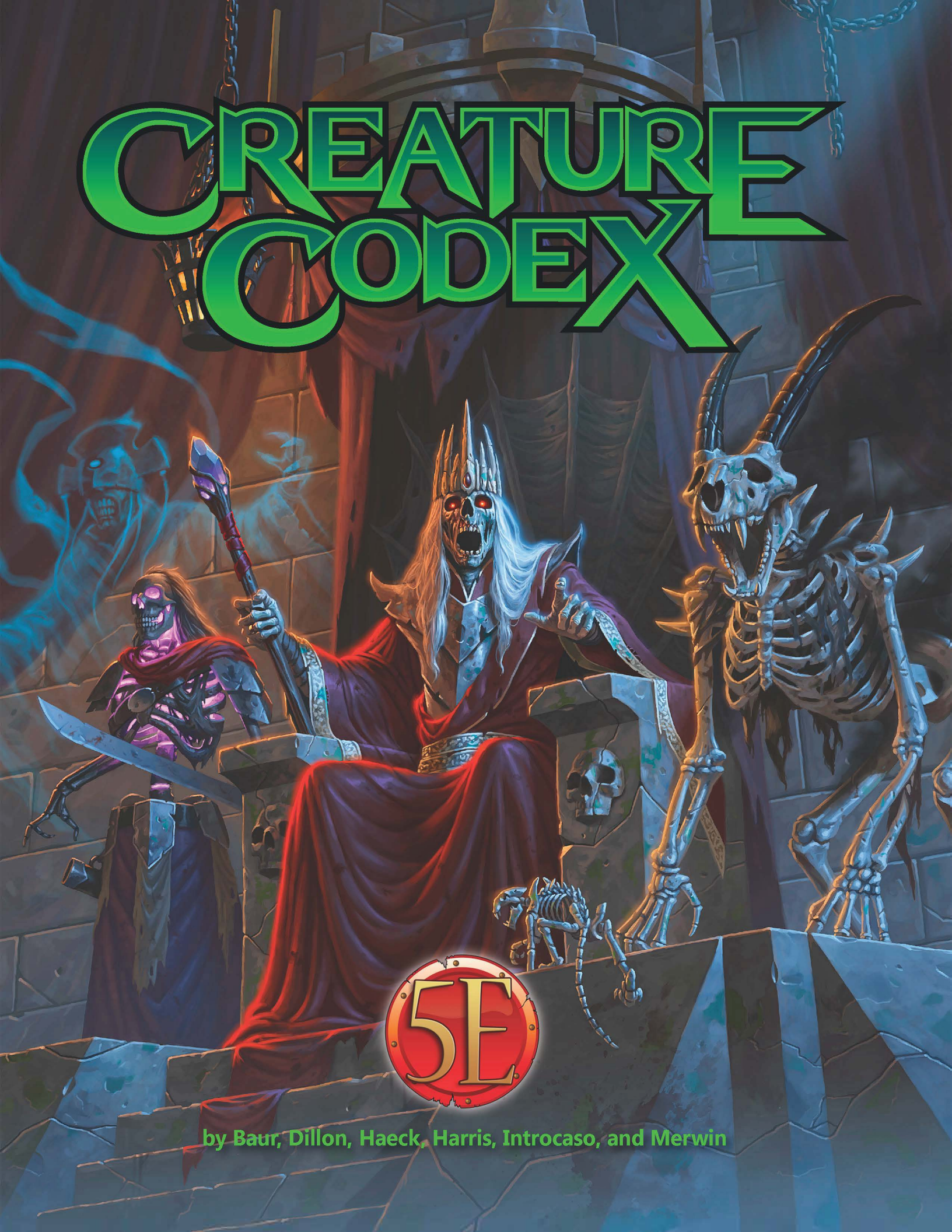

CREATURE CODEX
5E
by Baur, Dillon, Haeck, Harris, Introcaso, and Merwin

Creature Codex



by
Wolfgang Baur, Dan Dillon, Richard Green, James Haeck, Chris Harris, James Introcaso, Chris Lockey, Shawn Merwin, and Jon Sawatsky

