with fierce determination. Some tales even speak of cursed armories that house these ghostly blades and shields, appearing to unsuspecting adventurers as nothing more than regular, albeit ancient, weaponry before revealing their true ethereal forms.

⚡ **Peculiarity:** The Phantasmal Aegislash seems to be attracted to areas steeped in history, particularly those with a history of conflict. This affinity for historical violence suggests a form of sustenance or strength drawn from the residual energy of battles long past. Intriguingly, Phantasmal Aegislash also exhibits an apparent fascination for collecting the souls of fallen warriors. Whether this is merely an eerie pastime or a crucial element to its survival remains a topic of much speculation amongst scholars and adventurers. Despite their ominous appearance and formidable combat prowess, Phantasmal Aegislash have been observed to display a strange form of respect or reverence towards truly courageous and honorable fighters, suggesting a level of understanding and awareness that transcends their undead nature.



## PYROAQUA DEMON

The **Pyroaqua Demon** is a visual paradox of elements, seamlessly blended into a creature of terrifying magnificence. Her upper torso blazes with the intensity of wild flames, taking the grotesque form of a goat's head, complete with large curling horns made of pure, concentrated fire. This fiery inferno casts eerie, dancing glows wherever the creature turns its gaze. Below the waist, the demon is an embodiment of deep, abyssal waters. Powerful, clawed appendages emerge from the water, with the demon's legs dissolving into a swirling vortex, the boundary between water and fire mysteriously never mixing.

### PYROAQUA DEMON

Large Fiend (demon)

**Armor Class:** 17 (natural armor)

**Hit Points:** 210 (20d10 + 100)

**Speed:** 30 ft., Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	15 (+2)	14 (+2)	18 (+4)

**Saving Throws:** Str +10, Con +9, Wis +6, Cha +8

**Skills:** Perception +6, Arcana +6

**Damage Resistances:** Bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities:** Fire, cold

**Condition Immunities:** Charmed, Frightened

**Senses:** Darkvision 120 ft., passive Perception 16

**Languages:** Abyssal, Common

**Challenge:** 12 (8,400 XP) **Proficiency Bonus:** +4

**Duality of Elements:** At the start of each of its turns, the Pyroaqua Demon can decide to envelope itself in either its fiery or watery nature. If it chooses fire, all melee attacks deal an additional 1d6 fire damage. If it chooses water, it gains a +2 bonus to its AC.

#### ACTIONS

**Multiattack:** The Pyroaqua Demon makes two claw attacks.

**Claw:** Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 6) slashing damage plus 7 (2d6) fire damage if using its fiery nature or the target is grappled (escape DC 18) if using its watery nature.

**Fiery Breath (Recharge 5-6):** The Pyroaqua Demon exhales a burst of flames in a 30-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 45 (10d8) fire damage on a failed save, or half as much damage on a successful one.

**Water Jet (Recharge 5-6):** The Pyroaqua Demon expels a forceful jet of water in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Strength saving throw, being pushed back 20 feet on a failed save and taking 27 (6d8) bludgeoning damage, or half as much damage and not being pushed back on a successful save.

↔ **Behavior:** The Pyroaqua Demon is highly unpredictable, much like the elements it embodies. It can be as raging as a wild inferno or as calm and engulfing as the deep sea. Its dual nature gives it a unique tactical advantage in confrontations, as it can harness both fire for offense and water for defense or manipulation. Although it primarily acts on its insidious demonic instincts, the Pyroaqua Demon is not without intelligence. It often uses its watery half to trap or constrict its victims, only to scorch them with its fiery breath moments later.

🏠 **Habitat:** These demons are believed to originate from a unique layer of the Abyss where fire and water coexist in a tumultuous equilibrium. However, on the Material Plane, they are drawn to places where intense heat meets cold waters, such as volcanic islands or geothermal underwater vents. The contrasting environments of such places resonate with their dual nature.

💡 **Peculiarity:** The Pyroaqua Demon's elemental duality is not just for show. The constant fiery blaze of its upper half never seems to evaporate the watery lower half. This suggests a unique magical property that binds these contrasting elements together. Additionally, legends speak of these demons being able to control the very elements they embody. For instance, they can supposedly summon torrents of flame at will. The swirling vortex at their lower half is also rumored to be a portal to the Abyss, although no one has lived to confirm such a theory.



## ROSE-TIPPED SENTINEL

The **Rose-Tipped Sentinel** is a figure of poised elegance. Though small in stature, its serious and composed demeanor of her commands respect from all who encounter it. Its pristine white plumage of hers, kissed with gentle strokes of pink and adorned with jet-black wingtips, gives it a distinguished appearance. Draped over her shoulders and clasped at her neck de ella is a delicate cloak, further accentuating her regal presence de ella.

**Behavior:** Carrying an air of quiet authority, the Rose-Tipped Sentinel observes her surroundings with a calm, measured gaze. While it may not be quick to engage, her presence is always felt, often acting as a silent guardian watching over the woods.

**Habitat:** Preferring the solitude of temperate woodlands, this owl often perches on high branches, observing the land below. Its nest, nestled in tree hollows, is marked by a soft, pinkish hue at dusk, a testament to its inherent magical aura.

**Peculiarity:** The Rose-Tipped Sentinel possesses more than just a royal demeanor; its feathers, when rustled, emit a soft, luminescent glow. This enchanting light is said to have protective qualities. There are tales of wanderers being shielded from harm simply by being in the proximity of these owls, enveloped by their gentle radiance.

### ROSE-TIPPED SENTINEL FAMILIAR

**Prerequisites:** The character must be a spellcaster with access to the Find Familiar spell.

As an alternative to the traditional familiars available through the Find Familiar spell, the character may choose to bond with a Rose-Tipped Sentinel as their familiar. The Rose-Tipped Sentinel shares a magical and empathic connection with its chosen master, forming a unique and protective partnership.

- The Rose-Tipped Sentinel familiar is a beast, carrying with it an air of regal composure despite its small size. This owl, brings with it the ancient wisdom and keen observation of its kind.
- They share an empathic link, allowing telepathic communication up to one mile and sensing each other's emotions and well-being.
- Once per day, the master can meditate with the Rose-Tipped Sentinel for 10 minutes, gaining keen insight into their surroundings. This effectively grants them advantage on Perception checks for an hour.

## ROSE-TIPPED SENTINEL

Tiny Beast

**Armor Class:** 13

**Hit Points:** 7 (3d4)

**Speed:** 10 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	10 (+0)	2 (-4)	14 (+2)	12 (+0)

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

**Senses:** Darkvision 120 ft., passive Perception 14

**Languages:** Understands Sylvan but can't speak

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

**Proficiency Bonus:** +2

**Illuminating Feathers:** As a bonus action, the Rose-Tipped Sentinel can produce a protective, radiant light from its feathers. All allies within 10 feet of the Sentinel gain a +1 bonus to their AC until the start of its next turn.

### ACTIONS

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

**Guardian's Gaze:** The Rose-Tipped Sentinel focuses its gaze on one creature it can see within 30 feet. That creature must succeed on a DC 12 Wisdom saving throw or have disadvantage on attack rolls against targets other than the Sentinel until the end of its next turn.



## RUBBLE RAT

The **Rubble Rat** is slightly larger than a typical rat, with coarse, mottled gray fur and a hairless, pink tail. Its eyes are beady and black, always darting around, searching for scraps of food. Its claws, while not overly sharp, are adept at digging through debris and rubbish.

↔ **Behavior:** Rubble Rats are scavengers, often found in abandoned buildings, sewers, and old ruins within cities. They are skittish, fleeing from larger creatures or threats, but can become aggressive if cornered.

🏠 **Habitat:** Urban areas are the prime domain for the Rubble Rat, particularly ruins, sewers, and garbage heaps. These creatures have become adept at navigating the labyrinthine underbelly of bustling cities. In sewers, they establish colonies along the hidden alcoves, far from the rushing waters, taking advantage of the relative safety and abundance of food washed down from the streets above. They have also been known to inhabit abandoned marketplaces, attracted by the residual scents of old produce and the possibility of scavenging remnants. The adaptability of the Rubble Rat has made it a prevalent sight in any urban environment, from the grandest capitals to the smallest townships.

💡 **Peculiarity:** Rubble Rats have an odd attraction to shiny objects, often hoarding small trinkets like discarded coins, broken glass, or bits of jewelry in their nests. Alchemists believe that Rubble Rats can digest materials that most other creatures can't, breaking down substances in ways not yet understood. Some even hunt for these rats, believing their stomachs contain rare ingredients or substances.

## RUBBLE RAT

Tiny Beast

**Armor Class:** 10

**Hit Points:** 2 (1d4)

**Speed:** 20 ft., climb 20 ft.

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

**Senses:** Darkvision 30 ft., passive Perception 10

**Languages:** —

**Challenge:** 0 (10 XP)

**Proficiency Bonus:** +2

**Rubble Camouflage:** The mottled pattern of the Rubble Rat's fur grants it advantage on Stealth checks when hiding in urban ruins or garbage.

**Scavenger:** Rubble Rats have an uncanny ability to find food. If an edible item (by rat standards) is hidden or overlooked in a location, a Rubble Rat has a good chance of finding it. They have advantage on Perception checks related to finding food in urban environments.

**Tunnel Expert:** Due to their time spent burrowing through debris and cramped urban ruins, Rubble Rats can move through spaces as narrow as 4 inches in diameter without squeezing.

### ACTIONS

**Bite:** Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 piercing damage.



## SCALECLAW WYRM

The **Scaleclaw Wyrms** is a fearsome reptilian beast with a uniquely unsettling pink skin tone. It has a long, muscular tail and its most distinguishing feature—massive claws. The Wyrms can stand both upright on two legs or move quadrupedally, depending on the tactical advantage it seeks.

↔ **Behavior:** Scaleclaw Wyrms are primarily solitary creatures, fiercely territorial and wary of intruders. They can be aggressive when their territory is violated but generally prefer to avoid unnecessary conflict. They are opportunistic hunters, preying on anything that strays into their dominion.

### SCALECLAW WYRM

Medium Beast

**Armor Class:** 15 (natural armor)

**Hit Points:** 60 (8d8 + 24)

**Speed:** 30 ft., Climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	6 (-2)	12 (+1)	8 (-1)

**Saving Throws:** Str +6, Con +5

**Skills:** Perception +3, Stealth +3

**Senses:** Darkvision 60 ft., passive Perception 13

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

**Challenge:** 4 (1,100 XP)      **Proficiency Bonus:** +2

**Multi-stance:** The Scaleclaw Wyrms can shift between a quadrupedal and bipedal stance as a bonus action.

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

#### ACTIONS

**Multiattack:** The Scaleclaw Wyrms makes two attacks: one with its claws and one with its tail.

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

**Tail:** Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

**Rending Grasp (Recharge 5-6):** The Scaleclaw Wyrms grabs onto a target within 5 ft. The target must make a DC 14 Strength saving throw or become restrained and take 15 (2d10 + 4) slashing damage.

🏠 **Habitat:** These creatures are commonly found in dense forests, caverns, or remote mountainous regions. They prefer locations with ample hiding spots and high vantage points.

⚡ **Peculiarity:** Scaleclaw Wyrms have a strong preference for collecting bones of their fallen prey, arranging them in complex patterns around their lairs. These bone arrangements are not just for show; they serve as a primitive form of territorial marking, warning other creatures to steer clear of their domain.

Scaleclaw Wyrms are known to produce a rare, aromatic resin from their claws, which hardens upon exposure to air. This resin has unique magical properties and is highly sought after by alchemists and wizards. The wyrms use it to line their nests, which serves both as a means of reinforcing the structure and as a repellent to deter potential predators. When disturbed, the scent of the resin fills the air, disorienting and possibly even pacifying those who inhale it.



# SELKYSNOW

**Selkysnow** are small humanoid with dark skin, bright orange eyes, and nails of the same hue. They wear thick pelts to survive the harsh, snowy mountain terrains they call home. Notably, a white circle marks the center of their foreheads, a source of their magical abilities. Despite their small feet, their hands are unusually large.

## SELKYSNOW

Small Humanoid

**Armor Class:** 14

**Hit Points:** 33 (6d6 + 12)

**Speed:** 25 ft.

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

**Saving Throws:** Con +4, Wis +5

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

**Damage Resistances:** Cold

**Senses:** Darkvision 60 ft., passive Perception 15

**Languages:** Common, Primordial

**Challenge:** 3 (700 XP)

**Proficiency Bonus:** +2

**Frost Circle:** The Swlkysnow's white forehead circle is a source of its magical power. It grants the Swlkysnow advantage on saving throws against spells and magical effects.

**Coldborn:** The Swlkysnow is adapted to life in extreme cold. It's immune to the effects of extreme cold weather and can move through snow without suffering from difficult terrain.

### ACTIONS

**Claw Attack:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage plus 4 (1d8) cold damage.

**Icy Blast:** Ranged Spell Attack: +5 to hit, range 60 ft., one target. Hit: 10 (2d6 + 3) cold damage.

**Spirit Whisper (Recharge 6):** The Swlkysnow calls upon the spirits of the mountain to guide it. It gains advantage on all ability checks and attack rolls until the end of its next turn.

### BONUS ACTIONS

**Healing Chant:** The Swlkysnow performs a magical chant, healing itself or one creature it can see within 30 feet for 10 (2d4 + 5) hit points.

### REACTIONS

**Chill Armor:** When hit by a melee attack, the Swlkysnow can cause the attacker to take 4 (1d8) cold damage.

↔ **Behavior:** Reserved and mystical, Selkysnow are known to guide their tribes through their magical abilities and communion with mountain spirits. They are wary of outsiders but can be diplomatic if approached respectfully.

🏠 **Habitat:** The Selkysnow make their homes in the craggy, snow-covered peaks of high mountain ranges, where the air is thin and the environment is harsh. These sacred places are filled with mystical energies that the selkysnow tap into for their magical abilities. These tribes live in hidden caves and underground burrows insulated with ice and animal hides, providing some shelter from the biting cold. For a Selkysnow, the mountain is not just home—it's a sacred temple where they commune with the elemental forces that govern their world.

💡 **Peculiarity:** Selkysnow have a deep-rooted relationship with the spiritual world, often carrying totems and other mystical artifacts. They prefer foods that are rich in fats and proteins to sustain them in the cold environment, and they have a fondness for certain mountain herbs that they believe enhance their magical powers. Uniquely, a Selkysnow can channel the spirits of the icy mountains, causing its white forehead mark to glow brightly when invoking ancient spells or communicating with the elemental forces. This glow is said to be an omen of impending snowstorms or other significant natural events in their frosty habitat.



## SERENEWATER SERPENT

The **Serenewater Serpent** is a majestic and serpentine creature with a slender body that spans about 15 feet in length. Its scales possess a smooth, iridescent sheen in shades of deep blues and greens, reminiscent of tranquil waters. The serpent has sleek fins running along its sides, providing graceful propulsion through the water. Its eyes are large and wise, radiating a calm and serene aura.

↔ **Behavior:** Serenewater Serpents embody tranquility and wisdom. They are often found dwelling near serene lakes, gently flowing rivers, or hidden waterfalls. These creatures possess a deep connection with the natural world, and their presence brings a sense of peace and harmony to their surroundings. They are known to be gentle protectors of sacred waters and are revered as symbols of balance.

🏠 **Habitat:** Serenewater Serpents prefer to make their homes in tranquil aquatic environments, where the water is pure and undisturbed. They are often found in secluded grottos, underwater caves, or deep within sacred pools. Their presence helps maintain the delicate equilibrium of these sacred sites.

💡 **Peculiarity:** Serenewater Serpents possess a unique ability to purify and restore polluted or corrupted water sources. They can cleanse toxins and restore life to once-sterile areas, promoting the growth of vibrant aquatic flora and fauna. Their scales, when shed, hold a subtle healing essence that can be used in the creation of medicinal potions.

## SERENEWATER SERPENT

Large Dragon

**Armor Class:** 15 (natural armor)

**Hit Points:** 60 (8d10 + 16)

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

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

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

**Damage Resistances:** Cold

**Damage Immunities:** Acid

**Condition Immunities:** Charmed, Poisoned

**Senses:** Blindsight 30 ft., passive Perception 16

**Languages:** Draconic

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

**Proficiency Bonus:** +2

**Aqua Veil:** Once per day, the Serenewater Serpent can create a protective shield of water around itself, granting a +2 bonus to its AC until the start of its next turn.

**Purifying Waters:** As an action, the Serenewater Serpent can release a wave of purifying energy in a 30-foot cone. Any allied creatures within the area regain 10 (2d6+3) hit points, and any poisoned or diseased conditions affecting them are cured.

### ACTIONS

**Multiattack:** The Serenewater Serpent makes two attacks: one with its bite and one with its tail slap.

**Bite:** Melee Weapon Attack, +5 to hit, reach 10 ft., one target. Hit: 8 (1d10 + 3) piercing damage.

**Tail Slap:** Melee Weapon Attack, +5 to hit, reach 15 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.



# SHADOWLING

The **Shadowling** is a tiny, enigmatic creature veiled in an aura of darkness. Its body appears as a swirling mass of inky blackness, constantly shifting and morphing like wisps of smoke. Within the darkness, two piercing, glowing eyes emit an eerie glow, radiating a malevolent energy. Despite its small size, the Shadowling exudes an unsettling presence, instilling a sense of foreboding in those who encounter it.

## SHADOWLING

Tiny Undead

**Armor Class:** 14

**Hit Points:** 15 (6d4)

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

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	10 (+0)	14 (+2)	12 (+1)	16 (+3)

**Saving Throws:** Dex +6, Cha +5

**Skills:** Stealth +6, Deception +5

**Damage Resistances:** Psychic

**Condition Immunities:** Charmed, Exhaustion, Frightened

**Senses:** Darkvision 60 ft., passive Perception 11

**Languages:** Understands Common and Dark Speech but cannot speak

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

**Proficiency Bonus:** +2

**Amorphous:** The Blaze Sprite can move through a space as narrow as 1 inch wide without squeezing.

### ACTIONS

**Shadow Touch:** Melee Spell Attack, +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or have its speed reduced by 10 feet until the end of its next turn.

**Shadow Burst:** The Shadowling releases a burst of dark energy, targeting all creatures within a 10-foot radius. Each creature in that area must make a DC 14 Dexterity saving throw, taking 9 (2d8) dark and psychic damage on a failed save, or half as much damage on a successful one.

### BONUS ACTIONS

**Shadow Veil:** As a bonus action, the Shadowling melds with nearby shadows, becoming nearly invisible and gaining advantage on Dexterity (Stealth) checks until the start of its next turn. It can also move through other creatures' spaces as if they were difficult terrain during this time.