Developed and Edited by
Meagan Maricle

Kobold Press

Credits

Designers: Wolfgang Baur, Dan Dillon, Richard Green, Chris Harris, Jeremy Hochhalter, Chris Lockey, James Haeck, James Introcaso, Shawn Merwin, Jon Sawatsky, and Brian Suskind

Additional Design: David Zaine Aarons, Kirby Atwood, Jonathan Breese, Charlie Brooks, Matt Burriss, Joseph Cirino, Daniel Colby, Matt Cochran, Nathan Crouch, Paul A. Catalano, Jr., C.N. Constantin, Nicolas Courtemanche, Benjamin L. Eastman, Summer Fenwick, Andrew Harshman, Jim Heston, Tyrel Hoopman, Zachary Host, Kei Imamura, Andrew Johannes, Dylan Lloyd, Alex Kanous, Adam Letherbarrow, Eugene Katz, Robert Morehead, Magneto Morgan & Kasey Brockelsby, Kenneth Nero & Winifred Chiang, Ross Paton, Luke Pickles, Eric Robbins, Corry Rogerson, Sebastian Rombach, Joel Russ, Graham Ruston, George Sager, Artem Serebrennikov, Andrew Shockney, Joshua Simpson & Bailey Toth, Jesse Stricker, Matt Sulham, Charles L. White Jr., Dan Widrevitz, Austin Wilson, James Wodka, Sersa Victory, and Y. Michael Zhang

Playtest Coordinator: Ben McFarland

Lead Editor and Developer: Meagan Maricle

Editorial Assistance: Thomas Reid, Blaine McNutt, and Wolfgang Baur

Art Director: Marc Radle

Cover Artist: Craig J. Spearing

Interior Artists: Gabriel Cassata, Michele Giorgi, Leesha Hannigan, Frank Hessefort, Michael Jaecks, Robert Jenkins, Rob Jenx, Russell Jones, Marcel Mercado, Julia Metzger, Georgi Minkov, Allen Morris, William O'Brien, Beatrice Pelagatti, Roberto Pitturru, Claudio H Pozas, Florian Stitz, Bryan Syme, Takashi Tan, Egil Thompson, Simon Tjong, and Eva Widermann

Layout and Graphic Design: Marc Radle

Logo: Doug Wohlfeil

Limited Edition Graphics: Addison Rankin

Publisher: Wolfgang Baur

Commissioned Monster Patrons: Joseph Fotheringham, Miguel F Santiago Irizarry, Joshua Leong, Toyin Onayemi, Karamu Phoenix, Ted Sikora, Daniel Silva, Kenneth Starr, Kevin Swartz, Christopher Zito

Special thanks to the 4,166 backers who made this volume possible!

Playtesters

AsteriaQuest!
David Rice, Monique Rice, Jim McColm, Shawn Walton, Zafri Mollon, Sarah Gibbons, Adam Potter, Matt Hache, Ben Waldron, Eric Rice

Battle-test Dummies
Matthew Dobinson, Dee Steward, Jay Seymour, Collin Manuel

Bear Force One
Calvin Main, Ben Annen, Kyle Annen, Mike Moffet, Jimmie Jones

Bedroom Magic Bandits
Chris Seedhouse, James Marshall, Red Newsom, Mark Perry, David Rostill

Best Inquisition!
Christopher Cureton, Matt, Jacob, Avery, Mike

Blades of the Defiant
Ryan Cadenhead, Smiting Fatty, Smplbot, Cory, David, Crush, Jindo, Bendy, Jeremiah

Bramdek´s Survivors
René Rugholm, Sebastian, Cecilia, Prip, Mads

Circus of Misfits
Dave Ferguson, Melissa Horadam, Rebecca McDonald, Kevin McDonald, Daniel Turner, Karen Tello

Crystallania Tribe
Michael Harris, Chris Harris, James Le, Jazmine Herrera, Tyler Deen, Joseph Williams

D&D Roll Play
Kiley Jade, Tamsyn, Te'ahna/SA Bright, Therai Cerestis, Raizo, Zephyr/Thomas, Dirk/Adam Patrick, Valakos/Spencer, Apex/William

Dead Men Walking
John Mynaugh, Michelle D'Apice, Sarah D'Apice, Christine Deitz, Sean Gahagan

DedEx
Ross Polly, Joe Eaton, Adam Johnson, Clark Kuhns, Clint Hakeman, Owen Johnson, Michael Azarbod

Doorkickers
Richard F., Alex G, Jeff D, Christopher M, Wilhelm F, Tristen, Ben M, Scarlet M, Darshan T, Tom W

Dragon Hunters
Ferry Kielman, Carlo Daas, Dagmar van Spaandonk, Tani de Bont

Dragon Hunters (2nd)
Brian Barcus, Jacob Barcus, Aaron Meadows, Doug Cadmus, Marten VanZwietering, Doug Dowdy, David Dowdy

DragonBallad
Gabby Andrick, Teil Buck, Aaron Donahoo, Eric Heidbreder, Ruwani Kirin, Dylan Lloyd, Eric Salazar

Eat Crit & Survive
Luke Pickles, Ross Hewitt, Matthew George, Tom Pearson, Daniel Hoffland, Conna Rice, Dominic Houghton, Laura Parsons

Escape the Shaughraun
Michael Haugan, Daniel Kunsman, Garrett Meyer

Everwatch
EJ Boston, Marc Salcedo, Joshua Vinson, Joshua Singh, David Gong, Johnny Wilkins

Evnecian Adventurers
Christopher Evans, Kaylene Evans, Patrick Macintyre, Krista Hardy

First-strike Union
Ari Mosbacher, Kevin, Morgan, Andrew

Flynn's Mauraders
"Jester" David Gibson, David Burton, Jason Quarrie, Bryan Whited, Kirstin Gibson, Matthew Dixon

Fridays
Eugenio Vargas, Adam Womer, Hayley Dahl, Arturo Garcia-Costas, Toni Severon

Friends
Paul Wright, Andy, Garrett, Lindsey, Todd, Logan

Friends of Droop
Eugene Katz, Dina Katz, Ammu Irivinti, Mike Dube, Dmitriy Katz

From the Gates of Hell
Winifred Chiang, Kenneth Nero

FURN Gaming
Liam Purkiss, Nathan Lucking, Jon Neal, Mike 'Swinnyjr' Swinnerton, Jordan Murphy, Sam Ballard, Ifan Oliver, and Rob Wright

Girls Like To Battle
Clayton Thomson, Gillian Thomson, Dawn Thomson, Lani Frost

Group of Seven
Dan Mason, Zephyra, Ara, Barrakas, Von

Half Elf Cousins
Eric Garber, Loren Rush, John Garber, Tori Garber, Brenden Smith

Harroc X
Patrick Martin Frosz Nielsen, Julius R. Kring, Arthur Strider-Højstrup, René Reinert Fritz, Sven Ole Knudsen, Nicki Ro Larsen, Aske Kildgaard Henriksen

Heroes of Ravenport
Eric Vaessen, Chris Wilms, Erik Harder, Jason Pasciak, Matt Villilo

Hican Lupus
Joshua William Fritz, Albert Monge, Chris Brannigan, Gilbert Pegues, Darrell Bost, Heather McMillen

Home game
David Long, Brian Quigley, Carter Long, Zach Doxsee

Hot Pockets
Rick Creech, Kelsey Creech, Leah Creech, Samuel Creech, Bobby Creech, Matt Johnson

Ignem Taxo
Anthony Sellitti, Amy Sellitti, Tim Parkhill, Brad Critelli, Drew Coleman, Dani Main

Infected DnD
Felix Mairon, Anna Pengemann, Julia Weisbrod, Julian Hartung, Lennard Bepperling, Deniz Ercok, Lukas Mairon

Keepers of Ordah
Nate, Aaron, Heath, Luke, Marc, and Tim

Led By Insanity
Joshua Greer, Willie Jackson, Alex Makk, Jeffrey Rojas, Ryann Padilla, Jacob Shaeffer