↔ **Behavior:** Shadowlings are elusive and mysterious creatures associated with the realm of dark magic. They dwell in the shadows, drawn to places of hidden knowledge and ancient arcane power. These mischievous creatures are known to be skilled manipulators of dark magic, often employing their powers to confuse and deceive others. While they possess a playful nature, they can also be unpredictable and prone to bouts of mischief.

🏠 **Habitat:** Shadowlings can be found lurking in places shrouded in darkness and magic, such as haunted forests, ancient ruins, and forbidden libraries. They are often drawn to areas where dark rituals were once performed or where powerful artifacts of dark magic are rumored to be hidden.

💡 **Peculiarity:** Shadowlings possess an innate affinity for dark magic and the ability to manipulate shadows to their advantage. They can meld with shadows, becoming nearly invisible and able to move swiftly between them. Their touch carries a chilling coldness, draining the energy and vitality of those they come into contact with. Additionally, they have the power to unleash bursts of shadowy energy, inflicting both physical and psychic damage on their foes.



## SPARKLING KOKORI

The **Sparkling Kokori** is a tiny, fairy-like creature with a vibrant, translucent body that emits a soft, ethereal glow. Its delicate wings shimmer with iridescent colors, resembling stained glass. The creature has a humanoid form, standing about 2 feet tall, and wears a leafy garment adorned with small gemstones. Its eyes are large and expressive, reflecting a curious and mischievous nature.

↔ **Behavior:** Sparkling Kokori are playful and mischievous creatures, often seen darting through sunlit forests and flowery meadows. They possess a strong affinity for nature and are known to assist lost travelers by guiding them with their flickering lights. Despite their playful nature, they can become easily frightened and will retreat to the safety of their hidden forest sanctuaries when confronted.

🏠 **Habitat:** Sparkling Kokori dwell in enchanted forests and mystical groves, where the magical energy is abundant. They build their homes in ancient trees, creating small, intricate dwellings decorated with petals, leaves, and tiny trinkets. These sanctuaries are protected by an invisible barrier that only the Kokori can pass through.

💡 **Peculiarity:** Sparkling Kokori have a natural ability to harness and channel the magical energy of their surroundings. They can create dazzling light displays and even manipulate small objects with their telekinetic powers. They are highly attracted to shiny objects and are often found collecting and hoarding small treasures, including gemstones and precious metals.

### SPARKLING KOKORI

Tiny Fey

**Armor Class:** 12

**Hit Points:** 7 (3d4)

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

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

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

**Condition Immunities:** Charmed

**Senses:** Darkvision 60 ft., passive Perception 14

**Languages:** Common, Sylvan

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

**Proficiency Bonus:** +2

**Flickering Light:** As a bonus action, the Sparkling Kokori can create a magical light that sheds bright light in a 10-foot radius and dim light for an additional 10 feet. This light can be extinguished or rekindled as a bonus action.

**Telekinetic Manipulation:** The Sparkling Kokori can use its telekinetic powers to manipulate objects within 30 feet of it that weigh no more than 10 pounds. It can move, lift, or manipulate these objects as if using an invisible hand. It can use this ability to perform simple tasks, retrieve objects, or create minor illusions by manipulating nearby objects.

#### ACTIONS

**Sparkling Blast:** Ranged Spell Attack, +5 to hit, range 30 ft., one target. Hit: 4 (1d4 + 2) radiant damage.



## STONESHIELD GUARDIAN

The **Stoneshield Guardian** is a humanoid creature standing at about 5 feet tall. Its body is robust and muscular, covered in tough gray skin that resembles weathered stone. Its eyes are deep-set and glow with a faint, ethereal light, giving it an imposing presence. Pointed ears extend slightly from the sides of its head, further emphasizing its otherworldly nature.

↔ **Behavior:** Stoneshield Guardians are protectors of ancient ruins and sacred sites, charged with safeguarding the hidden knowledge and mystical artifacts within. They have an innate connection to the earth and ancient magic, which they channel to defend their domains. While they tend to be solemn and unyielding in their duty, they can be benevolent to those who show respect for the ancient places they guard.

### STONESHIELD GUARDIAN

Medium Humanoid

**Armor Class:** 15 (natural armor)

**Hit Points:** 32 (5d8 + 10)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	12 (+1)	16 (+3)	8 (-1)

**Saving Throws:** Str +6, Wis +5

**Skills:** Perception +5, History +3

**Damage Resistances:** Bludgeoning, Piercing, and Slashing from non-magical weapons

**Damage Immunities:** Poison

**Condition Immunities:** Poisoned

**Senses:** Darkvision 60 ft., passive Perception 15

**Languages:** Common, Primordial

**Challenge:** 1 (200 XP)

**Proficiency Bonus:** +2

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

#### BONUS ACTIONS

**Guardian's Aura (Recharge 5-6):** As a bonus action, the Stoneshield Guardian can emanate a protective aura in a 10-foot radius. Until the start of its next turn, it and friendly creatures in the area gain a +2 bonus to AC.

#### ACTIONS

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

🏠 **Habitat:** Stoneshield Guardians often dwell in secluded locations, such as ancient ruins, forgotten temples, or remote sacred groves. They have a preference for places where the natural world and mystical energies converge, allowing them to harness the power of the land to fulfill their guardianship.

💡 **Peculiarity:** The Stoneshield Guardian possesses a remarkable resistance to magical effects, which allows it to shrug off certain spell effects. It can also invoke a protective aura that enhances its defenses and provides temporary protection to nearby allies.



## SYLVANSTAG

The **Sylvanstag** is an awe-inspiring creature that stands gracefully at about eight feet tall at the shoulder. Its majestic form resembles that of a magnificent deer, but its body is entirely covered in lush vegetation, blending seamlessly with the surrounding forest. Verdant moss drapes elegantly from its antlers, and vines and leaves entwine its strong, yet gentle limbs. Its large, luminous eyes possess a calming emerald glow that reflects the wisdom and serenity of the ancient forest it embodies.

↔ **Behavior:** The Sylvanstag is the living embodiment of the forest's life force, embodying the harmony and balance between nature and the creatures that inhabit it. It exudes an aura of tranquility and protection, attracting animals of all kinds to gather in its presence. The Sylvanstag is gentle and benevolent, often guiding lost or injured creatures back to safety and providing a sense of calm in the midst of turmoil.

🏠 **Habitat:** The Sylvanstag can be found deep within the heart of ancient and sacred forests, where the natural world thrives untouched by the hand of civilization. It resides in hidden glades and secluded groves, where the canopy of trees weaves a protective veil around the creature. It is said that the Sylvanstag's mere presence can promote the growth of flora and foster an abundance of wildlife in its surroundings.

⚡ **Peculiarity:** As the living embodiment of the forest, the Sylvanstag has the ability to manipulate and control the elements of nature. It can call upon the power of the earth to create vines that entangle foes, summon a gentle rain to heal wounds and nourish the land, and even command the spirits of the forest to aid in its defense. Its antlers act as a conduit for its connection to the natural world, allowing it to communicate with animals and plants in a mystical, empathic language.



## SYLVANSTAG

Large Fey

**Armor Class:** 17 (natural armor)

**Hit Points:** 147 (14d10 + 70)

**Speed:** 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	16 (+3)	22 (+6)	18 (+4)

**Saving Throws:** Dex +9, Wis +11

**Skills:** Perception +11, Nature +8, Stealth +9

**Damage Immunities:** Poison

**Condition Immunities:** Poisoned

**Senses:** Darkvision 120 ft., passive Perception 21

**Languages:** Sylvan, understands Common and Druidic but cannot speak

**Challenge:** 13 (10,000 XP)      **Proficiency Bonus:** +5

**Spirit of the Forest:** The Sylvanstag can communicate with animals and plants in a mystical, empathic language. It has advantage on Charisma (Animal Handling) and Wisdom (Nature) checks when interacting with creatures of the forest.

### ACTIONS

**Hoof Strike:** Melee Weapon Attack, +10 to hit, reach 10 ft., one target. Hit: 22 (5d6 + 5) bludgeoning damage and the target must succeed on a DC 18 Strength saving throw or be knocked prone.

**Nature's Embrace:** The Sylvanstag calls upon the healing power of nature. It regains 20 hit points, and the area within 30 feet of it becomes lightly obscured by a gentle rain that lasts for 1 minute. During this time, any friendly creatures that start their turn within the area regain 3 (1d6) hit points.

**Entangling Vines:** The Sylvanstag summons magical vines in a 20-foot square within 60 feet of it. Creatures in that area must succeed on a DC 18 Strength saving throw or be restrained. A creature can use its action to make a DC 18 Strength check, freeing itself or another creature within reach on a success. The vines have an AC of 15 and 20 hit points. Dealing 10 slashing damage to the vines (AC 15) destroys them.

### LEGENDARY ACTIONS

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

**Call of the Forest:** The Sylvanstag releases a magical call that resonates with the spirits of the forest. All friendly creatures within 60 feet of the Sylvanstag gain advantage on their next attack roll or saving throw.

**Nature's Blessing:** The Sylvanstag bestows a blessing of nature upon a friendly creature within 30 feet of it. The target creature regains 21 (2d10 + 10) hit points, and any ongoing poison effects on the creature are immediately cured.

**Whirling Cyclone (Costs 2 Actions):** The Sylvanstag summons a swirling cyclone of wind and leaves in a 30-foot radius centered on itself. Each creature in that area must make a DC 18 Strength saving throw or take 18 (4d8) bludgeoning damage and be knocked prone on a failed save, or half as much damage and not be knocked prone on a successful one. The area becomes lightly obscured by swirling leaves until the end of the Sylvanstag's next turn.

## SYLVAN COMPANION

The Sylvanstag has the ability to form a mystical bond with a creature of great virtue and respect for nature. This bond is known as the Sylvan Companion. Once the bond is established, the creature gains the following benefits:

**Fey Bond:** The creature becomes attuned to the Sylvanstag's presence, and both can sense each other's emotions and general well-being, regardless of distance.

**Forest Stride:** The creature gains the ability to move through natural terrain without leaving a trace. They leave no tracks or signs of passage, and they cannot be tracked by non-magical means.

**Nature's Aid:** Once per long rest, the creature can invoke the Sylvanstag's blessing to gain advantage on a Wisdom or Charisma saving throw against a spell or ability that affects the mind or emotions.

**Beast Whisperer:** The creature gains the ability to communicate with beasts as if they share a common language. Beasts are more inclined to regard the creature as a friend rather than a threat.

**Gift of the Forest:** The Sylvanstag grants the creature the ability to cast the Speak with Plants spell at will, allowing them to communicate with vegetation and glean information about the natural surroundings.

The bond with the Sylvanstag is not to be taken lightly, as it requires the creature to uphold the values of harmony, respect, and protection of the natural world. In return for their loyalty and virtuous conduct, the creature gains the friendship and support of the Sylvanstag, allowing them to tap into the mystical powers of the forest and be a true champion of nature.

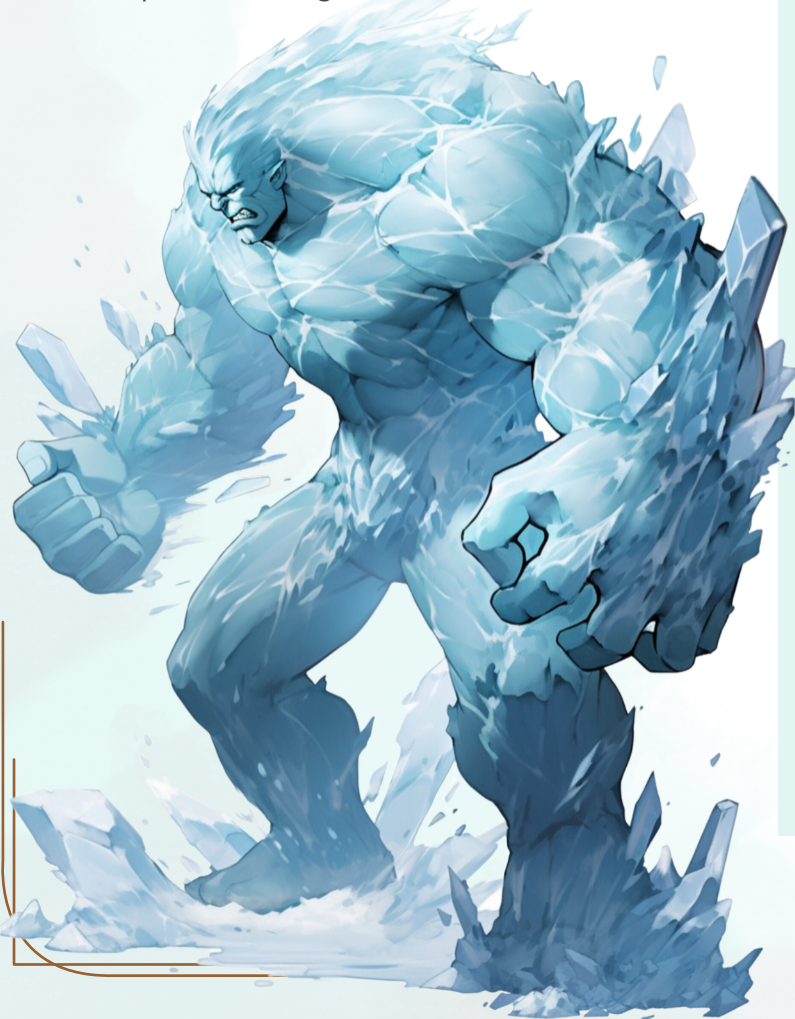
## TITAN, FROST

Rising like a tempest from the polar ice caps, the **Frost Titan** is a force of unrestrained power and fury. Each movement is an explosive display of strength, causing the ground to tremor and the air to chill in its wake. Massive crystalline spikes jut aggressively from its body, promising death to any who dare approach.

↔ **Behavior:** Far from the patient sentinel of the tundras, this Frost Titan is an aggressive behemoth, driven by a relentless desire to expand its icy domain. This elemental giant is not just content to watch the world freeze; it actively seeks to usher in its own, colder era.

🏠 **Habitat:** Where the world is coldest and most inhospitable, the Frost Titan claims dominion. Its lairs are often found amidst storm-wracked icy peaks or within the deepest, most treacherous ice caverns.

⚡ **Peculiarity:** The Frost Titan, though furious, is known to occasionally forge weapons from pure ice, leaving them as challenges or trophies in its wake. Legends tell of warriors wielding these weapons and gaining dominion over ice magic. When severely wounded or tired, it's rumored the titan can fuse with the very ice around it, becoming indistinguishable from a massive glacier, only to erupt in violent rage when disturbed.



## TITAN, FROST

Huge Elemental

**Armor Class:** 18 (natural armor)

**Hit Points:** 250 (20d12 + 120)

**Speed:** 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	22 (+6)	12 (+1)	16 (+3)	15 (+2)

**Saving Throws:** Str +13, Con +11, Wis +8

**Skills:** Perception +8, Athletics +13

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

**Damage Immunities:** Cold

**Condition Immunities:** Charmed, frozen

**Senses:** Darkvision 120 ft., passive Perception 18

**Languages:** Common, Primordial

**Challenge:** 15 (13,000 XP)

**Proficiency Bonus:** +5

**Aura of Cold:** Any creature that starts its turn within 10 feet of the Frost Titan takes 5 (1d10) cold damage.

**Icy Ground:** The ground in a 20-foot radius around the Frost Titan is considered difficult terrain due to the rapid formation of ice.

**Heart of the Tundra:** Once reduced to half of its maximum hit points or fewer, the core of the Frost Titan begins to radiate an intense cold, embodying the harshest conditions of the tundra. The ground within a 30-foot radius of the titan becomes a slick icy surface, making it difficult terrain. Additionally, each creature that starts its turn within this radius must make a DC 19 Constitution saving throw or gain a level of exhaustion from the intense cold. Creatures immune to cold damage are immune to this exhaustion effect. This ability remains active as long as the titan has half its hit points or fewer.

### ACTIONS

**Multiattack:** The Frost Titan makes two slam attacks.

**Slam:** Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 24 (3d10 + 8) bludgeoning damage plus 7 (2d6) cold damage.

**Frost Breath (Recharge 5-6):** The Frost Titan exhales a blast of freezing air in a 40-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

**Icy Tomb:** The Frost Titan chooses a point it can see within 60 feet. A 10-foot-radius, 20-foot-high cylinder of ice forms centered on that point. Each creature in that cylinder must make a DC 16 Strength saving throw or be trapped in the ice, becoming restrained. A creature restrained by the ice can use an action to make a Strength check against the titan's save DC, breaking free on a success. The ice has AC 15, 30 hit points, vulnerability to fire damage, and is immune to cold damage.

## TITAN, MAGMA

Huge Elemental

**Armor Class:** 18 (natural armor)

**Hit Points:** 270 (20d12 + 140)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	24 (+7)	12 (+1)	15 (+2)	18 (+4)

**Saving Throws:** Str +14, Con +12, Wis +7

**Skills:** Perception +7, Intimidation +9

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

**Damage Immunities:** fire

**Condition Immunities:** Burned, petrified

**Senses:** Darkvision 120 ft., passive Perception 17

**Languages:** Common, Ignan

**Challenge:** 15 (13,000 XP)      **Proficiency Bonus:** +5

**Molten Core:** If the Magma Titan takes more than 40 damage in a single turn, it erupts, dealing 10 (3d6) fire damage to all creatures within 10 ft. of it at the start of its next turn.

**Fiery Presence:** Any creature that starts its turn within 5 ft. of the Magma Titan takes 5 (1d10) fire damage.

**Heart of the Volcano:** Every time the Magma Titan is reduced to a quarter of its total hit points (25%, 50%, 75%), the elemental energies within it surge, triggering a volcanic reaction. The ground shakes, and geysers of molten lava spew out in random directions within a 40 ft. radius from the Magma Titan. Each creature in the affected area must make a DC 17 Dexterity saving throw. On a failed save, they take 22 (4d10) fire damage and are covered in molten residue, taking an additional 5 (1d10) fire damage at the start of each of their turns for the next 3 turns. On a successful save, they take half damage and are not covered in the molten residue.

### ACTIONS

**Multiattack:** The Magma Titan makes two slam attacks.

**Slam:** Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 27 (4d8 + 9) bludgeoning damage plus 10 (3d6) fire damage.

**Lava Burst (Recharge 5-6):** The Magma Titan hurls a ball of molten rock at a point it can see within 60 feet. Each creature in a 10-foot radius sphere centered on that point must make a DC 17 Dexterity saving throw, taking 45 (10d8) fire damage on a failed save, or half as much damage on a successful one.

**Summon Lava Flow:** The Magma Titan causes the ground in a 20-foot square it can see within 60 feet to become molten. That area becomes difficult terrain, and any creature that enters or starts its turn in that area takes 22 (4d10) fire damage. The area cools after 3 rounds.

## TITAN, MAGMA

The Magma Titan is an imposing embodiment of molten rage. Towering at over 20 feet, its skin is a hard, blackened crust with deep fiery fissures crisscrossing its entirety. From its neck and encircling its entire head rages a magnificent mane of flames, giving the illusion of a fiery crown or cloak. Its muscular body emits an intense heat, and the ground beneath its feet often smolders or ignites due to its scorching presence. Its eyes, deep set within its craggy face, burn with the intensity of a volcanic eruption.

↔ **Behavior:** The Magma Titan is territorial and fiercely protective of volcanic habitats. It's known to be aggressive to those who trespass in its domain, often perceiving them as threats. Despite its elemental nature, it's cunning and not to be underestimated in tactics during combat.

🏠 **Habitat:** Naturally, these titans are found near volcanoes, lava flows, and the heart of deep underground magma chambers. Their presence is often a sign of an impending volcanic eruption.

💡 **Peculiarity:**

The Magma Titan, beyond its destructive nature, during moments of calm, crafts intricate molten statues as eerie markers of its passage. When the Magma Titan is still, those close enough to its fiery form might hear faint whispers, murmurs, or even cries echoing from its burning crevices. Some believe these are the remnants of souls that were once consumed by the Magma Titan, while others think they're mere auditory illusions caused by the intense heat. After intense battles, it retreats deep underground for prolonged dormant phases, potentially turning the surface above into an active volcanic region.



## TERRAPOD

The **Thornback Terrapod** is a small, furious plant-type turtle with a vibrant green leaf-covered carapace. Its shell is adorned with sharp thorns that act as natural defense mechanisms against potential threats. The Terrapod's eyes burn with an ever-present anger, and its sharp claws extend from its stubby limbs, enabling it to move with surprising agility.

↔ **Behavior:** The Thornback Terrapod is perpetually angry and fiercely territorial. It resents any intrusion into its forest home and will lash out at any creature that comes too close. Despite its aggressive demeanor, it plays a crucial role in maintaining the balance of the ecosystem by protecting the natural flora and fauna within its domain.

### THORNBACK TERRAPOD

Small Beast Plant

**Armor Class:** 14 (natural armor)

**Hit Points:** 27 (5d8 + 5)

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	6 (-2)	14 (+2)	6 (-2)

**Saving Throws:** Str +4, Wis +4

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

**Senses:** Darkvision 60 ft., passive Perception 14

**Languages:** Understands Druidic but can't speak.

**Challenge:** 1 (200 XP)

**Proficiency Bonus:** +2

**Amphibious:** The Marimuth can breathe air and water.

**Angry Defense:** Whenever the Thornback Terrapod takes damage, it gains a temporary bonus to its AC equal to the amount of damage taken. This bonus lasts until the start of its next turn.

🏠 **Habitat:** Thornback Terrapods are commonly found in dense and lush forest environments, where they can blend seamlessly with the undergrowth due to their leafy carapace. They prefer to inhabit quiet and secluded areas far away from civilization.

💡 **Peculiarity:** The Thornback Terrapod has an unusual fondness for rare and exotic mushrooms, which it seeks out during its territorial patrols. The consumption of these mushrooms enhances its natural defenses and fuels its ever-present rage.

**Leafy Camouflage:** When the Thornback Terrapod remains motionless among dense vegetation (like bushes or foliage), it has advantage on Dexterity (Stealth) checks made to hide in those surroundings.

**Fury Burst:** Once per day, as a reaction to being hit by an attack, the Thornback Terrapod can unleash a burst of fury, granting it advantage on its next melee attack roll. If the attack hits, it deals an additional 5 (1d10) slashing damage.

#### ACTIONS

**Thorny Slash:** The Thornback Terrapod makes a melee attack with its sharp claws. **Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 4 (1d4 + 2) slashing damage plus 3 (1d6) poison damage. The target must also succeed on a DC 12 Constitution saving throw or be poisoned until the end of its next turn.

#### THORNBACK TERRAPOD COMPANION

**Obtaining the Companion:** The player character might obtain the Thornback Terrapod as a companion through a class feature, such as the "Animal Companion" feature of the Beast Master Ranger subclass. Alternatively, the DM might design a special quest or scenario that allows the player character to form a bond with the Terrapod, granting them the creature's companionship and loyalty.

**Bond with the Player Character:** The Thornback Terrapod forms a deep bond with the player character. It becomes fiercely loyal and protective, always ready to come to the character's aid and fight alongside them in battles.



## THUNDORAX

The **Thundorax** is a formidable beast that resembles a cross between a dinosaur and a rhinoceros. Its hide is a tough, earth-toned armor that provides excellent protection. It moves on four stocky legs and has a thick tail which it uses both for balance and as a weapon. A pair of large, intimidating horns protrude from its head.

↔ **Behavior:** Despite its fearsome appearance, the Thundorax is generally a territorial creature, attacking only when it feels threatened or cornered. However, once provoked, it becomes a rampaging force of nature that few would want to stand against.

🏠 **Habitat:** The Thundorax prefers open plains or sparse forests, where it can roam freely. It is a solitary creature and highly territorial.

💡 **Peculiarities:** Occasionally, a species of bird known as "Thorncrests" are seen perched on Thundorax. These birds pick off parasites from the beast's tough hide, and in return, the Thundorax tolerates their presence, offering them protection from predators.

## THUNDORAX

Large Beast

**Armor Class:** 16 (natural armor)

**Hit Points:** 95 (10d10 + 40)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	2 (-4)	12 (+1)	6 (-2)

**Saving Throws:** Str +7, Con +6

**Skills:** Perception +3

**Senses:** passive Perception 13

**Languages:** Understands Draconic but can't speak.

**Challenge:** 4 (1,100 XP) **Proficiency Bonus:** +2

**Thick Hide:** The Thundorax has resistance to non-magical bludgeoning, piercing, and slashing damage.

**Stomp:** If the Thundorax moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage.

**Charge:** If the Thundorax moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target must succeed on a DC 15 Strength saving throw or be knocked prone.

### ACTIONS

**Gore:** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) piercing damage.

**Tail Swipe:** Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage.

## THORNCREST

The Thorncrest is often seen in the company of Thundorax, providing a symbiotic relationship that benefits both. It is a small bird with keen eyesight and quick reflexes, traits that make it excellent at spotting and removing parasites from the hide of its larger companion. The Thorncrest's unique capability to emit a specific frequency of chirps allows it to communicate over long distances with other Thorncrests, and these frequencies are also understood by Thundorax, fostering a unique bond between the two species.

## THORNCREST

Small Beast

**Armor Class:** 12

**Hit Points:** 5 (1d6 + 2)

**Speed:** 10 ft., Fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	14 (+2)	2 (-4)	12 (+1)	6 (-2)

**Skills:** Perception +3

**Senses:** passive Perception 13

**Languages:** speak a unique chirping language

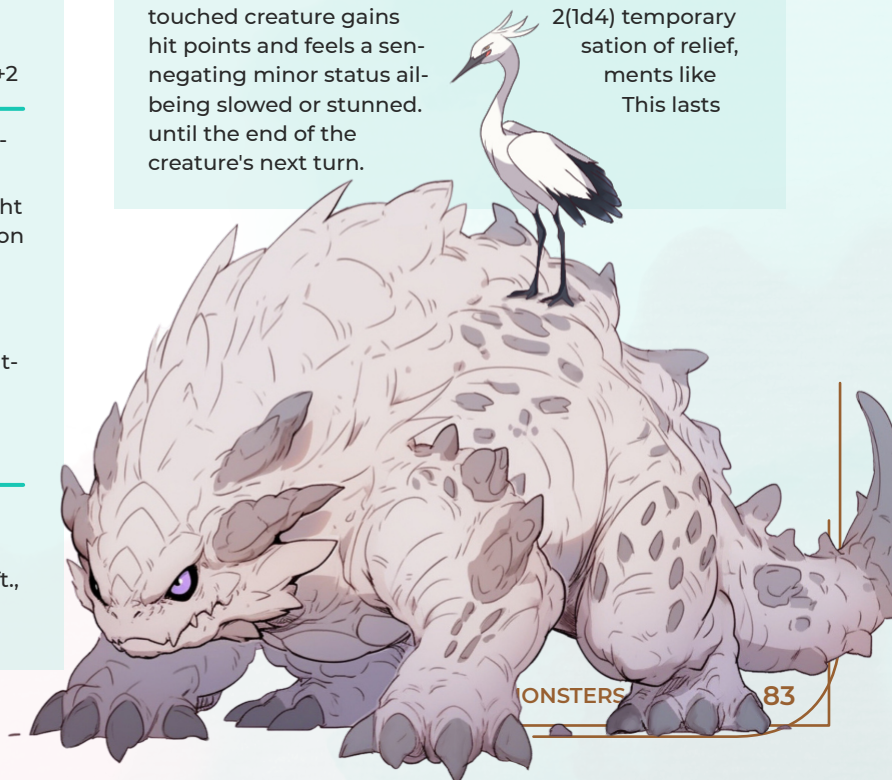
**Challenge:** 1/8 (25 XP) **Proficiency Bonus:** +2

**Symbiotic Bond:** If the Thorncrest is perched on a Thundorax, it cannot be targeted by attacks or spells unless the Thundorax is incapacitated or if the Thorncrest is forced to leave its perch through some means.

### ACTIONS

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

**Parasite Cleanse (Recharge 5-6):** The Thorncrest can remove all parasites from a creature it touches. The touched creature gains 2(1d4) temporary hit points and feels a sensation of relief, negating minor status ailments like being slowed or stunned. This lasts until the end of the creature's next turn.



## TIMELESS GOLIATH

The **Timeless Goliath** is an imposing and majestic figure, standing gargantuan against the skyline. Its skin has a deep, celestial hue, shimmering in a gradient of purples and blues, giving the impression of a night sky. This celestial skin is juxtaposed with hair resembling a crystal shards. It dons a multitude of golden ornaments, signifying epochs and civilizations it has witnessed, each piece telling a story older than time. Covering its lower body, it wears a tunic spun from threads of time itself, shimmering with a kaleidoscope of colors unseen by the mortal eye.



↔ **Behavior:** The Timeless Goliath is an entity of incomparable wisdom, embodying the steady march of eons. It is generally passive, a silent sentinel overseeing the rise and fall of ages from the shadows of eternity. Its interactions with the mortal realm are few and far between, reserved for moments when the equilibrium of time is at stake. When roused to action, the Timeless Goliath intervenes with a force that bends the very fabric of time, restoring balance with swift, decisive action.

🏠 **Habitat:** The Timeless Goliath makes its home within the folds of reality, in domains where time stands still or flows in strange, unpredictable currents. These timeless realms are hidden from mortal eyes, accessible only at places where the veil between dimensions is thin. Ancient monoliths, mystical time portals, or the summits of the world's highest mountains, where earth and sky meet, are known to serve as gateways to its domain.

💡 **Peculiarity:** The Timeless Goliath is fascinated by moments of great historical significance, events that cause ripples in the fabric of time. It has been known to intervene in battles that can change the course of history or appear at the crowning of kings whose reign will define an era. It also shows a strong affinity for powerful, ancient artifacts imbued with the essence of time. However, its interests are not limited to grand occurrences; it finds equal joy in witnessing the flutter of a butterfly's wings that can cause a storm, appreciating the beauty of chaos theory and the interconnectedness of all things in time.

TIMEKEEPER'S  
ORB



## TIMELESS GOLIATH

Gargantuan Celestial

**Armor Class:** 24 (natural armor)

**Hit Points:** 697 (34d20 + 340)

**Speed:** 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	30 (+10)	25 (+7)	25 (+7)	20 (+5)

**Saving Throws:** Dex +11, Con +19, Wis +16, Cha +14

**Skills:** Perception +16, Insight +16

**Damage Resistances:** Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Damage Immunities:** Necrotic, Psychic

**Condition Immunities:** Charmed, Frightened, Paralyzed, Stunned, Aged

**Senses:** Truesight 120 ft., passive Perception 26

**Languages:** All, Telepathy 120 ft.

**Challenge:** 30 (155,000 XP)      **Proficiency Bonus:** +9

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

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

**Timeless Knowledge:** The Goliath has advantage on all Intelligence checks.

### ACTIONS

**Multiattack:** The Timeless Goliath can use its Chrono Disruption, then it makes four Time Strike attacks or two Time Strike attacks and one Gravitational Pull attack.

**Time Strike:** Melee Weapon Attack: +19 to hit, reach 15 ft., one target. Hit: 36 (4d12 + 10) force damage.

**Gravitational Pull:** Range Weapon Attack: +19 to hit, range 60 ft., one target. Hit: The target is pulled up to 30 feet directly towards the Timeless Goliath and takes 23 (3d8+10) bludgeoning damage. If the target ends this movement adjacent to the Timeless Goliath, it takes an additional 16 (2d8+7) bludgeoning damage.

**Chrono Disruption (Recharge 4-6):** The Timeless Goliath selects a point within 120 feet that it can see. Each creature in a 20-foot-radius sphere centered on that point must make a DC 24 Dexterity saving throw. On a failed save, a creature takes 55 (10d10) force damage and is stunned until the end of its next turn. On a successful save, a creature takes half as much damage and isn't stunned.

### LEGENDARY ACTIONS

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

**Temporal Shift:** The Timeless Goliath teleports up to 60 feet to an unoccupied space it can see.

**Age/Youthen (Costs 2 Actions):** One creature the Timeless Goliath can see within 60 feet of it must succeed on a DC 24 Constitution saving throw or age 1d20 years or become younger by 1d20 years. A creature can repeat the saving throw at the end of its next turn, 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 Timeless Goliath's Age/Youthen for the next 24 hours.

**Time Strike (Costs 3 Actions):** The Timeless Goliath makes a Time Strike attack.

## TIMEKEEPER'S ORB

**Description:** The Timekeeper's Orb is a rare artifact intricately linked with the Timeless Goliath. This ancient relic appears as a palm-sized sphere, crafted from the same celestial metal as the Goliath's skin, shimmering with ethereal purples and blues that seem to hold a cosmos within. A golden inlay encircles the orb, mirroring the golden ornaments worn by the Goliath. The Timekeeper's Orb is incredibly dense, reflecting its potent connection with time and space.

**Properties:** The orb possesses a multitude of temporal abilities, allowing its wielder to manipulate the fabric of time to a certain extent. However, its power is highly dependent on the user's understanding and respect for the flow of time. In the wrong hands, reckless use can lead to disastrous consequences, such as time paradoxes or unwelcome attention from the Timeless Goliath.

### Abilities:

**Temporal Stasis (1/day):** The user can freeze time for everyone but themselves for a few seconds, effectively granting them an additional action during their turn.

**Aeon's Recall (1/week):** The user can revert their physical state back to what it was a few minutes ago, effectively undoing any damage or conditions they've suffered within that period.

**Echoes of Time (1/month):** The user can glimpse into the potential futures and pasts. This manifests as advantage on three rolls of the user's choice within the next 24 hours.

Using the Orb requires attunement and an understanding of the flow of time. It is said that the Timeless Goliath can sense the use of the Timekeeper's Orb, and may take an interest in the wielder's actions. If the Timeless Goliath deems the user is disrupting the natural order of time, it may intervene to rectify the situation and reclaim the orb.

## TOADSTALK TRIO

The **Toadstalk Trio** is a unique and poisonous plant composed of three small creatures that grow on a thick, twisted branch. Each creature resembles a small flower with a vibrant, colorful blossom on its head, resembling a large red mushroom cap. Their eyes peek out from under hats and small his vine-like legs allow them to scuttle along the branch. The trio's appearance is both enchanting and deceptive, drawing the attention of unsuspecting creatures.

### TOADSTALK TRIO

Small Plant

**Armor Class:** 13

**Hit Points:** 22 (5d6+5)

**Speed:** 20 ft., climb 10 ft.

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

**Saving Throws:** Dex +4, Wis +4

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

**Damage Resistances:** Poison

**Condition Immunities:** Poisoned

**Senses:** Darkvision 60 ft., passive Perception 14

**Languages:** —

**Challenge:** 1/2 (100 XP)      **Proficiency Bonus:** +2

**Photosynthesis:** The Toadstalk Trio can absorb sunlight and moisture through their roots, replenishing their energy and allowing them to regenerate minor injuries over time. At the start of their turn, the Toadstalk Trio regains 2 hit points if they are exposed to natural sunlight or are in contact with moist soil or vegetation.

#### ACTIONS

**Spore Release:** The Toadstalk Trio releases a cloud of toxic spores in a 10-foot radius centered on itself. Each creature in that area must make a DC 12 Constitution saving throw or be poisoned for 1 minute, taking ongoing poison damage of 2 (1d4) at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

**Vine Lash:** Melee Weapon Attack, +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage, and the target must succeed on a DC 12 Strength saving throw or be restrained until the start of the Toadstalk Trio's next turn.

↔ **Behavior:** The Toadstalk Trio is a symbiotic entity, relying on each other for survival. Together, they form a deceptive and cunning team. They lure in unsuspecting creatures with their alluring appearance, tricking them into believing they are harmless flora. Once prey approaches, they release clouds of toxic spores from their blossoms, incapacitating their victims. The Toadstalk Trio is territorial and fiercely defends their branch, using their poisonous nature to deter threats.

🏠 **Habitat:** Toadstalk Trios are typically found in dark, damp environments such as deep forests, shaded groves, or misty swamps. They thrive in areas abundant with moisture and decaying vegetation, as these provide ideal conditions for their growth. Their branches are often intertwined with other plants, allowing them to blend in and further deceive unsuspecting creatures.

⚠️ **Peculiarity:** Each member of the Toadstalk Trio possesses a unique toxic ability.