Legendary Pants
Chris Dzura, Nathan Portuguez, Matthew "Legendary Pants" Stanford, Josh Lownes, Aaron Castro, Amy Dzura

Loot Comics
Ryan Davidson, Alex, Phil

Lute & Lyre, LLC
Janine Hempy, Victor Palos, Storm Curtis, Heather Curtis, Josh McDaniel, Jason Mollett, Jason Schwenker

Melestrua's Noughts and Coffees
Melestrua, Laurie Athey, Stuart Brockbank, Jasin Zujovic, Adam Kimberley, Dvirankis, Levi Reeves

MercyKillers
Kaine Villante, John Garza, Brandon Williamson, Brian Hier

Mimic Hunters
Chris Oattes, Helen, Dale Rushman, Lauren, Stacy Higgs

Monday D&D
Adam Etherington, Dan Lamothe, Tim Major, Amanda Schwerdtfeger, Jeff Watson

Nerd Immersion
Ted Sikora, Sean Dougherty, Jake DiBlasi, Celine Trella, Patrick McGowan

NRG Playtesters
Jose A. Suarez, Joe David Cox , Edward Anderson , Russell Pierson

Queer There Be Dragons
Liz Knoll, Kendra, Johanna, Katie, Jenova, Abo, Kass, Dan

Servants of Savras
Zack Holmes, Jonathan Grumball, Devin Zaccardo, Andy Lamers

Stormbreakers
Jeff Harnois, Erin Au, Michelle Burger, Brent Knack, Kevin Machado

Tabula Rasa
Good King Enialb, Super Monte, Selal, Amino Arrow, Tryvarithia Dilithuyevn

Team Owlbear
James Marko, Hani Zaccarelli, Gianni Zaccarelli, David Van Arsdell, Jose Orjuela, Jake Ezzo

The Baddies
Ryan McGrath, Michael Brown, Amalia J. Dapkiewicz, Russell Freedman, Timothy Linder Jr., Alex Marquardt, Cole Troisi

The Barons Four
Arrow Caryl, Patrick Cavanaugh, Jared Cvetas, Adam Duggins, Gary Lind

The Black Scales
Eric Robbins, Drew Robbins, Brett Robbins, Garrett Robbins, Clay Olson, Nate Olson, Matt Carr, Mark Carr

The Bone People
Kevin Tkaczibson, Emily Tkaczibson, Ed Jenner, Sarah Royer, William Thrift, Peter Wagner

The Castle Tuesday Night group
David Long, AJ Fritz, Dan Gougian, Dylan Williams, Mike Caton, Mark Kolenski, Troy Perry



On the Cover

A hierophant lich and its undead friends notice some unwanted visitors. Tea and crumpets are not forthcoming.

www.KoboldPress.com
ISBN: 978-1-936781-92-8
Printed in the USA

© 2018 Kobold Press

Kobold Press
PO Box 2811
Kirkland WA 98083 USA

Kobold Press, Midgard, and their associated logos are trademarks of Open Design. The 5E logo is used by kind permission of Sasquatch Game Studio.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, place names, new deities, etc.), dialogue, plots, story elements, locations, characters, artwork, graphics, sidebars, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Game Content: The Open content in this book includes the monster names, descriptions, monster statistics, and monster abilities. No other portion of this work may be reproduced in any form without permission.

WHAT IS UMBRAL AND VOID SPEECH?

Umbral is the language of the shadow elves, a corrupted dialect of Elvish, and spoken by most creatures of shadow. Those who speak it can gain a +1 to one Dexterity (Stealth) check 1/day.

Void Speech is the language of the Outer Darkness in the Midgard campaign setting, spoken by vile things that are malevolent towards humans and their allies, and who seek to bring about the ruinous apocalypse of the dark gods. Substitute any ancient language with an evil reputation if you are using another setting.