## TWILIGHT DREAD

Large Undead

**Armor Class:** 18

**Hit Points:** 200 (16d10 + 112)

**Speed:** 40 ft., Fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	24 (+7)	16 (+3)	14 (+2)	22 (+6)

**Saving Throws:** Dex +10, Con +12, Wis +7

**Skills:** Stealth +10, Intimidation +11, Deception +11

**Damage Resistances:** Necrotic, Psychic

**Damage Immunities:** Poison

**Condition Immunities:** Exhaustion, Frightened, Poisoned

**Senses:** Darkvision 120 ft., passive Perception 12

**Languages:** Abyssal, Common

**Challenge:** 16 (15,000 XP)    **Proficiency Bonus:** +5

### ACTIONS

**Shadow Slash:** The Twilight Dread unleashes a devastating slash infused with dark energy. It makes one melee attack against a target within reach. On a hit, the target takes 38 (6d10 + 5) slashing damage and 18 (4d8) necrotic damage.

**Despairing Gaze:** The Twilight Dread locks its crimson eyes onto a single creature within 60 feet. The target must succeed on a DC 19 Wisdom saving throw or be frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

### LEGENDARY ACTIONS

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

**Shadowstep:** The Twilight Dread magically teleports up to 60 feet to an unoccupied space it can see.

**Illusory Assault:** The Twilight Dread creates illusory duplicates of itself within 30 feet. The duplicates last until the end of its next turn or until they are destroyed. The duplicates have the same AC and hit points as the Twilight Dread, and they move and mimic its actions. A creature that can see the Twilight Dread's true form can discern the duplicates from the real one with a successful DC 19 Intelligence (Investigation) check. If the Twilight Dread takes damage while duplicates are present, one duplicate is destroyed for every 10 damage taken.

**Nightmarish Wail (Costs 2 Actions):** The Twilight Dread releases a chilling and harrowing wail. Each creature within 60 feet that can hear the wail must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

## TWILIGHT DREAD

The **Twilight Dread** is a fearsome and haunting creature, standing tall at around 10 feet. Its body is a shadowy silhouette, shrouded in an aura of dark mist that seems to devour light. Glowing crimson eyes pierce through the darkness. It has long, ethereal tendrils that writhe and float around it, exuding an unsettling and ominous atmosphere.

➡ **Behavior:** The Twilight Dread is a malevolent being, drawn to places steeped in despair and sorrow. It feeds on negative emotions, particularly fear and sadness, leaving an aura of gloom wherever it appears. It is elusive and mysterious, rarely seen by mortals, preferring to remain hidden in the shadows and strike fear into the hearts of its victims.

🏠 **Habitat:** The Twilight Dread is drawn to desolate places, such as abandoned ruins, haunted forests, and dark catacombs. It thrives in areas where the veil between the mortal world and the ethereal plane is thin, allowing it to move between both realms effortlessly.

💡 **Peculiarity:** The Twilight Dread possesses the unique ability to manipulate shadows and darkness. It can conjure illusions, causing horrifying visions in the minds of its foes. It feeds on the despair of its victims, growing stronger as their fear deepens.



## UMBRAL SERPENTHORN

Large Monstrosity

**Armor Class:** 16 (natural armor)

**Hit Points:** 110 (13d10 + 39)

**Speed:** 40 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	16 (+3)	12 (+1)	14 (+2)	8 (-1)

**Saving Throws:** Dex +8, Wis +5

**Skills:** Stealth +8, Perception +5

**Damage Resistances:** Necrotic, Psychic

**Condition Immunities:** Charmed, Frightened

**Senses:** Darkvision 120 ft., passive Perception 15

**Languages:** Understands Draconic but can't speak

**Challenge:** 7 (2,900 XP)      **Proficiency Bonus:** +3

**Shadow Blend:** In areas of dim light or darkness, the Umbral Serpenthorn has advantage on Dexterity (Stealth) checks.

**Eclipse Veil:** Once per day, as an action, the Umbral Serpenthorn can shroud itself in an ethereal eclipse, granting it advantage on all attack rolls and causing its attacks to deal an additional 10 necrotic damage for 1 minute. After using this ability, the Umbral Serpenthorn can't use it again until it completes a long rest.

### ACTIONS

**Multiattack:** The Umbral Serpenthorn makes three attacks: one with its bite and two with its claws.

**Bite:** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage plus 7 (2d6) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest.

**Claw:** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 10 (2d4 + 5) slashing damage plus 7 (2d6) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest.

**Shadowstep (Recharge 5-6):** The Umbral Serpenthorn magically teleports up to 60 feet to an unoccupied space it can see. It can then make one bite attack as a bonus action.

## UMBRAL SERPENTHORN

The **Umbral Serpenthorn** is a formidable creature combining the features of a serpent and a predatory feline. Its sleek body is covered in midnight-blue scales that shimmer with a subtle iridescence in dim light. Jagged, spines run along its back and tail, giving it a dangerous and menacing appearance.

↔ **Behavior:** Umbral Serpenthorns are patient and stealthy hunters, known for their ability to blend into the shadows and strike with deadly precision. They possess an innate understanding of darkness and often hunt during the night, utilizing the cover of darkness to ambush their unsuspecting prey. Despite their solitary nature, they are territorial and fiercely defend their chosen lairs.

🏠 **Habitat:** Umbral Serpenthorns prefer to inhabit ancient, mysterious ruins, forgotten temples, or overgrown jungles where their dark coloration allows them to remain hidden amidst the shadows.

💡 **Peculiarity:** Umbral Serpenthorns have an unusual fondness for consuming luminescent fungi and plants, which they seek out during their nocturnal prowls. These rare plants grant them enhanced night vision and the ability to blend into darkness even more effectively.



## VALORSPINE DRAKE

The **Valorspine Drake** is a creature of formidable presence, an amalgamation of various animals and insects that somehow coalesce into a menacing yet strangely majestic beast. Its body is distinctly reptilian, covered in intricate scales that display a mesmerizing pattern of browns and yellows, offering it excellent camouflage. The creature's head resembles that of a lion, complete with a fanged maw, but is crowned with horns. Thin, dragonfly-like wings buzz with a soft, hypnotic hum, allowing it limited flight. Running down the length of its spine is a row of sharp, regrowable spikes, giving it a menacing silhouette.

➦ **Behavior:** Valorspine Drakes are highly territorial and display a level of aggression that borders on savagery when provoked. While not particularly intelligent, they possess a cunning that manifests especially during hunting. These creatures are known to use their natural environment to stalk their prey, lying in ambush amongst rocky outcrops or thick vegetation. They exhibit a rudimentary level of social structure, with dominant individuals leading small packs.

🏠 **Habitat:** Preferring the harsh landscapes of rocky outcrops, arid desert plains, and overgrown scrublands, the Valorspine Drake has evolved to thrive in environments where survival is a daily challenge. Their natural camouflage allows them to blend seamlessly into their surroundings, making them apex predators in their chosen habitats.

⚡ **Peculiarity:** Despite their terrifying appearance and aggressive nature, the Valorspine Drakes hold a particular fascination for alchemists and potion-makers. Their spikes, once shed or collected, are known to possess a unique blend of properties. When ground into a fine powder, these spikes are said to be a crucial component in elixirs that can heal wounds rapidly or neutralize poisons, making the hunt for these dangerous beasts a high-risk, high-reward endeavor.

## VALORSPINE DRAKE

Medium Beast

**Armor Class:** 14 (natural armor)

**Hit Points:** 30 (4d8 + 12)

**Speed:** 40 ft., Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	3 (-4)	10 (+0)	6 (-2)

**Skills:** Perception +2

**Senses:** Darkvision 60 ft., Passive Perception 12

**Languages:** —

**Challenge:** 2 (450 XP)

**Proficiency Bonus:** +2

**Multi-terrain Movement:** The Valorspine Drake can move through difficult terrain made of thorns, brambles, or similar natural hazards without expending extra movement.

**Spike Regrowth:** At the start of its turn, the Valorspine Drake regrows any spikes it had previously shot, if any are missing.

### ACTIONS

**Multiattack:** The Valorspine Drake makes two attacks: one with its bite and one with its claws.

**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: 6 (1d6 + 3) slashing damage.

**Spike Shot (Recharge 5-6):** The Valorspine Drake shoots a thorny spike from its back at a target within 30 feet. Ranged Weapon Attack: +1 to hit, one target. Hit: 7 (2d6) piercing damage and the target must make a DC 13 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.



## VARGLOOM

The **Vargloom** is a majestic creature, bearing a striking resemblance to a large fox. Standing at the height of a medium-sized dog, its coat is a deep shade of midnight blue, almost black, but with a subtle shimmer, akin to a clear night sky. Cascading down its back and tail are streaks of shimmering silver, reminiscent of shooting stars. Its eyes are a captivating luminescent blue, providing a stark contrast to its dark fur, and always appear to be gazing intently, as if observing some distant constellation.

↔ **Behavior:** Varglooms are nocturnal and have a stealthy, cunning nature typical of foxes. They're elusive, often using their starry fur to blend into the night, making them nearly invisible against the backdrop of a star-filled sky.

🏠 **Habitat:** These creatures favor ancient woodlands, especially those with clearings that offer an unobstructed view of the night sky. It's not uncommon to find them resting in such spots, their fur blending seamlessly with the heavens above.

💡 **Peculiarity:** Varglooms are often seen on nights when meteor showers grace the sky, leading to legends that they're born from fallen stars. They have a special fondness for moonberries, a rare luminescent berry that grows deep within their native forests. When consumed, the berries cause the silver streaks in their fur to glow even brighter.

## VARGLOOM

Small Fey Beast

**Armor Class:** 15 (natural armor)

**Hit Points:** 65 (10d6 + 30)

**Speed:** 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	10 (+0)	14 (+2)	12 (+1)

**Saving Throws:** Dex +6, Wis +5

**Skills:** Stealth +6, Perception +5

**Damage Resistances:** Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Senses:** Darkvision 120 ft., Passive Perception 15

**Languages:** Understands Sylvan but can't speak

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

**Proficiency Bonus:** +3

**Shadow Blend:** While in dim light or darkness, the Vargloom can use a bonus action to become invisible, reappearing with its next attack or when it enters bright light.

**Plane Walker:** The Vargloom can traverse between the Feywild and the Material Plane as a bonus action.

### ACTIONS

**Bite:** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) piercing damage plus 9 (2d8) necrotic damage.

**Lunar Howl (Recharge 5-6):** The Vargloom releases a serene and otherworldly howl that resonates with the energy of the night sky. This howl has a calming effect. Every allied creature within 60 feet that hears the howl is imbued with a gentle protective aura. For the next minute, they gain temporary hit points equal to half the Vargloom's current hit points and advantage on saving throws against being frightened. This ability does not affect creatures that intend harm towards the Vargloom.



## VENOMBREAKER DRAKES

**Venombreaker Drakes** are menacing creatures with sleek, dark scales that shimmer with a greenish hue. Their wings are vast and torn, and their eyes are a luminescent shade of yellow. They emit a faint poisonous aura that can weaken foes even before the drake attacks.

↔ **Behavior:** These drakes are extremely territorial and aggressive. They are known to claim large swaths of land, making sure no intruders come near. If their territory is trespassed, they react with swift and brutal force.

🏠 **Habitat:** Venombreaker Drakes usually reside in caverns or remote mountains, often surrounded by thick mists or toxic fumes that deter most creatures. The surrounding areas often become barren due to the drake's toxic presence.

💡 **Peculiarity:** These drakes have an affinity for gemstones, especially those that have toxic properties. They hoard these gems and often use them to decorate their lairs. Legends speak of a few brave souls who have attempted to steal from a drake's hoard, but very few have lived to tell the tale.

### VENOMBREAKER DRAKES

Large Dragon

**Armor Class:** 18 (natural armor)

**Hit Points:** 179 (17d10 + 85)

**Speed:** 40 ft., Climb 30 ft., Fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	9 (-1)	12 (+1)	15 (+2)

**Saving Throws:** Dex +5, Con +8, Wis +4

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

**Damage Resistances:** Poison

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

**Languages:** Draconic

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

**Proficiency Bonus:** +3

**Ambusher:** The drake has advantage on attack rolls against any creature it has surprised.

**Poisonous Aura:** Any creature that starts its turn within 10 feet of the Venombreaker Drake must succeed on a DC 16 Constitution saving throw or be poisoned until the start of their next turn.

#### ACTIONS

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

**Bite:** Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) piercing damage plus 14 (4d6) poison damage.

**Claw:** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

**Poison Breath (Recharge 5-6):** The drake exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.



## VERDANT SYLPH

The **Verdant Sylph** presents as a hauntingly beautiful womanly figure, her form intricately wrapped in a delicate weave of brambles and leaves. Her lower body, rather than ending in legs, gracefully tapers off into a whirl of floating leaves and petals. Her eyes glow with a soft green luminescence, and her passage is marked by the gentle rustling of her leafy train. From any point on her, sprigs and flowers may bloom, responding to her emotions and surroundings.

### VERDANT SYLPH

Medium Fey

**Armor Class:** 16 (natural armor)

**Hit Points:** 84 (13d8 + 26)

**Speed:** 0 ft., Fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	15 (+2)	12 (+1)	16 (+3)	18 (+4)

**Saving Throws:** Dex +8, Wis +6, Cha +7

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

**Damage Immunities:** Poison

**Condition Immunities:** Poisoned, Charmed

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

**Languages:** Sylvan, Common

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

**Proficiency Bonus:** +3

**Moonlit Rejuvenation (1/Day):** If the Verdant Sylph starts its turn under direct moonlight, it can heal itself for 12 (2d8+3) hit points and cleanse itself of any paralysis, poisoned, or stunned conditions.

#### ACTIONS

**Multiattack:** The Verdant Sylph makes two vine whip attacks.

**Vine Whip:** Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 9 (1d8 + 5) slashing damage.

**Blossoming Embrace:** Ranged Weapon Attack: +8 to hit, range 20/60 ft., one target. Hit: The target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the Verdant Sylph can't use its Blossoming Embrace on another target.

↔ **Behavior:** Ethereal and mysterious, Verdant Sylphs are spirits bound to ancient forests and places of deep magic. They feel the heartbeat of the woods they inhabit and respond with elegance to both its whims and its threats. While not outright aggressive, they are fiercely protective of their territories and will confront those who seek to harm their sacred grounds.

🏠 **Habitat:** They are often found in ancient groves, places imbued with old magics, or where the barriers between the Material Plane and the Feywild are most fragile.

💡 **Peculiarity:** Drawing sustenance from moonlight and the pure essence of the forest, Verdant Sylphs are known to bask in clearings during the night, absorbing the moon's glow. Their presence is said to bless the land, making plants grow more vibrant and waters run clearer.



## VEREMYRITH

The **Veremyrith** is a fearsome, demonic-looking beast with an appearance that combines elements of both griffons and demons. Its fur and feathers are a deep black, interrupted only by startling flashes of infernal red. Instead of a bird-like visage, its head is more leonine but adorned with sinister-looking horns and elongated ears.

↔ **Behavior:** Veremyriths are chaotic, aggressive, and immensely territorial. They have a penchant for destruction and often serve as nightmarish steeds for demonic generals or chaotic warlords. They delight in the fear and pain they cause and are particularly known for their sadistic glee in combat.

🏠 **Habitat:** While they originate from abyssal realms, these malevolent creatures sometimes cross over to the Material Plane, often lured by dark rituals or the promise of destruction. They prefer isolated, mountainous areas, where they can dominate the local fauna and establish their fearsome lairs.

💡 **Peculiarity:** Veremyriths have an unnatural attraction to magical artifacts, particularly those with abyssal or demonic origins. Their lairs are often filled with magical trinkets and artifacts stolen from defeated foes. Adventurers seeking to retrieve such items would do well to be prepared for not just the Veremyrith's wrath, but also the intricate traps that protect its magical hoard.

### VEREMYRITH

Large Beast

**Armor Class:** 18 (natural armor)

**Hit Points:** 210 (20d10 + 100)

**Speed:** 40 ft., Fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	20 (+5)	12 (+1)	16 (+3)	14 (+2)

**Saving Throws:** Con +9, Wis +7, Cha +6

**Skills:** Perception +7, Intimidation +6

**Damage Immunities:** Fire

**Senses:** Darkvision 120 ft., Passive Perception 17

**Languages:** Understands Abyssal but can't speak

**Challenge:** 11 (7,200 XP)      **Proficiency Bonus:** +4

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

**Fire Aura:** Any creature that starts its turn within 5 feet of the Veremyrith takes 5 (1d10) fire damage.

**Keen Senses:** The Veremyrith has advantage on Wisdom (Perception) checks that rely on sight or smell.

#### ACTIONS

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

**Bite:** Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 20 (3d8 + 7) piercing damage.

**Claw:** Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 17 (3d6 + 7) slashing damage.

**Tail:** Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 14 (2d6 + 7) bludgeoning damage.

**Infernal Roar (Recharge 5-6):** The Veremyrith releases a roar infused with infernal energy. Each creature within a 20-foot radius must make a DC 19 Wisdom saving throw or become frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



## VERIDION, THE COLOSSAL GUARDIAN

**Veridion**, the Colossal Guardian, is a truly titanic creature with a dinosaur-like body and the imposing head of a bear. Its massive frame stands tall on four strong legs, each with razor-sharp claws that leave deep imprints in the earth. Its skin is as tough as rock, covered in turquoise glowing cracks that pulse with ancient magic, matching the intensity of its piercing eyes. On its back from him, a vast mountain carries an ancient magical city, seemingly intertwined with Veridion's very essence.

↔ **Behavior:** Veridion, the Colossal Guardian, is a stoic and noble protector of the land it roams. Its presence of him radiates a sense of ancient wisdom and resolute strength, drawing awe and reverence from those who encounter it. It moves with deliberate grace, and its roar can shake the very foundations of the earth.

🏠 **Habitat:** Veridion traverses a vast and varied landscape, seeking to safeguard the realms it calls home. From dense forests to soaring mountains, Veridion's domain knows no boundaries, and its movements are guided by the call of duty.

💡 **Peculiarity:** Veridion's thick, rock-like skin grants it extraordinary durability, while its glowing turquoise cracks signify the immense magic coursing within. As a guardian of an ancient city, Veridion holds the knowledge of long-forgotten secrets and the power to harness primal forces. However, there is an enigmatic aspect to Veridion's nature. It possesses the ability to enter a deep slumber that can last for centuries. During this dormant phase, Veridion burrows underground, leaving only the majestic city on its back visible to the world. This resting state imbues the city with an aura of ancient magic, protecting it from those who may seek to disturb its tranquility.