The Dice Jockeys
James EL Hansen, Conrad Bassett Jr., Craig Eubanks, Robert Smith, Cory Hansen, Ravi Sanka

The Dragonlords of Valenca
Huxson (The Dark Fallen Dwarf), Dr. Hyde (The Exile Guide), Sir RazzleFoot (The Stay Put Cleric), Fidget Fellsight (The Gnome of Might!)

The Emerald Wing
David Zaine Aarons, Sadie Aarons, Daniel Edwards, Shara Mills, Heidi Sommer, Kristopher Antonio Berni Sommer

The Endurance
No(r)a Haynes, Tony Segui, Tom Molloy, Rose Acord, Jonas Depiere

The Fellowship of the Toe and Friends
Eugenio Vargas, Taryn Collins, Alex Ward, Lydia Rodriguez, Jake Brown, Karin Nilo, Robert Hupf, Jon Reed, Rich Filly

The Glory Hounds
Joshua Sterrett, David O Steele, Renèe Altwies, David Schwab, Sara Davis, Andrew Cousineau, Hector Canchola, Scott Davenport, Aldo Hernàndez Linares, Angel Guzmàn, Victor De los Rios, Fairuz Aguilera

The Great Altun Adventuring Society
Dustin Banks, Ben Stivicic, Taylor Wacey, Peter

The Hockley Irregulars
Jorge A. Torres

The Last Refuge
Eugenio Vargas, Robert Hupf, Alex Ward, Karin Nilo, Lydia Rodriguez

The Last Resorts
Matthew Baert, Alexander Sobon, Jason Sobon, Joshua Sobon, Garick Smolak-Birge

The Rat Pack
Ariel Lo, Bradley, Cas, Conrad, Kayla, Michael, Zetti

The Taste Testers
Garrett Colón, Deb Berlin, Derek DaSilva, Von Bringhurst, Max Cushner, Carlos Robles

The Underdrunks
Corry Rogerson, Alex Powers, Brendan Beach, Anon, Derrick Gesell, Phillip Gooch

The Unlikely Adventurers
Christopher Cureton, Lauren Jensen

The Vanguard (Knights of Coggins)
Jordan Berry, Nick Kennedy, Connor Dea, Emma Kennedy, Luke Russell, John Horton

The Wedding Crashers
Ryan McGrath, MK Schneiweiss, Matt "Cup" Peeples, Nick Anderson, Colin Mizia

Thunderdome squad
Connor Fett, Geordan Chapman, Christi Fett, Rajiv Nori, Haroon Papa

Thursday Night Adv League
Matt Corley, Josh Koehn, John Wagner

TRPG Research Group
John Paul Walter, Christine Basen Kervina, Douglas Eyman

Valkyn
Stargazer_Dragon, Ken, Jed, Dawayn, Mathiew

We Don't Have A Cool Name Yet D&D
David Ruwoldt, Anne Ruwoldt, James Murray, Michael Ruwoldt, Tash O'Toole, Paul Hooper, Karl, Marianne Hooper, Ben Muarry

Wizard Rolled a 1
John Garber, Tori Garber, Dashelle Lovell, Cimond, Bilbo Bassett, PrinceMew

World of Harthron
William Hart, Billy Hart Jr, Alex Robinson, JD Gran, Seth Rowley

Aaron Alexander, Anthony Antle, Jessica Antle, Philip Hobbs, Nicole Hobbs,vMacey Reynolds

Alex Ghikas, Thanasis Koursaris, Chris Bakouris

Alfonso Esquina, Andrew, Samantha, Nader, Edgar, Christina, Matt

Andre Favron, Ryan, Kallie, Dakota Brown, Joseph

Andrew Baran, Devin Ponville, Gaelan Batchelor, Holly Perry, Jordon Wolk, Julie Gorman

Andy Glover, Lynn Glover, Justin Glover, Dave Melillo, Joanna Melillo, Steve Taylor

Angella Coffee, Cliff Coffee, Zach Colbeck, Jon Archambault, Sam Holle

Brian Carter, Chris Cooke, Juliet Cooke, Liz Cooke, Charles Wright, Kim Wright, Owen Osborne, Bethann Dilione, Paul Ward, Tim Reiter, Courtney Allyson