## VERIDION, THE COLOSSAL GUARDIAN

Colossal Monstrosity

**Armor Class:** 27 (natural armor)

**Hit Points:** 820 (40d20 + 400)

**Speed:** 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	12 (+1)	30 (+10)	18 (+4)	20 (+5)	16 (+3)

**Saving Throws:** Str +18, Con +18, Wis +13

**Skills:** Perception +13, Athletics +18

**Damage Resistances:** Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Damage Immunities:** Poison

**Condition Immunities:** Charmed, Frightened, Petrified

**Senses:** Darkvision 120 ft., Tremorsense 300 ft., passive Perception 23

**Languages:** Common, Druidic, telepathy 120 ft.

**Challenge:** 28 (120,000 XP) **Proficiency Bonus:** +8

**Ancient Guardian:** Veridion gains advantage on all saving throws against spells and magical effects.

**Rocky Resilience:** Veridion's skin grants it resistance to nonmagical bludgeoning, piercing, and slashing damage.

**Mountain's Blessing:** The ancient magical city on Veridion's back confers protection to those within it, granting immunity to poison and advantage on saving throws against being charmed or frightened.

## ACTIONS

**Multiattack:** Multiattack: Veridion makes three attacks: one with its Bite, two with its Claw, or it can use its Tail Swipe instead of two Claw attacks.

**Bite:** Melee Weapon Attack: +18 to hit, reach 15 ft., one target. Hit: 54 (8d10 + 10) piercing damage.

**Claw:** Melee Weapon Attack: +18 to hit, reach 15 ft., one target. Hit: 41 (7d8 + 10) slashing damage.

**Tail Swipe:** Melee Weapon Attack: +18 to hit, reach 20 ft., one target within a 180-degree arc. Hit: 48 (7d10 + 10) bludgeoning damage. Veridion can target up to three creatures within range that are no more than 20 feet apart from each other.

## LEGENDARY ACTIONS

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

**Roar of the Earth (Costs 2 Actions):** Veridion lets out a tremendous roar that shakes the ground and empowers allies. All friendly creatures within 60 feet of Veridion gain advantage on their next attack rolls.

**Terraquake (Costs 3 Actions):** Veridion brings its immense power to bear, causing a cataclysmic upheaval in the earth. Every creature within a 120-foot radius of Veridion must make a DC 21 Dexterity saving throw. On a failed save, the creature takes 55 (10d10) bludgeoning damage and is knocked prone. On a successful save, the creature takes half the damage and isn't knocked prone.

## THE CITY OF VERIDION

Long ago, the City of Veridion stood as a testament to ancient magic and harmony with nature. Built upon the colossal back of Veridion, the Colossal Guardian, it was considered a divine gift to humanity for their reverence to the natural world.

The origins of the city remain shrouded in myth and legend. Some believe it was crafted by the eldritch hands of ancient wizards who harnessed the primordial forces of the earth. Others claim that it was gifted to humanity by a benevolent deity, who saw potential in the mortal races to safeguard the balance of the world. Whichever the truth may be, the City of Veridion became a thriving metropolis, where humans, elves, dwarves, and other races coexisted in harmony, protected by the watchful gaze of Veridion.

As the years passed, the city flourished, its people advancing in arts, knowledge, and magic. The city's denizens learned to harness the unique energies of their guardian, integrating it into their everyday lives. Ancient libraries were filled with the accumulated wisdom of generations, and the city became a beacon of knowledge and enlightenment.

As time passed, ambition and envy arose, with distant lands coveting the secrets and power guarded

by the City of Veridion. Some sought to conquer it, while others aimed to exploit it for personal gain. Wars were waged, but Veridion stood firm, protecting the city and its people with unwavering resolve.

However, the city's peace couldn't last indefinitely. An ancient prophecy foretold Veridion's eternal slumber, leaving the city vulnerable to malevolent forces. To safeguard their home, Veridion's scholars created the "Heart of Veridion," a powerful artifact concealing the city while Veridion rested, fending off those who sought to harm it.

The time of Veridion's slumber eventually arrived, and the city descended into the depths of the earth, vanishing from the sight of the world. Only the Heart of Veridion remained, hidden deep within the catacombs beneath the city. Generations passed, and the memory of the City of Veridion faded into myth and legend.

In the present day, adventurers and scholars alike seek the mythical city, believing that its knowledge and power could reshape the world. However, finding Veridion is no easy task. Only those who prove themselves worthy can gain access to the hidden Heart of Veridion and awaken the guardian from its ageless slumber.

## VERMILIAN CRYSTALWEAVER

The **Vermilian Crystalweaver** is a breathtakingly eerie arachnid, with its eight slender legs branching out from a large, luminous central crystal that serves as its main body. This central gem pulsates with deep red hues, sometimes appearing as if a heart beats within. Around the periphery of the crystal, where it attaches to the spider's legs, the color darkens, hinting at a deep abyss within.

↔ **Behavior:** The Crystalweaver's behavior is deliberate and patient, being a master at laying intricate traps. Not only does it spin traditional webs, but it also cunningly employs its environment, crafting refractive snares that manipulate light and crystal to confuse and capture prey. Although generally solitary, they can be particularly aggressive during mating seasons or when their territory is threatened by crystal seekers.

🏠 **Habitat:** These spiders predominantly dwell within the pitch-black crevices and caverns of the Vermilian mountain range, especially close to deposits of rare minerals and crystals. On rare occasions, explorers have reported vast underground galleries, where the glowing bodies of numerous Crystalweavers paint a magnificent, starry panorama.

⚡ **Peculiarity:** Primarily, these spiders feed on unfortunate creatures that become ensnared in their complex traps. Yet, they're also believed to absorb mystic energies from the nearby crystals. Sightings near ley lines or potent magical nexuses suggest a profound arcane affinity. The crystal that forms the body of a Crystalweaver is highly sought after. Seekers and treasure hunters attempt to extract these, believing them to hold immense magical properties. There are tales of these crystals being used to forge potent rods, amulets, or other magical instruments. However, extracting the crystal is extremely dangerous due to the potent venom the spider releases when threatened."

### VERMILIAN CRYSTALWEAVER

Medium Monstrosity

**Armor Class:** 15 (natural armor)

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

**Speed:** 30 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	6 (-2)	12 (+1)	7 (-2)

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

**Senses:** blindsight 30 ft., darkvision 60 ft., passive Perception 13

**Languages:** —

**Challenge:** 3 (700 XP)

**Proficiency Bonus:** +2

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

**Web Walker:** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Luminous Lure:** In dim light or darkness, the Crystalweaver can cause its body to pulse with an enchanting red light, forcing creatures within 20 ft. to make a DC 13 Wisdom saving throw or be charmed for 1 minute. Once a creature successfully saves or the effect ends for them, they cannot be affected again for 24 hours.

### ACTIONS

**Bite:** Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 13 Constitution saving throw or take 9 (2d8) poison damage.

**Web (Recharge 5-6):** Ranged Weapon Attack: +5 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, escaping the webbing upon success. The webbing can also be attacked and destroyed (AC 10; 5 hit points; immunity to bludgeoning, poison, and psychic damage).

**Crystal Shard Volley (3/day):** Ranged Weapon Attack: +5 to hit, range 40/80 ft., multiple targets (up to three creatures within 10 ft. of each other). Hit: 8 (2d4 + 3) piercing damage, and the target must make a DC 13 Constitution saving throw or take an additional 5 (2d4) poison damage as the shard releases the spider's venom upon impact.



## VILESHROOM LURKER

The **Vileshroom Lurker** is a quadruped beast adorned with a luminescent turquoise and purple fungoid growth covering its back. The growth gives off a soft glow in the dark, allowing it to blend seamlessly with the other glowing fungi and rocky terrains it inhabits. Its four legs are of a darker shade, non-luminous, offering it both protection and a form of camouflage as it seamlessly blends with rocky environments when immobile.

↔ **Behavior:** Vileshroom Lurker are primarily nocturnal, using the cover of darkness and their bioluminescent backs to navigate and hunt in their environments. They are ambush predators, lying in wait in their rock form to surprise and overwhelm their prey with a sudden burst of speed and a powerful bite.

🏠 **Habitat:** They predominantly inhabit dark, damp caverns, and underground environments where luminescent fungi are common. Their habitats are a dazzling display of bioluminescent plants and creatures, where they can perfectly blend in, thanks to their glowing backs.

💡 **Peculiarity:** A remarkable feature of these creatures is their bioluminescent camouflage which they use not just to hide but also to communicate with others of their kind through a complex series of light pulses. Their luminescent properties have made them a target for poachers, who seek to use their glowing fungoid growths in various alchemical concoctions and as a source of natural lighting in some advanced communities. However, capturing or hunting these creatures is a task fraught with danger, not just because of the Vileshroom Lurker's natural defenses, but also because disturbing their habitats can have adverse effects on the delicate ecosystem they reside in.

## VILESHROOM LURKER

Medium Beast

**Armor Class:** 14 (natural armor)

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

**Speed:** 30 ft.

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

**Saving Throws:** Con +5

**Skills:** Stealth +3, Perception +3

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

**Languages:** —

**Challenge:** 3 (700 XP)     **Proficiency Bonus:** +2

**Spore Release:** When the Vileshroom Lurker takes damage, it releases a cloud of spores in a 10-foot radius around itself. Creatures in the area must succeed on a DC 12 Constitution saving throw or be poisoned until the end of their next turn.

**Fungoid Regeneration:** The Vileshroom Lurker regains 5 hit points at the start of its turn if it has at least 1 hit point and is in a damp environment.

## ACTIONS

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

**Rock Form:** The Vileshroom Lurker can use its action to lie down and blend in with the surrounding rocks and fungi. While in this form, it is indistinguishable from a normal rock, and any creature that attempts to detect it must succeed on a DC 16 Wisdom (Perception) check.



## VIOLETSPIKE WAYFARER

A **Violetspike Wayfarer** is a small, whimsical creature, a blend of troll and goblin features. Its vibrant lilac skin and matching pointy upward hair give it a peculiar but endearing appearance. The elongated ears and impressive horns, two large ones protruding from the sides and two smaller ones from the forehead, only add to its distinctive look. Despite its wild appearance, including its attire made from animal pelts, there's a clear sparkle of mischief and curiosity in its eyes. The creature holds a basic staff, indicating it might have some authority or magical prowess. It looks both charming and eager to explore, making one wonder about its tales of adventure.

### VIOLETSPIKE WAYFARER

Small Humanoid

**Armor Class:** 13 (natural armor)

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

**Speed:** 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	13 (+1)	14 (+2)	16 (+3)

**Saving Throws:** Dex +4, Wis +4, Cha +5

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

**Senses:** Darkvision 60 ft., passive Perception 14

**Languages:** Common, Goblinoid

**Challenge:** 1 (200 XP)

**Proficiency Bonus:** +2

**Innate Curiosity:** The Violetspike Wayfarer has advantage on Intelligence (Investigation) and Wisdom (Perception) checks made to inspect unknown objects or unfamiliar places.

#### ACTIONS

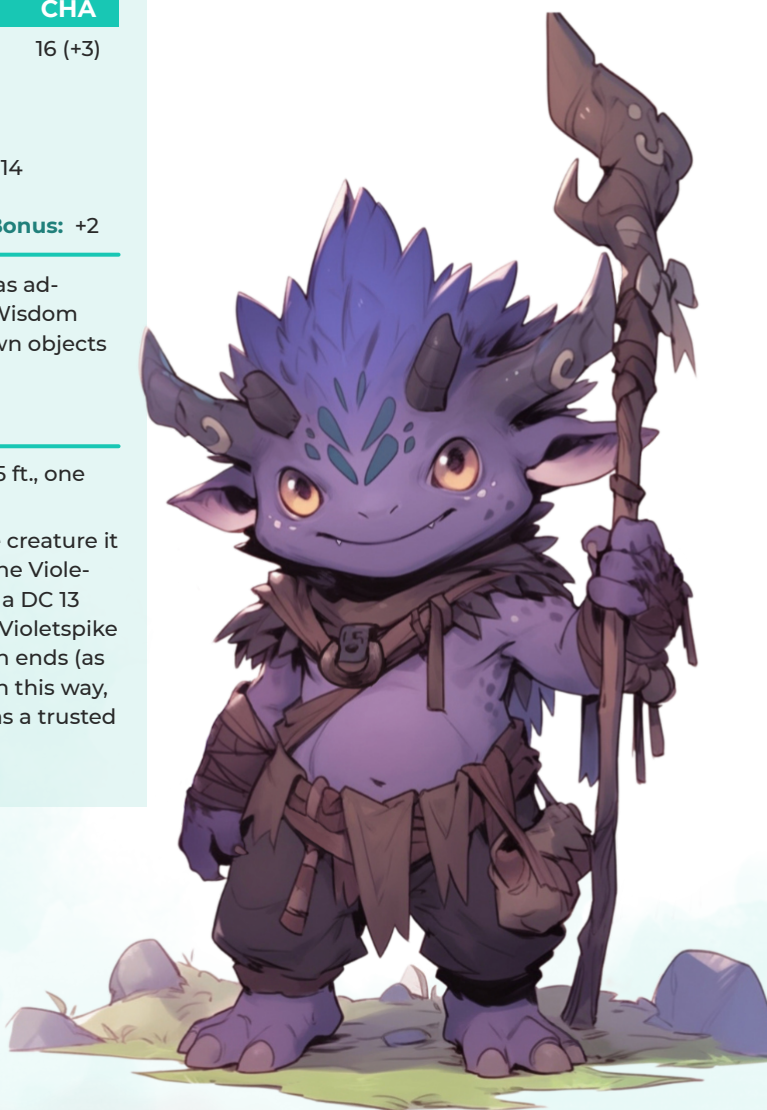
**Staff:** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.

**Charm:** The Violetspike Wayfarer targets one creature it can see within 30 feet. If the target can see the Violetspike Wayfarer, the target must succeed on a DC 13 Wisdom saving throw or be charmed by the Violetspike Wayfarer until the Violetspike's concentration ends (as if concentrating on a spell). While charmed in this way, the target regards the Violetspike Wayfarer as a trusted friend to be heeded and protected.

↔ **Behavior:** Violetspike Wayfarers are naturally inquisitive. They love to wander and explore, often getting themselves into tricky situations due to their inherent curiosity. But with their charm and wits, they often find their way out of most problems.

🏠 **Habitat:** They typically reside in caves and burrows in forested regions, though they are not uncommonly seen near human settlements, driven by their thirst for knowledge and exploration.

⚡ **Peculiarity:** Known to collect trinkets and shiny objects, Violetspike Wayfarers are keen traders, with a particular penchant for sweet berries which they often barter for with local fauna or travelers. Their innate ability to find hidden paths and shortcuts, a magical trait tied to their curious nature, makes them excellent guides through forests and other natural terrains. However, one should be careful, as their paths often lead to unexpected adventures and not always to the intended destination, giving rise to tales and legends about the "paths of the Wayfarers" that harbor both great opportunities and unpredictable risks.



## VIOLETSPIKE WAYFARER ELDER

This esteemed elder among the **Violetspike Wayfarers Elder** stands as a beacon of wisdom and authority. While retaining the characteristic lilac skin and upward-pointing hair, its horns are more pronounced. Its robe, while still made from animal pelts, is adorned with various trinkets and tokens, indicating its elevated status and mystical prowess. The twinkle of mischief in younger Violetspikes is replaced by a deep, understanding gaze, although the inherent curiosity still remains.

↔ **Behavior:** While still curious, the elders are more restrained and wise in their actions. They serve as leaders and decision-makers among their kind, and their vast knowledge and understanding make them respected not only among their tribe but also among other races and creatures.

🏠 **Habitat:** Residing in the heart of their communities, usually in elaborately adorned burrows or caves deep in the forests. It's said that the abode of a Violetspike Elder is a treasure trove of knowledge and trinkets.

💡 **Peculiarity:** The elders have a penchant for collecting ancient artifacts and magical objects. They are also known to brew potent potions and elixirs using rare ingredients. They value knowledge above all and often trade items or favors in exchange for tales, lore, or rare books.

### VIOLETSPIKE WAYFARER ELDER

Small Humanoid

**Armor Class:** 16 (natural armor)

**Hit Points:** 65 (10d6 + 30)

**Speed:** 25 ft., Fly 40 ft. (magical levitation)

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

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

**Skills:** Perception +6, Survival +6, Arcana +6

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

**Languages:** Common, Goblinoid, Sylvan

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

**Proficiency Bonus:** +3

**Magic Resistance:** The Violetspike Wayfarer Elder has advantage on saving throws against spells and other magical effects.

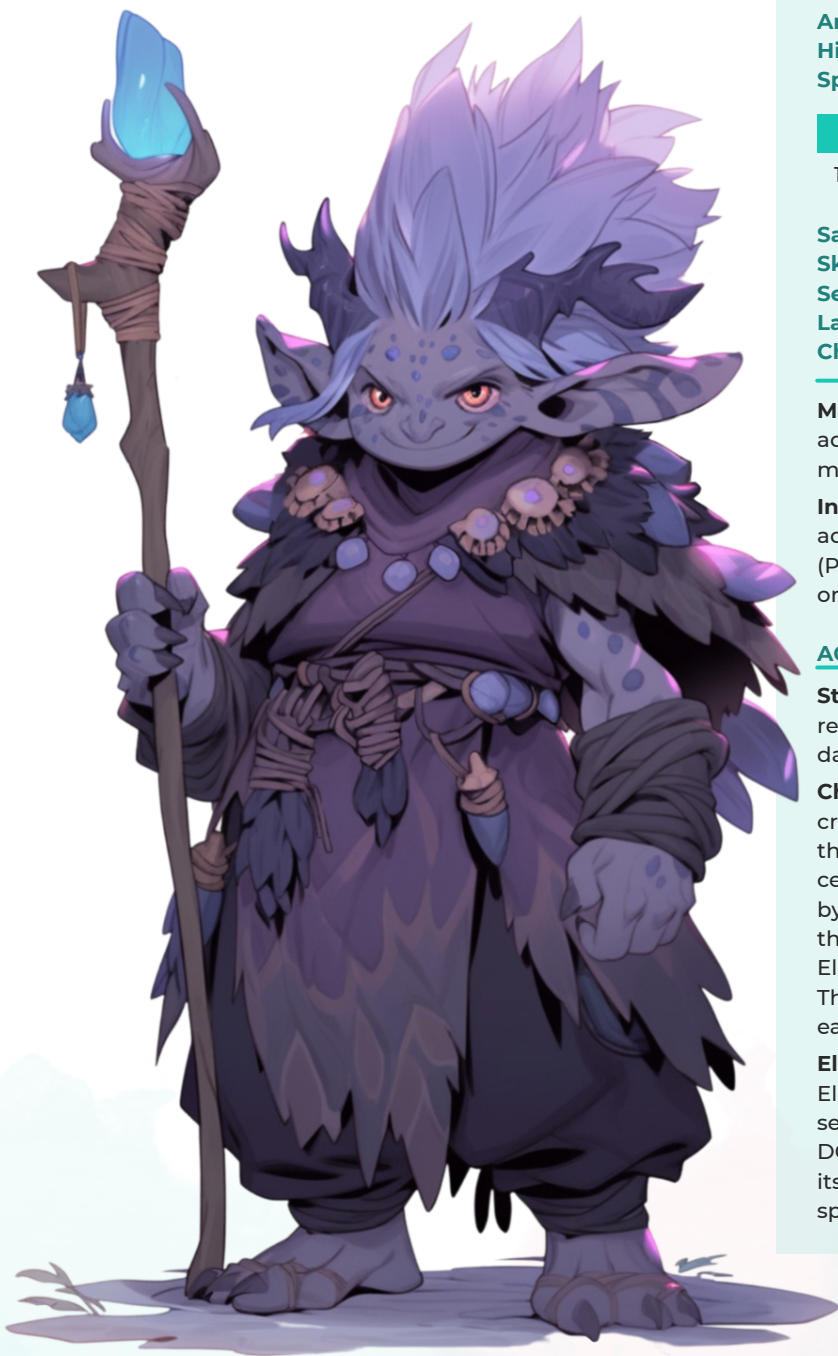
**Innate Curiosity:** The Violetspike Wayfarer Elder has advantage on Intelligence (Investigation) and Wisdom (Perception) checks made to inspect unknown objects or unfamiliar places.