Brian Donnelly, Brian A., Trevor "Lunarius" Mallett, "The artist currently known as Friegor", Maggie Z, Josh Lorentzen

Brian Donnelly, Vladimirledeux, Cosdyn Akers, Daniel 'Alvyn' Holland, Josh Lorentzen

Chad Wurr, Matt Partin, Jason Partin, Charlie Davis, Nathan Tryner

Christopher Carlson , Steffie Carlson , Reagan Tracy, Jake Schmidt, Nikki Schmidt

David Bowes, Michael Pfiffner, Ben Schumacher, Kevin Saddleback

Grant Reamey

Jeramie Cooper, Catherine Ecklund, Andy McCarthy, Heather Surma, Michael Surma

Jeremie Cooper, Catie Ecklund, Lauren Smith, Elizabeth Klitgaard, Meghan Henderson, Kyle Garms, Kristine Cooper

Jeremy Hochhalter, Emilie Gunderson, John Wilcox, Brian Curry, Melissa Schubert, Eric Schubert, Bryan Gillispie, Eli Bontrager, Chaz Callendar

Jiaren Li

Jitse Paping, Caroline Uiterwaal, Jake Vliegenthart, Esther Coenraets, Arne de Both

Josh Korneta, Mattie Korneta, Chelsea Korneta, Alex Carli, Randy Campbell, Drew Remus

Joshua Drew, Peter Drew, Daniel Drew, Mia Wood

Ken Fernandez, David Smucker, Nate Perone, Nic Fortier, Tim Wood, and Derek Smith

Mike Delaney, Jason Campos, Davy Krieger, Ryan Omega, Kat Smith

Nathan Bouvier, Erica Bouvier, Tom Haselton, Sarah Haselton

Paul Drapeau, Michael Leoncavallo, Jim Goodrich, Brian Bardell , Michael St. Pierre, Norm Vaillancourt, Alyce Drapeau

Paul Radomski, Andrew, Daniel, Dylan, Lexie, Trevor

Rafael Esquina, Edgar Velasco, Samantha Schenk, Christina Pogue, Nader Kardoush, Andrew Vjestica

Randy Aitken, Tim Weber, Nicole Aitken, Bob Knapp, Aaron Staller

Rich Couvillon, Branan Sarveswaran, Andre Dantas, John Graham, Daniel Kerr

Rich Couvillon, Gareth "Hunnytoes" Jenkins, Andrew Da Silva, Adrian Lam, Jax, Kaili Haddock, Boriss Astahovs

Samuel Wilkinson

Shannon Dye, Rhona Skydancer, Grave, Shotha, Merrec Gillie

TJ McKay, Shailea Manak, Jim Semkiw

Ty Moore, Tim Hayes, Alden Ingelson-Filpula, Marvin Stelle, Gabriel Whitmore, Warren Whitmore

Contents

CODEX A

Aatxe 6
Acid Ant 8
Agnibarra 9
Ahuizotl 10
Ahu-Nixta 11
Alkonost 12
Alliumite 13
Alp 14
Ammut 15
Angels 16–21
Animal Lords 22–35
Ankou 36
Anophiloi 39
Arborcyte 40
Arcamag 41
Arcanaphage 42
Astral Snapper 43
Azeban 44
Azi Dahaka 45

CODEX B

Baba Yaga (Arch-Crone) 46
Bar Brawl 48
Barong 49
Bats 50
Bearfolk Chieftain 51
Bearmit Crab 52
Bilwis 53
Bloody Bones 54
Bookkeeper 55
Boot Grabber 56

CODEX C

Carbuncle 57
Cats of Ulthar 58
Cauldronborn 59
Centaur Chieftain 60
Child of Yggdrasil 61
Chuhaister 62
Chupacabra 63
Clockwork 64
Corpse Thief 66
Crimson Mist 67
Cueyatl 68