#### ACTIONS

**Staff of the Elders:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) bludgeoning damage plus 7 (2d6) radiant damage.

**Charm:** The Violetspike Wayfarer Elder targets one creature it can see within 30 feet. If the target can see the Violetspike Wayfarer Elder, the target must succeed on a DC 15 Wisdom saving throw or be charmed by the Wayfarer Elder for 1 minute. While charmed in this way, the target regards the Violetspike Wayfarer Elder as a trusted friend to be heeded and protected. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

**Elder's Command (1/Day):** The Violetspike Wayfarer Elder can issue a magical command to a creature it can see within 60 feet of it. The target must succeed on a DC 15 Wisdom saving throw or follow the command on its next turn. The command is similar to the command spell but doesn't require concentration.



## VOLTICORE

The **Volticore** is an electrifying creature with a hulking, quadrupedal form, a mix between a bear and a giant wolf. Jagged lightning-shaped patterns adorn its body, crackling with electric energy. The Volticore's eyes glow with a bright, electric blue light, and bolts of electricity arc and dance along its muscular frame.

↔ **Behavior:** Volticores are known for their aggressive and territorial nature. They roam the wild, untamed lands, defending their territories with powerful electric attacks. They are fierce hunters, using their electrical powers to incapacitate prey before delivering a devastating blow. These creatures are solitary by nature, rarely seen in groups except during mating season.

🏠 **Habitat:** Volticores are most commonly found in regions with abundant electrical energy, such as stormy mountains, thunderous plateaus, or electrically charged forests. They are drawn to areas with high concentrations of lightning and static energy, harnessing this power to fuel their own electric abilities.

⚡ **Peculiarity:** Volticores possess the unique ability to absorb and store electricity from their surroundings. They can charge themselves with static energy, allowing them to unleash devastating electric attacks. They are immune to electrical shocks and can even regenerate health when exposed to lightning or electric currents.

## VOLTICORE

Large Beast

**Armor Class:** 16 (natural armor)

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

**Speed:** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	10 (+0)	14 (+2)	10 (+0)

**Skills:** Perception +5, Athletics +7

**Damage Resistances:** Electric

**Condition Immunities:** Paralyzed

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

**Languages:** —

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

**Proficiency Bonus:** +3

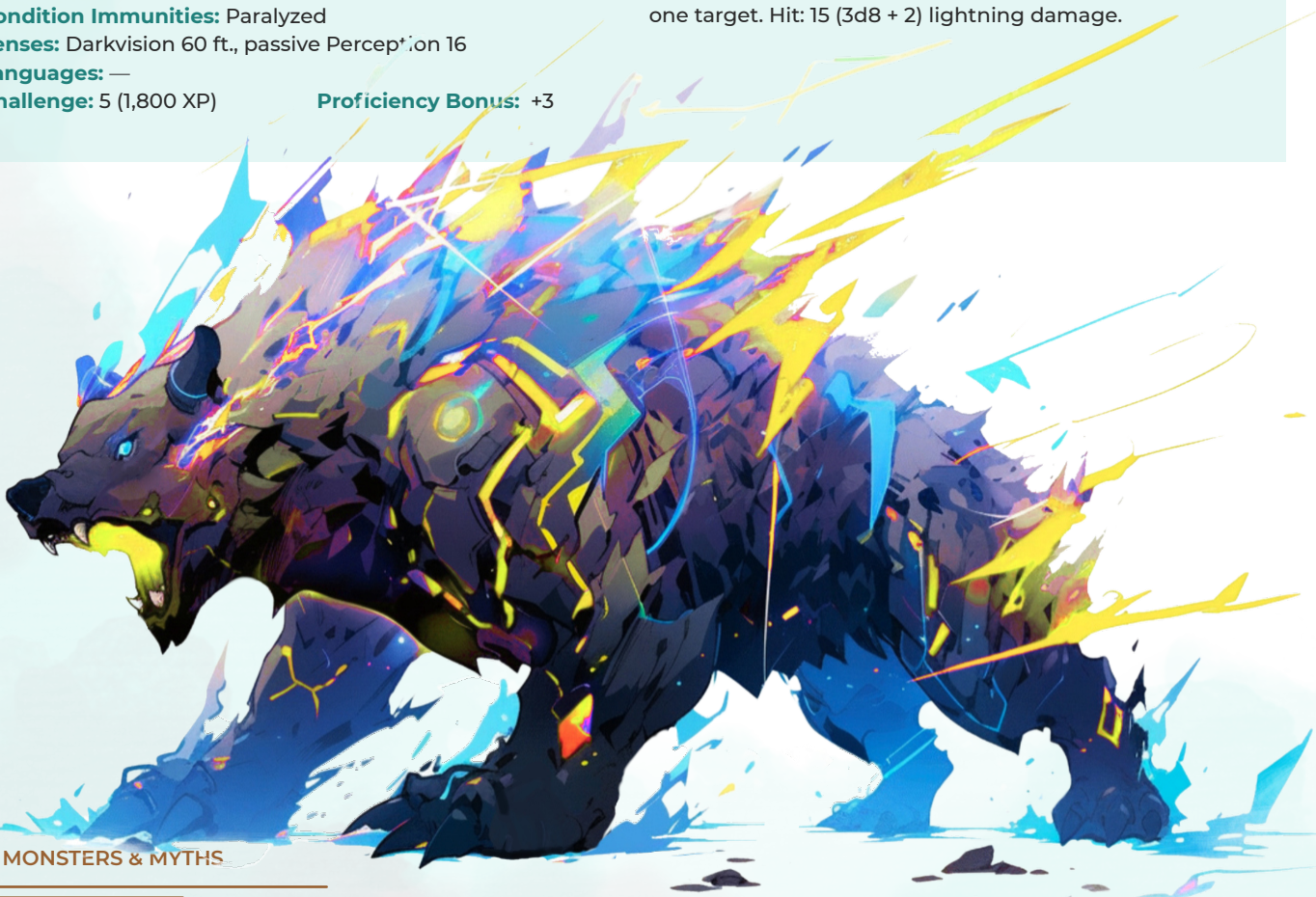
**Electrical Absorption:** When the Volticore is subjected to lightning damage, it regains hit points equal to half the lightning damage dealt.

### ACTIONS

**Multiattack:** The Volticore makes two attacks: one with its electrified claws and one with its Thunderstrike.

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

**Thunderstrike:** Ranged Spell Attack, +5 to hit, range 60 ft., one target. Hit: 15 (3d8 + 2) lightning damage.



# VORAX, THE EATER OF SOULS

**Vorax** is a grotesque and nightmarish monstrosity, a hulking mass of flesh standing at 18 feet tall. It is a patchwork of severed heads, each with gaping maws and hungry eyes. Its arms are numerous, sprouting chaotically from its form, each tipped with razor-sharp claws dripping with venomous ichor. Its body oozes with a foul, corrosive slime that sizzles and melts the ground beneath it.

**Behavior:** Vorax is a ravenous and insatiable creature driven by a bottomless hunger for souls. It seeks to devour the essence of living beings, consuming their life force to grow in power. Vorax is

relentless in its pursuit of prey, showing no mercy and leaving nothing but death and despair in its wake.

**Habitat:** Vorax is drawn to places of death and suffering, feeding off the anguish and terror of its victims. It dwells in haunted graveyards, forsaken ruins, and other accursed locations.

**Peculiarity:** Vorax possesses an insidious ability to drain the souls of those it devours, leaving its victims as lifeless husks. With each soul consumed, it gains strength and regenerates its wounds, making it a formidable and nigh-invulnerable adversary.

## VORAX, THE EATER OF SOULS

Huge Aberration

**Armor Class:** 19 (natural armor)

**Hit Points:** 351 (26d12 + 182)

**Speed:** 50 ft.,

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	24 (+7)	16 (+3)	14 (+2)	20 (+5)

**Saving Throws:** Str +12, Dex +10, Con +13

**Skills:** Perception +8, Intimidation +11

**Damage Resistances:** Acid, Necrotic, Poison

**Condition Immunities:** Charmed, Frightened, Poisoned

**Senses:** Darkvision 120 ft., passive Perception 19

**Languages:** —

**Challenge:** 20 (25,000 XP)

**Proficiency Bonus:** +6

**Soul Drain:** Whenever Vorax reduces a creature to 0 hit points with its

Devouring Bite, it regains 50 hit points gains temporary hit points equal to the creature's maximum hit points.

**Legendary Resistance (3/Day):** If

Vorax fails a saving throw, it can choose to succeed instead.

### ACTIONS

**Multiattack:** The Vorax makes four attacks: one with its Devouring Bite and three with its Claw.

**Devouring Bite:** Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 39 (6d10 + 6) piercing damage plus 14 (4d6) acid damage. The target's soul is partially drained. The creature must make a DC 20 Constitution saving throw or its hit point maximum is reduced by an amount equal to the acid damage taken. This reduction lasts until the creature finishes a long rest.

**Claw:** Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 27 (6d6 + 6) slashing damage.

**Slime Eruption (Recharge 5-6):** Vorax releases a surge of corrosive slime in a 30-foot radius centered on itself. Each creature in that area must make a DC 20 Dexterity saving throw, taking 55 (10d10) acid damage on a failed save, or half as much damage on a successful one.



## VORTEXBLADE

The **Vortexblade** is a formidable humanoid creature standing at around seven feet tall. Its body is encased in ethereal armor that seems to be made of swirling air and energy.

↔ **Behavior:** Vortexblades are guardians of the elemental forces of air and wind. They are noble and valiant beings, committed to maintaining the natural balance and harmony of the skies and the atmosphere. Despite their imposing appearance, they possess a calm and composed demeanor, only resorting to aggression when protecting the elemental sanctity they hold dear. Vortexblades are attuned to the ebb and flow of the winds, predicting weather patterns and ensuring the safety of airborne creatures.

### VORTEXBLADE

Large Humanoid

**Armor Class:** 17 (natural armor)

**Hit Points:** 127 (15d10 + 45)

**Speed:** 40 ft., Fly 60 ft.

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

**Saving Throws:** Dex +7, Wis +7

**Skills:** Perception +7, Insight +7

**Damage Resistances:** Thunder

**Condition Immunities:** Frightened

**Senses:** Darkvision 60 ft., passive Perception 17

**Languages:** Common, Primordial, Celestial

**Challenge:** 9 (5,000 XP)      **Proficiency Bonus:** +4

#### ACTIONS

**Windblade Slash:** Melee Weapon Attack, +8 to hit, reach 5 ft., one target. Hit: 31 (6d8 + 4) slashing damage plus 9 (2d8) force damage.

**Gust Shield:** As a reaction, the Vortexblade can summon a protective gust of wind that grants it a +4 bonus to its AC against one incoming attack. This ability can be used once per round.

**Whirlwind Strike (Recharge 5-6):** The Vortexblade unleashes a powerful whirlwind in a 15-foot cone. Each creature in that area must make a DC 16 Strength saving throw or take 36 (8d8) bludgeoning damage and be knocked prone on a failed save, or half as much damage and not be knocked prone on a successful one.

#### BONUS ACTIONS

**Windstep:** As a bonus action, the Vortexblade can become one with the wind, allowing it to move with unparalleled speed and agility. Until the end of its turn, its movement speed is doubled, and it can move through the space of any creature or object that is Large or smaller. The Vortexblade can use this ability once per round.

🏠 **Habitat:** Vortexblades are often found dwelling atop tall mountains, ancient sky citadels, or hidden within ethereal pocket dimensions where the winds converge. These secluded locations serve as their sanctuaries and places of meditation, where they can commune with the elemental spirits of the air and draw power from the very fabric of wind.

⚡ **Peculiarity:** Vortexblades are attuned to the elemental power of wind and air, granting them unique abilities to manipulate the winds around them.



# VURLINX

The **Vurlinx** is a small, rounded creature with a pink body covered in green, leaf-like hair. Its big, endearing eyes and oversized mouth with small but sharp fangs give it an oddly adorable appearance. Two large horn-like branches protrude from its head, adding to its forest-dwelling aesthetic. Despite its cute appearance, it can defend itself quite effectively when threatened.

## VURLINX

Small fey

**Armor Class:** 14 (natural armor)

**Hit Points:** 28 (8d6)

**Speed:** 20 ft., Climb 20 ft.

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

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

**Senses:** passive Perception 14

**Languages:** Understands Sylvan but can't speak

**Challenge:** 2 (450 XP)

**Proficiency Bonus:** +2

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

**Camouflage:** The Vurlinx has advantage on Stealth checks it makes in forested terrain.

### ACTIONS

**Bite:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 13 (3d6 + 3) piercing damage.

**Horn Rush:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 16 (3d8 + 3) bludgeoning damage.

### REACTIONS

**Leaf Shield:** When a creature the Vurlinx can see targets it with an attack, the Vurlinx can add 2 to its AC against that attack. After using this trait, the Vurlinx can't use it again until it completes a short or long rest.

↔ **Behavior:** Vurlinxes are curious creatures, often seen observing the surroundings from the tree branches with their big, wide eyes. They are generally friendly, albeit a bit shy, and have a childlike fascination with the world, exploring it with a joyful, unyielding curiosity. They communicate through a series of adorable chirps and clicks, creating a symphony in the forest habitats they reside in.

🏠 **Habitat:** Preferring the peaceful canopies of ancient forests, they find home amongst the trees, blending seamlessly thanks to their leaf-like hair that grants them a natural camouflage. Their small nests are often hidden in the tree branches, where they hoard shiny objects and delicious forest berries that they are quite fond of.

💡 **Peculiarity:** Vurlinxes embody a deep connection to their forest habitats, with several distinguishing traits. Their leaf-like hair can perform photosynthesis, deriving nourishment from sunlight, which also nurtures the surrounding flora.

Their sizable branch-like horns play a crucial role in their social dynamics, being a medium of expression, capable of portraying various emotions and intentions through changes in shape and movement patterns, forming a unique language of their own.

Beyond their fascinating physical features, Vurlinxes are known as guardians of the forest, guiding lost individuals safely back to familiar paths with a harmonious series of chirps and clicks. Their presence in an area often symbolizes a healthy, vibrant ecosystem, marking them as beings of good fortune and protectors of the natural balance.



## WHISPERTOOTH PROWLER

The Whispertooth Prowler is a sleek and stealthy feline-like creature standing at about 4 feet tall. Its fur is a mix of shadowy gray and deep purple, blending perfectly with the darkness. Its eyes shine with an eerie, faint glow, allowing it to see in low-light conditions.

**Behavior:** Whispertooth Prowlers are nocturnal hunters, swift and silent as they move through the night. They possess an uncanny ability to stalk their prey with precision, using their dark fur to remain unseen until the last moment. These creatures are territorial, fiercely guarding their hunting grounds from intruders.

**Habitat:** Whispertooth Prowlers favor places with abundant shadows and cover, such as dense forests, moonlit glades, or abandoned ruins. They thrive in environments where they can move undetected and take advantage of their surprise attacks.

**Peculiarity:** The Whispertooth Prowler has a unique ability called "Shadow Step." It can momentarily blend into the shadows, becoming incorporeal and gaining advantage on Dexterity (Stealth) checks.

### WHISPERTOOTH PROWLER

Medium Beast

**Armor Class:** 14

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

**Speed:** 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	6 (-2)	14 (+2)	8 (-1)

**Saving Throws:** Dex +6

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

**Condition Immunities:** Prone

**Senses:** Darkvision 60 ft., passive Perception 14

**Languages:** —

**Challenge:** 2 (450 XP)

**Proficiency Bonus:** +2

**Ethereal Strike:** Once per turn, when the Whispertooth Prowler hits a target with its claw attack, it can channel some of its ethereal essence into the victim. The target must make a DC 12 Wisdom saving throw or become frightened until the end of its next turn.

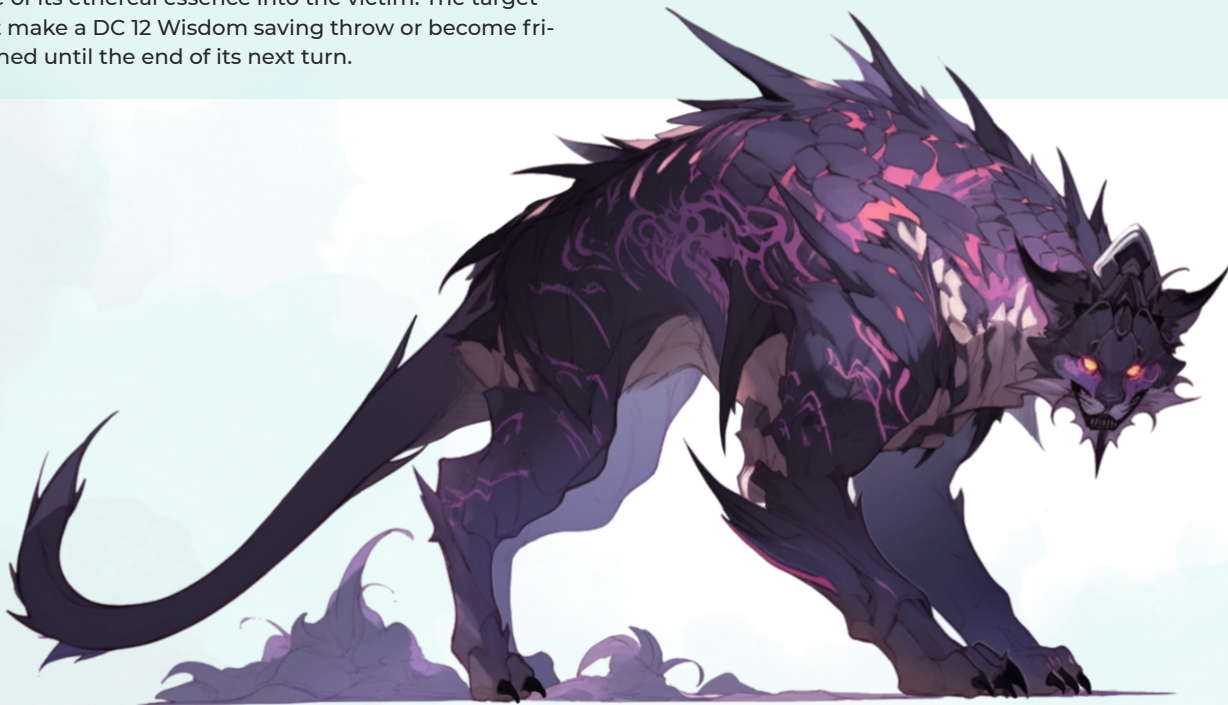
#### ACTIONS

**Multiattack:** The Whispertooth Prowler makes two claw attacks.

**Claw:** Melee Weapon Attack, +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

#### BONUS ACTIONS

**Shadow Step (Recharge 5-6):** As a bonus action, the Whispertooth Prowler can enter a shadowy state, becoming incorporeal until the end of its turn. While in this state, it gains advantage on Dexterity (Stealth) checks and can move through other creatures and objects as if they were difficult terrain. It can use this ability once per round.



## XENOCLAW COLOSSUS

The **Xenoclaw Colossus** is a huge, alien-looking creature that shares resemblances with Earth's lobsters or prawns. Protected by a durable exoskeleton, its slender body gives way to an elongated head which juts backward, almost like a crest. Impressively long arms extend from its torso, ending in massive claws sharp enough to cleave armor and crush bone. The beast stands upright on sturdy hind legs, with a long tail behind it. Its overall coloration is a deep green, broken only by the series of lighter green horizontal stripes across its head. Despite its immense size, its eyes are remarkably small, glowing with an unsettling red hue.

↔ **Behavior:** Primarily nocturnal, the Xenoclaw Colossus is a patient predator. Using its long limbs, it can rapidly snatch prey from a distance, crushing it with its powerful claws. When threatened, it raises its tail, ready to strike or whip any would-be attackers. Despite its ferocious nature, it communicates with a series of clicks and chitters, possibly indicating a higher level of intelligence.

🏠 **Habitat:** Preferring humid and swampy terrains, the Xenoclaw Colossus is found lurking in the muddiest of waters, waiting for unsuspecting prey. Their nests, often burrowed deep within wetlands, are difficult to locate due to the creature's ability to camouflage seamlessly with its environment.

💡 **Peculiarity:** Xenoclaw Colossuses are primarily carnivorous, favoring large mammals or similarly sized creatures. Their small red eyes, although appearing limited, grant them superior night vision, making them even more formidable in the dark. An interesting peculiarity about these creatures is their mating ritual, which involves a series of intricate dances and the sharing of hunted prey.

## XENOCLAW COLOSSUS

Huge Monstrosity

**Armor Class:** 18 (natural armor)

**Hit Points:** 261 (18d12 +144)

**Speed:** 40 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	26 (+8)	8 (-1)	12 (+1)	7 (-2)

**Saving Throws:** Str +14, Con +13

**Skills:** Stealth +7, Perception +6

**Senses:** Darkvision 120 ft., passive Perception 16

**Languages:** Understands Deep Speech but can't speak

**Challenge:** 16 (15,000 XP)

**Proficiency Bonus:** +5

**Ambush Predator:** The Xenoclaw Colossus has advantage on attack rolls against any creature it has surprised.

**Camouflaged Carapace:** While in swampy or wet terrains, the Xenoclaw Colossus has advantage on Stealth checks.

### ACTIONS

**Multiattack:** The Xenoclaw Colossus makes two claw attacks and one tail whip.

**Claw:** Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 36 (5d10 + 9) slashing damage.

**Tail Whip:** Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 22 (3d8 + 9) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

### LEGENDARY ACTIONS

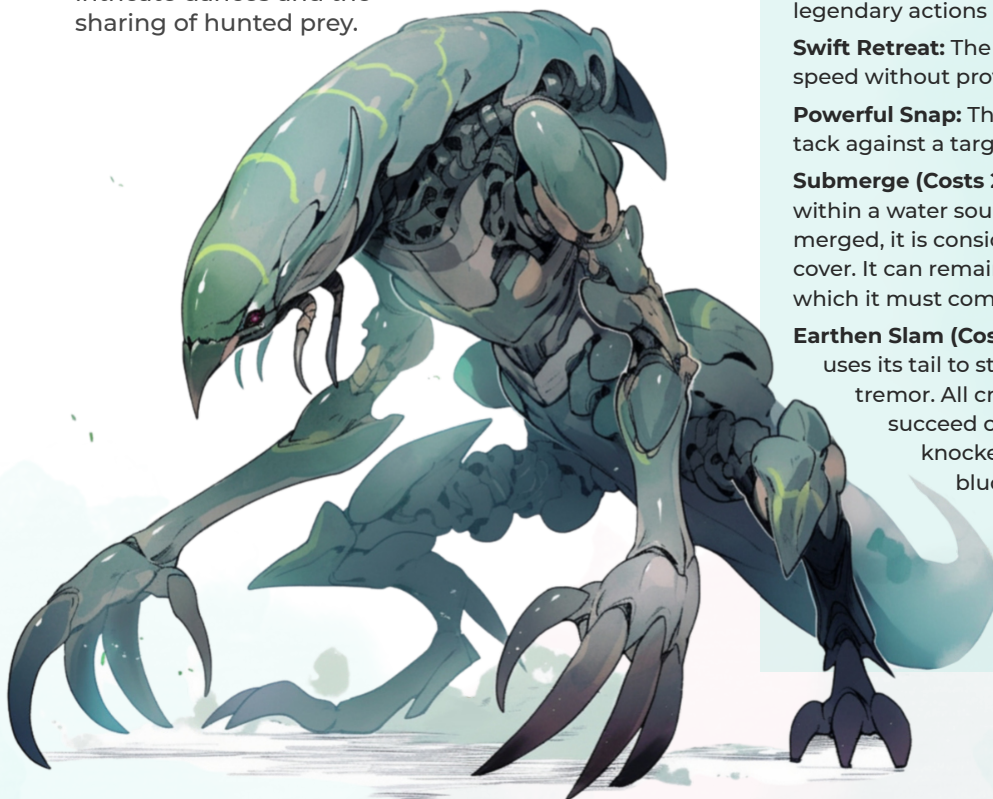
The Xenoclaw Colossus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Xenoclaw Colossus regains spent legendary actions at the start of its turn.

**Swift Retreat:** The Xenoclaw Colossus moves up to half its speed without provoking opportunity attacks.

**Powerful Snap:** The Xenoclaw Colossus makes a claw attack against a target within reach.

**Submerge (Costs 2 Actions):** If the Xenoclaw Colossus is within a water source, it can submerge itself. While submerged, it is considered to be under the effects of total cover. It can remain submerged for up to 10 minutes, after which it must come to the surface to breathe.

**Earthen Slam (Costs 3 Actions):** The Xenoclaw Colossus uses its tail to strike the ground, causing a minor tremor. All creatures within a 20-foot radius must succeed on a DC 18 Dexterity saving throw or be knocked prone and take 16 (2d6 + 9) bludgeoning damage.



## ZOMBSPIDER HAND

Emerging from the grave's depths, the **Zombspider Hand** is a grotesque manifestation of necromancy gone awry. Resembling a decayed human hand at its base, this undead creature boasts an excessive number of fingers, eerily akin to a spider's legs. These fingers move with unsettling agility, allowing the creature to scuttle across surfaces and climb with dexterity. When it raises its digits, a luminous green eye can be glimpsed at its center, peering out with malevolent intent. The eye casts a ghostly light, hinting at some deeper, dark magic infused within this abomination.

↔ **Behavior:** Driven by a relentless hunger for the living, the Zombspider Hand uses its multitude of fingers to capture its prey. While not particularly intelligent, it's cunning enough to lie in ambush, using its radiant eye to lure curious victims closer.

🏠 **Habitat:** The Zombspider Hand is most commonly found lurking in graveyards, catacombs, and ancient burial sites. However, some have been known to stray into nearby settlements, especially during the darkest hours of the night.

⚡ **Peculiarity:** While it doesn't consume in the traditional sense, the Zombspider Hand seems to be drawn to life essence, particularly that of spellcasters or creatures with innate magical abilities. Some necromancers believe that capturing and controlling one can enhance their own dark arts.

### ZOMBSPIDER HAND

Small Undead

**Armor Class:** 13 (natural armor)

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

**Speed:** 30 ft., Climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	3 (-4)	8 (-1)	5 (-3)

**Saving Throws:** Dex +5

**Skills:** Stealth +5

**Damage Resistances:** Bludgeoning from non-magical weapons

**Senses:** blindsight 30 ft. (blind beyond this radius), passive Perception 9

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

**Challenge:** 2 (450 XP)

**Proficiency Bonus:** +2

#### ACTIONS

**Multi-fingered Strike:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be grappled.

**Eyesight Beam:** Ranged Spell Attack: +5 to hit, range 30 ft., one target. Hit: 13 (3d6 + 3) radiant damage.

#### REACTIONS

**Eye Shield:** When a spell or other harmful effect targets the Zombspider Hand, the central eye emits a burst of light. The Zombspider Hand has advantage on saving throws against spells and magical effects until the start of its next turn.



## ZOMBSPIDER HAND MONSTROSITY

A magnified horror of its smaller counterpart, the Zombspider Hand Monstrosity is an undead nightmare of gigantic proportions. This giant hand, decaying and mottled, drags its myriad elongated fingers as if it were a monstrous spider. The central green eye, now the size of a shield, radiates with an even more intense eerie glow. Wherever it treads, darkness and dread follow.

### LORE AND RUMORS:

Legends speak of a deranged necromancer named Faelor who was obsessed with melding the living and the dead into aberrant monstrosities. During one of his macabre experiments, he tried to reanimate a spider using the limbs of a once-mighty giant. The experiment went awry, resulting in the first Zombspider Hand. Intrigued by his creation, Faelor produced more of these creatures, unleashing them into the world to observe their behavior.

Rumors abound in local taverns about a hidden lair where Faelor continues his dark experiments. It is said that the very ground trembles when the colossal Zombspider Hand Monstrosity roams nearby. Another tale claims that the glowing green eye of a Zombspider Hand can be used in powerful eldritch rituals if extracted while the creature is still "alive".

### RANDOM ENCOUNTER: LOST IN THE WOODS:

While journeying through a dense forest, the party stumbles upon a clearing littered with freshly spun, thick, white webs. Suspended in these webs are several Zombspider Hands, waiting in ambush. The center of the clearing has an ancient-looking, gnarled tree with a hollowed trunk. Inside the hollow is a glowing green orb—the eye of a Zombspider Hand Monstrosity. As the party approaches, the Monstrosity bursts forth from the ground, ready to defend its territory. If the party can defeat the creatures and retrieve the eye, it may serve as a powerful arcane focus or fetch a high price from interested parties.

## ZOMBSPIDER HAND MONSTROSITY

Large Undead

**Armor Class:** 15 (natural armor)

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

**Speed:** 40 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	4 (-3)	10 (+0)	6 (-2)

**Saving Throws:** Dex +5, Con +6

**Skills:** Stealth +5

**Damage Resistances:** Bludgeoning, piercing, and slashing from non-magical weapons

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

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

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

**Proficiency Bonus:** +3

### ACTIONS

**Crushing Fingers:** Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 17 (3d8 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be grappled.

**Eyesight Beam (Recharge 5-6):** Ranged Spell Attack: +5 to hit, range 50 ft., one target. Hit: 22 (5d8) radiant damage.

### REACTIONS

**Eye Shield:** When a spell or other harmful effect targets the Zombspider Hand Monstrosity, the central eye emits a powerful burst of light. The Zombspider Hand has advantage on saving throws against spells and magical effects until the start of its next turn.

### LEGENDARY ACTIONS:

The Zombspider Hand Monstrosity can take 2 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 Zombspider Hand Monstrosity regains spent legendary actions at the start of its turn.

**Lurch:** The Zombspider Hand Monstrosity moves up to its speed.

**Tighten Grasp:** If a creature is currently grappled by the Zombspider Hand Monstrosity, it takes 11 (2d6 + 4) bludgeoning damage.

## ZYNTHRIEL

The **Zynthriels** are purple-skinned, elegant humanoid characters characterized by their elongated, pointed ears and a long, sinuous tail that serves both aesthetic and functional purposes. Adorning their skin are intricate tattoos. Their eyes are usually a shade lighter than their skin, glowing faintly in dim light, adding an air of otherworldliness to their already exotic appearance. Despite their ethereal elegance, they possess a keen intellect and a deeply ingrained sense of mysticism.

↔ **Behavior:** Zynthriels are often viewed as capricious and unpredictable, acting on whims and following their own intricate social norms. They are not inherently malicious but value their freedom and independence above all else.

### ZYNTHRIEL

Medium Humanoid

**Armor Class:** 15 (natural armor)

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

**Speed:** 30 ft., Climb 20 ft.

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

**Saving Throws:** Dex +5, Cha +6

**Skills:** Acrobatics +5, Persuasion +6

**Damage Resistances:** Psychic

**Condition Immunities:** frightened

**Senses:** Darkvision 60 ft., passive Perception 11

**Languages:** Common, Elvish

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

**Proficiency Bonus:** +2

**Ethereal Movement:** The Zynthriels 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.

**Mind Shield:** Immune to being frightened and has resistance to psychic damage.

**Psychic Channeling:** The tattoos on the Zynthriels' body are conduits for their psychic energy. They have advantage on saving throws against being charmed.

#### ACTIONS

**Multiattack:** The Zynthriels makes two attacks: one with its Psychic Burst and one with its tail.

**Psychic Burst:** Ranged Spell Attack: +6 to hit, range 60 ft., one target. Hit: 18 (4d8) psychic damage.

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

**Telekinetic Push (Recharge 5-6):** One creature within 60 feet that the Zynthriels can see must succeed on a DC 14 Strength saving throw or be pushed 20 feet away and knocked prone.

🏠 **Habitat:** These beings typically dwell in secluded, often otherworldly places, where they can practice their unique blend of psychic magic and martial arts without interruption.

⚡ **Peculiarity:** Zynthriels have a penchant for collecting memories. They possess the unique ability to extract and store specific memories from other creatures. These memories are often traded among their kind like valuable commodities. Sometimes, they offer to remove painful memories from other creatures in exchange for services or items.

The intricate tattoos of varying patterns and symbols adorn their bodies. These tattoos are not mere decorations; they serve a purpose. For a Zynthriels, these markings are conduits for channeling psychic energy and often signify various milestones in their lives, achievements, and personal quests. The ink used in these tattoos is derived from rare minerals, imbuing them with subtle magical properties.



## ZYTORT

The Zytort is a rare and peculiar creature, a seemingly impossible blend of frog and turtle, with a white skin adorned with green spots. Its yellow eyes give off a keen sense of awareness, scanning its surroundings vigilantly. While it retains the strong legs of a frog, its hands have evolved into clawed appendages, losing the membranous structure commonly associated with amphibians.

**Behavior:** Zytorts are solitary creatures, mainly active during the night where they hunt small prey with silent precision. Their behavior leans towards the cautious side; when they perceive any threat, they prefer to retreat into their robust shells, a defensive trait borrowed from their turtle lineage. Their calls are deep and resonate with a rumbling echo, a unique sound in the amphibian world.

**Habitat:** They prefer damp environments, such as swamps and marshlands, where water sources are abundant. Their unique physique allows them to navigate both land and water proficiently, making them adept hunters in these environments.

**Peculiarities:** Despite their somewhat fearsome appearance, Zytorts are known to be gentle with the environments they inhabit. They often aid in the pollination of aquatic plants, carrying pollen on their robust bodies.

The skin of the Zytort secretes a special kind of mucus that has curative properties. Tribes living near their habitats regard them as sacred creatures, and they utilize the mucus in healing potions and ointments, which can heal minor wounds and alleviate pain. They harvest this secretion carefully, ensuring no harm comes to these revered creatures.

### ZYTORT

Small Beast

**Armor Class:** 15 (natural armor)

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

**Speed:** 20 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	4 (-3)	12 (+1)	6 (-2)

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

**Senses:** passive Perception 13

**Languages:** Understands Aquan but can't speak

**Challenge:** 1 (200 XP)

**Proficiency Bonus:** +2

**Amphibious:** The Zytort can breathe both air and water.

**Shell Defense:** The Zytort can retract its limbs and head into its shell as an action. While in this state, it gains a +4 bonus to AC, but it can't move or take actions until it emerges, which takes another action.

#### ACTIONS

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

**Claw:** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) slashing damage.

#### REACTIONS

**Quick Reflexes:** When a creature the Zytort can see attacks it, it can use its reaction to add 2 to its AC against that attack.



## RACES



### ABYSSAL COURTIER

#### TRAITS

As a Abyssal Courtier you have the following racial traits

**Ability Score Increase (recommended).**

Your Charisma score increases by 2, and your Constitution score increases by 1.

**Age.** Abyssal Courtiers mature at a rate similar to humans but can live up to 500 years, becoming more eerie and graceful as they age.

**Size.** Your size is Medium.

**Speed.** Your base walking speed is 20 feet. You have a swimming speed of 40 feet.

**Darkvision.** Accustomed to the abyssal depths, you have superior vision in dark and dim conditions. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Amphibious.** You can breathe both air and water.

**Cold Resistance.** You have resistance to cold damage.

**Tentacle Grasp.** You have a tentacle attack that is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal bludgeoning damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. You can use your tentacle to try to grapple creatures.

**Mystic Elegance.** You have proficiency in the Persuasion and Deception skills.

**Languages.** You can speak, read, and write Common, Aquan, and Deep Speech.

Monster info on p.6



### CRIMSON BEAK

#### TRAITS

As a Crimson beak you have the following racial traits

**Ability Score Increase (recommended).**

Your Intelligence score increases by 2, and your Charisma score increases by 1.