CODEX D

Dakini, Simhamukha 70
Dark Father 71
Dark Folk 72
Demon Lords 74–81
Demons 82–95
Derro, Spearker to the Darkness 96
Derro, Witch Queen 97
Devil Shark 98
Devil, Arch-Devil, Belphegor 99
Devil, Arch-Devil, Parzelon 101
Devil, Fire Imp 103
Devil, Infernal Knight 104
Devil, Wind's Harp 105
Dhampir 106
Dhampir Commander 107
Dinosaur 108
Dracotaur 110
Dragon, Clockwork 111
Dragon, Light 113
Dragon, Wasteland 117
Dragonborn, Edjet 121
Dragonborn, Elementalist 122
Dragonborn, Heavy Cavalry 123
Dragonborn, Light Cavalry 124
Dragonborn, Ouroban 125
Drakes 126–133
Dream Squire 134
Dream Wraith 135
Dust Goblin Chieftain 136
Dvarapala 137

CODEX E

Elemental, Blood 138
Elemental, Storm Lord 139
Elemental, Venom 140
Elves 141–148
Elophar 149
Exploding Toad 150

CODEX F

Far Wanderer 151
Fear Liath 152
Fey Lady, Berchta 153
Fey Lord, Reynard 155
Fierstjerren 157
Flame Eater Swarm 158
Flame-Scourged Scion 159
Flesh Reaver 160
Fleshpod Hornet 161
Flying Polyp 162
Foxin 163
Fragrite 164
Fulminar 165
Fungi, Wirbeln 166

CODEX G

Gargoctopus 167
Ghast of Leng 168
Ghost Boar 169
Ghost Dragon 170
Ghost Dwarf 171
Ghoul, Darakhul 172
Ghoul, Necrophage Ghast 175
Ghoul, Tar 176
Ghoulsteed 177
Giant Moth 178
Giants 180–187
Gloomflower 188
Gnoll Slaver 189
Goblin, Chaos-Spawn 190
Goblin, Shadow 191
Golems 192–205
Goliath Longlegs 206
Goreling 207
Grave Behemoth 208
Green Knight of the Woods 209
Grindylow 210
Gugalanna 211
Gulon 212
Gumienniki 213

CODEX H

Hag, Snow 214
Herald of Fire 215
Herald of the Great Wyrm 216
Herald of Undeath 218
Horned Serpent 220
Hound of Tindalos 221
Hungry Ghost, Gaki 222
Hungry Ghost, Preta 223

CODEX I

Ichneumon 224
Ijiraq 225
Incinis 226
Inkling 227
Iron Sphere 228

CODEX J

Jaanavar Jal 229
Jiangshi 230
Jinmenju 231

CODEX K

Kallikantzaros 233
Kappa 234
Karakura 235
Kitsune 236
Kobold, Elite 237
Kobold, Junk Shaman 238
Kobold, King 239
Kobold, Swolbold 240

Kobold, Wizard 241
Korrigan 242
Kryt 243
Külmking 244
Kuunganisha 245

CODEX L

Lady in White 246
Lamassu 247
Lamia, Serpentine 248
Leonino 250
Lich, Hierophant 251
Lich, Pact 253
Living Shade 255
Living Star 256
Lou Carcolh 257
Lycanthrope, Werebat 258
Lycanthrope, Werehyena 259

CODEX M

Mandrake 260
Mandriano 261
Mantik, Barbed 262
King of the Manticores 262
Master of Demon Mountain 264
Megapede 266
Minotaur 267
Minotaur, Lost 268
Moon Nymph 269
Morko 270
Mytholabe 271

CODEX N

Nachzehrer 272
Naga, Moonchild 273
Nalusa Falaya 274
Necrotic Tick 275
Nian 276
Nightgaunt 277
Ningyo 278

CODEX O

Ogre, Tusked Crimson 279
Oliphaunt 280
Oozes 281–288
Orc, Black Sun 289
Orc, Black Sun Priestess 290
Orc, Green Abyss 291
Orthrus 292
Ouroboros 293