**Age.** Crimson Beak mature at 20 and can live up to 150 years.

**Size.** Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Nature's Bond.** You can communicate with plants as if you shared a common language, allowing you to glean information about your surroundings or recent events in the area.

**Floral Curative.** You know the secret to crafting a special herbal brew from the magical fruits fostered by your kind. During a short rest, you can create a number of these brews equal to your Intelligence modifier (a minimum of once). A creature can use an action to drink a brew and regain hit points equal to 1d4 + your Intelligence modifier. Once a brew is consumed, it loses its potency.

**Forest Guide.** You have proficiency in the Survival skill.

**Languages.** You can speak, read, and write Common, Auran, and Sylvan.

Monster info on p.21

## RACES



### KENSHIROKU

#### TRAITS

As a Kenshiroku you have the following racial traits

**Ability Score Increase (recommended).**

Your Dexterity score increases by 2, and your Wisdom score increases by 1.

**Age.** Kenshiroku mature at the same rate as humans but live longer, often around 150 years.

**Size.** Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Mystic Awareness.** Due to your spiritual discipline, you have proficiency in the Insight skill.

**Natural Agility.** You can move through the space of any creature that is of a size larger than yours.

**Guardian Training.** You have proficiency with the longsword, shortsword, and shortbow.

**Calm Presence.** You have advantage on saving throws against being frightened.

**Spiritual Insight.** Once per long rest, you can enter a meditative state as a bonus action. For 1 minute, you gain advantage on Wisdom (Perception) checks.

**Languages.** You can speak, read, and write Common and one other language of your choice (perhaps a secret language known only to your clan).

Monster info on p.49



### LUPERCORN

#### TRAITS

As a Lupercorn you have the following racial traits

**Ability Score Increase (recommended).**

Your Intelligence score increases by 2, and your Strength score increases by 1.

**Age.** Lupercorns mature at the same rate as humans but live a few centuries.

**Size.** Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Darkvision.** Accustomed to the dark corridors of ancient ruins, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Demonic Heritage.** You have resistance to cold and fire damage.

**Warrior's Instinct.** You have advantage on Initiative rolls.

**Arcane Adept.** You are proficient in the Arcana skill.

**Magic Resistance.** You have advantage on saving throws against spells and other magical effects.

**Lance Training.** You have proficiency with lances.

**Languages.** You can speak, read, and write Common, Abyssal, and Infernal.

Monster info on p.53

## RACES



### MAGRAVIS TRAITS

As a Magravis you have the following racial traits

**Ability Score Increase (recommended).**

Your Dexterity score increases by 2, and your Wisdom score increases by 1.

**Age.** Magravis reach maturity around the age of 20 and can live up to 150 years.

**Size.** Your size is Medium.

**Speed.** Your base walking speed is 30 feet, and you have a flying speed of 40 feet. To use this speed, you can't be wearing medium or heavy armor.

**Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Mask of Mystery.** You have advantage on saving throws against being charmed or frightened.

**Radiant Plumage.** You can use your action to release a burst of radiant energy from your feathers. Each creature within 20 feet of you must make a Dexterity saving throw with a DC equal to 8 + your proficiency bonus + your Wisdom modifier. A creature takes radiant damage equal to 2d6 on a failed save, or half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your Radiant Plumage, you can't use it again until you complete a long rest.

**Feathered Cloak.** You have a +1 bonus to your Armor Class.

**Languages.** You can speak, read, and write Common and Auran.

Monster info on p.55



### MARINTH TRAITS

As a Marinth you have the following racial traits

**Ability Score Increase (recommended).**

Your Wisdom score increases by 2, and your Intelligence score increases by 1.

**Age.** Marinth age gracefully, living up to 300 years. They reach adulthood at around 30.

**Size.** Your size is Medium.

**Speed.** Your base walking speed is 30 feet. You have a swimming speed of 40 feet.

**Darkvision.** Accustomed to the deep and dark ocean waters, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Amphibious.** You can breathe both air and water.

**Cold Immunity.** You are immune to cold damage.

**Marine Telepathy.** You can communicate with aquatic creatures within a 60-foot radius as long as they have a language.

**Innate Spellcasting.** You know the Shape Water cantrip. When you reach 3rd level, you can cast the Create or Destroy Water spell once per day. When you reach 5th level, you can cast the Control Water spell once per day. Wisdom is your spellcasting ability for these spells.

**Languages.** You can speak, read, and write Common and Aquan.

Monster info on p.58

## RACES



### STONESHIELD

#### TRAITS

As a Stoneshield you have the following racial traits

**Ability Score Increase (recommended).**

Your Strength score increases by 2, and your Wisdom score increases by 1.

**Age.** Stoneshields are created with a specific purpose and begin their life as fully mature individuals. They can live for several centuries, their bodies eroding slowly over time.

**Size.** Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Darkvision.** Accustomed to the dimly lit corridors of the ancient structures they protect, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Guardian's Resistance.** You have resistance to poison damage, and you are immune to the poisoned condition.

**Ancient Knowledge.** Your long existence and connection to ancient places grant you proficiency in the History skill.

**Stone Skin.** Your skin is tough like stone. You have resistance to bludgeoning, piercing, and slashing damage from non-magical attacks.

**Guardian's Aura.** As a bonus action, you can emanate a protective aura with a radius of 10 feet, lasting until the start of your next turn. You and your allies within the aura gain a +1 bonus to AC. Once you use this trait, you can't use it again until you finish a long rest.

**Languages.** You can speak, read, and write Common and Primordial.

Monster info on p.77



### ZYNTHRIEL

#### TRAITS

As a Zynthriel you have the following racial traits

**Ability Score Increase (recommended).**

Your Charisma score increases by 2, and your Dexterity score increases by 1.

**Age.** Zynthriel mature at a similar rate to elves, reaching adulthood at around 100 years and living up to 750 years.

**Size.** Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Darkvision.** Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Ethereal Movement.** You can move through other creatures and objects as if they were difficult terrain. You take 5 force damage if you end your turn inside an object.

**Mind Shield.** You are immune to being frightened and have resistance to psychic damage.

**Memory Collector.** You have proficiency in the Insight skill. As part of a long rest, you can create a psychic link with a willing creature to view its memories from the past 24 hours. You must maintain physical contact with the creature throughout the rest, and it must remain willing throughout the entire duration.

**Languages.** You can speak, read, and write Common and Elvish.

Monster info on p.108

## MAGIC ITEMS

### AMULET OF THE NIGHTBAT

**Wondrous Item (Amulet), Rare (Requires Attunement)**

This amulet features a round centerpiece resembling a bat's face with two large eyes from which a gentle stream of smoke perpetually drifts, framed by wings on either side. This mysterious artifact grants the wearer the ability to see in complete darkness, conferring darkvision up to a range of 60 feet. If the wearer already has darkvision, wearing the amulet extends the range of their darkvision by an additional 15 feet. Moreover, during the night, the wearer has the special ability to transform into a small bat, maintaining all their carried items in the transformation, but reducing their size significantly to accommodate their new form. This transformation grants a flight speed of 30 feet but prohibits attacking and casting spells. This bat form lasts for up to 10 minutes, after which the wearer reverts back to their original form. Furthermore, once per day as an action, the wearer can unleash a cloud of obscuring smoke, heavily obscuring the area in a 15-foot radius around them for a minute, providing cover and the opportunity to escape or hide. This property resets at dawn.

### BOOTS OF THE HARVEST MOON

**Wondrous Item (Boots), Uncommon**

These leather boots are adorned with symbols of crescent moons and shining stars. They allow the user to cast the Goodberry spell once per day.

Additionally, on the night of a full moon, the wearer can, as an action, attune themselves to the lunar energy, gaining a +1 bonus to all attack and damage rolls for the duration of this night. This effect can be used again on the next full moon.

BOOTS OF THE HARVEST MOON



### CLOAK OF COSMIC WONDERS

**Wondrous Item (Cloak), Very Rare (Requires Attunement)**

This cloak bears the depth of a starry night sky, interwoven with sparkling threads that create a tapestry of constellations that move gently as if guided by an invisible hand. The cloak has a dimension almost beyond comprehension, appearing deeper and more vast the more one gazes upon it.

While wearing this cloak, the user gains a +2 bonus to AC and saving throws. The cloak has 3 charges and regains all expended charges daily at dawn. The wearer can use an action to expend a charge and transport themselves and up to five other willing creatures they can see to a random location within 500 miles. The new location is always on solid ground and is not inherently dangerous.

Moreover, once per long rest, the wearer can envelop themselves in the cloak, becoming one with the cosmos and gaining the insights of the stars. For 10 minutes, they gain truesight up to a range of 120 feet and a +2 bonus to Intelligence and Wisdom checks.



AMULET OF THE NIGHTBAT

CLOAK OF COSMIC WONDERS



## MAGIC ITEMS

### FROSTBITE AXE

**Weapon (Battleaxe), Rare (Requires Attunement)**

This battleaxe carries the cold essence of the polar ice caps, the blade crafted from a rare form of unmelting ice that seems to absorb the surrounding light, giving it a deep blue glow. Its haft is made from frozen hardwood, preserved and strengthened by the cold, providing a sturdy grip that feels cool to the touch.

When you hit with an attack using this magic axe, the target takes an additional 1d6 cold damage. Moreover, the axe has 3 charges, regaining all expended charges at dawn. As a bonus action, you can expend a charge to release a chilling aura, forcing creatures within a 10-foot radius to make a Constitution saving throw (DC 15) or have their speed halved until the end of their next turn due to frost forming on their limbs.

Furthermore, once per day, as an action, you can summon a wall of ice (as the Wall of Ice spell) emanating from the axe, allowing you to shape the battlefield and protect your allies. The wall has a duration of 10 minutes, and you do not need to maintain concentration on this effect.



GAUNTLETS OF THE THUNDEROUS APPLAUSE



FROSTBITE AXE

### GOBLET OF EVERFLOW

**Wondrous Item (Goblet), Rare**

This finely crafted goblet fills with the drinker's beverage of choice once per day. When drunk from, the liquid grants the user the benefits of a Hero's Feast spell, which lasts for 24 hours. This feature can only be used once per 30 days.

### GAUNTLETS OF THE THUNDEROUS APPLAUSE

**Wondrous Item (Gauntlets), Uncommon**

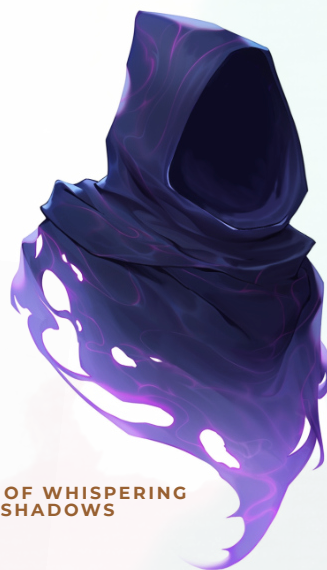
These gauntlets are imbued with the power of thunder. Once per turn, as a bonus action, the wearer can clap the gauntlets together to create a sonic shockwave. All creatures within a 15-foot radius must make a DC 14 Constitution saving throw, taking 2d6 thunder damage on a failed save, or half as much damage on a successful one.

### HOOD OF WHISPERING SHADOWS

**Wondrous Item (Hood), Rare (Requires Attunement)**

This dark hood melds seamlessly into an ethereal, phantom-like portion that swirls gracefully at the wearer's neck. The hood is adorned with subtly changing designs that appear to move and whisper secrets into the wearer's ear, granting them a unique harmony with the shadows.

While wearing this hood, the wearer gains advantage on stealth rolls. Furthermore, the wearer can use an action to become invisible until they attack, cast a spell, or one hour passes. Once used, this property cannot be used again until the next dawn.



HOOD OF WHISPERING SHADOWS



GOBLET OF EVERFLOW

## PHOENIX FEATHER BOW

**Weapon, Longbow, Legendary**

This ethereal bow is crafted from the golden feathers of a phoenix, a legendary bird known for its fiery and rejuvenating powers.

While wielding this bow, every arrow loosed is engulfed in phoenix fire, dealing an additional 1d6 fire damage upon a hit. This magical flame does not consume the arrow and is extinguished shortly after impact.

Once per day, as an action, the wielder can embody the spirit of the phoenix, transforming themselves into a magnificent firebird. This grants a flying speed of 60 feet and immunity to fire damage for a duration of 10 minutes. During this time, the wielder retains their intelligence and the ability to speak but cannot perform other actions or spells requiring hands or concentration.

A unique bond forms between the bow and its attuned wielder, offering a final safeguard against death. If the wielder is reduced to 0 hit points, they can choose to activate the bow's ultimate power, rebirthing from ashes with half their maximum hit points restored. This sacrificial act consumes the bow, reducing it to a pile of golden ash and preventing its use henceforth. This rebirth ability can only be used once, signaling the final act of the Phoenix Feather Bow.

PHOENIX  
FEATHER BOW

SCIMITAR OF THE  
CRIMSON SHARD

SIREN'S  
WHISPER

## SCIMITAR OF THE CRIMSON SHARD

**Weapon (Scimitar), Very Rare (Requires Attunement)**

This scimitar has a dark and ominous presence, with sharp, jagged edges and a blade adorned with crimson details that gleam with a red glow in the darkness. Once per day, as an action, the wielder can activate the scimitar's crimson surge, a power that lasts for 10 minutes. During this time, any creature hit by an attack from this weapon suffers an additional 1d6 necrotic damage as the red details glow brighter with each strike. This power resets at dawn.

Furthermore, the weapon's cruel, jagged design means that critical hits deal an extra 1d4 slashing damage, tearing through flesh with ease. Outside of combat, the crimson inlays can softly illuminate the surroundings, casting a dim red light in a 10-foot radius.

## SIREN'S WHISPER

**Wondrous Item (Pendant), Uncommon**

This delicate pendant is a turquoise seashell that constantly emits a soft, calming sound reminiscent of distant ocean waves. When worn, it harmonizes with the heartbeat of the wearer, instilling a deep connection with the elemental force of the ocean.

Once per day, as a bonus action, the wearer can channel the calming force of the pendant to soothe turbulent waters. For the next 10 minutes, the wearer gains the ability to calm rough waters in a 100-foot radius, turning them into calm waters, making it significantly easier to navigate for boats and ships. This calming effect can also be used to dampen waves and ripples in smaller bodies of water.

## MAGIC ITEMS

### STAFF OF VERDANT GROWTH

**Wondrous Item (Staff), Rare (Requires Attunement by a Druid, Sorcerer, or Wizard)**

This staff is a living entity, enveloped in vines and crowned with a lush, vibrant green leaf at its tip. It pulses gently with a life force that is synchronized with the heartbeat of the living world.

While holding this staff, the user gains a +1 bonus to their spell attack rolls and the saving throw DCs of their spells that manipulate plants or control nature. The staff has 5 charges and regains 1d4 + 1 expended charges daily at dawn.

As an action, the wielder can expend a charge to cast the Entangle spell (save DC 15) without using any components. The wielder can also use the staff to cast the Plant Growth spell once per day, without expending a spell slot.

Furthermore, the staff grants the wielder a unique communion with plants; plants within a 30-foot radius of the wielder can communicate basic feelings and emotions to them, offering a primal awareness of their surroundings.

### SWORD OF THE ECHOING HILLS

**Weapon (Longsword), Rare (Requires Attunement)**

This finely crafted longsword harbors the spirit of the echoing hills, a place where sound reverberates with power. Once per day, as an action, the wielder can unleash a battle cry that reverberates from the sword, causing enemies within a 30-foot radius to become stunned until the end of their next turn unless they succeed on a DC 15 Wisdom saving throw. This power resets at dawn.

### RING OF THE VORTEX

**Ring, Rare (Requires Attunement)**

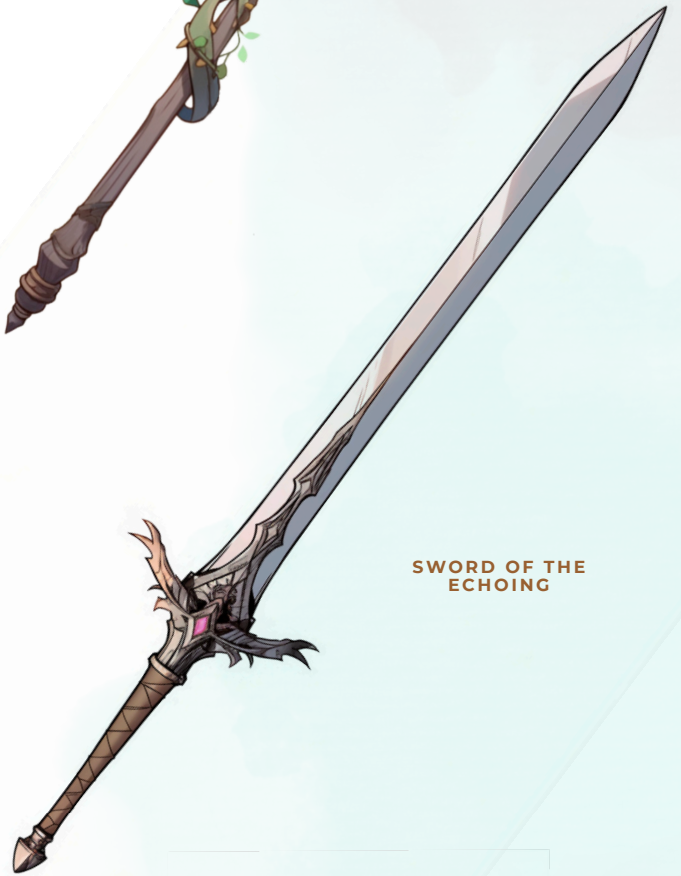
This ring contains a constantly swirling miniature vortex. As an action, the wearer can unleash the vortex, which pulls objects weighing 50 pounds

or less within a 30-foot radius toward the wearer. Once per day, the wearer can choose to enlarge the vortex, attempting to pull creatures within a 30-foot radius towards them; affected creatures must succeed on a DC 15 Strength saving throw or be pulled up to 15 feet closer to the wearer.

STAFF OF VERDANT GROWTH



SWORD OF THE ECHOING



RING OF THE VORTEX





# MONSTERS & MYTHS

A COMPENDIUM OF A FANTASY CREATURES

BY ELOWEN FROST

A massive thank you to everyone who supported and believed in "Monsters & Myths". To the Kickstarter backers – this couldn't have happened without you.

Here's to adventures untold.

Thank you.