CODEX P

Pech 294
Phantom 296
Philosopher's Ghost 297
Piasa 298
Pillar of the Lost Magocracy 299
Pixiu 300
Planar Flora 301
Purple Slime 307

CODEX Q

Quickstep 308
Quiet Soul 309

CODEX R

Rageipede 310
Rakshasa, Greater 311
Ramag Portal Master 313
Ratatosk Warlord 314
Ratfolk 315
Razorleaf 317
Ring Servant 318
Roachling Scout 319
Roggenwolf 320

CODEX S

Scitalis 321
Scrag, Lesser and Greater 322
Sentinel in Darkness 323
Serpentfolk of Yig 324
Servant of Yig 325
Shadow Blight 326
Shadow River Lord 327
Shantak 328
Shard Swarm 329
Shoreline Scrapper 330
The Shoth 331
Sigilian 335
Simian, Kapi 336
Simian, Monkey King 337
Simian, Vanara 338
Simurg 339
Skeleton, Clacking 340
Skeleton, Monarch 341
Skeleton, Shadow 342
Skull Lantern 343
Sleipnir 344
Sloth, Giant 345
Snow Cat 346
Spawn of Chernobog 347
Spider, Crypt 348
Spirit Lamp 349
Storm Spirit 350
Sunset Raptor 351

CODEX T

Terror Bird 352
Thread-Bound Constrictor Snake 353
Three-Headed Cobra 354
Tosculi, Jeweled Drone 355
Troll, Desert 356
Trollkin 357
Tulpa 358
Tveirherjar 359
Two-Headed Eagle 360

CODEX U

Undead Phoenix 361
Undine 362
Unhatched 363
Ursa Polaris 364

CODEX V

Vampire, Patrician 365
Vampire, Priestess 367
Vampiric Knight 369
Venom Maw Hydra 370
Vines of Nemthyr 371

CODEX W

Warlock's Trumpetbloom 372
Water Horse 373
Weasel, Albino Death 374
Weasel, Wind 375
Weirding Scroll 376
Wendigo 377
Whisperer in Darkness 378
White Stag 379
Wickerman 380
Wind Eater 381
Wolpertinger 382
Woodwose 383
Worg, Fang of the Great Wolf 384
Wyvern Knight 385
Wyvern, War 386

CODEX X

Xenabsorber 387
Xiphus 388

CODEX Y

Yaga Goo 389
Yakirian 390
Yann-An-Oed 391

CODEX Z

Ziphius 392
Zombie, Blood 393
Zombie, Lord 394
Zombie, Mold 395
Zoog 396

APPENDICES

Appendix A: NPC Codex 397
Appendix B: Creatures by Type 412
Appendix C: Creatures by Challenge 414
Appendix D: Creatures by Terrain 416

Aatxe



A fierce, crimson bull trots across the grass, tossing its curved horns and snorting with anger.

Earthbound Celestial Guardians. Aatxes serve as protective agents of benevolent deities, sent to watch over pious communities and provide them with a measure of protection from harm.

Walks Among the People. Though its true form is that of a great red bull, an aatxe can take on the form of a male humanoid to walk among the people it is tasked to protect—the better to uncover threats to their safety. An aatxe so disguised rarely takes on the appearance of anyone familiar to those it protects and avoids unnecessary communication and attachment, attempting to pass itself off as an uninteresting traveler.

Deceptively Cautious. Once it detects a threat to its charges, the aatxe will stalk the roads, fields, and wildernesse near its home, seeking to find its foes where it can dispatch them without harming the innocent. The aatxe is also known to chase bystanders back indoors when a threat is beyond its abilities, though it will also sacrifice itself to protect them, if necessary.

An Aatxe's Lair

Aatxes prefer to make their homes in caverns or other secluded locations, though they will forego that preference in favor of ruins or shelters which provide a view of the regions they protect.

Lair Actions

On initiative count 20 (losing initiative ties), the aatxe takes a lair action to cause one of the following magical effects:

- The ground bubbles into a sticky muck in a 20-foot radius centered on a point that the aatxe can see within 120 feet of it. That area becomes difficult terrain, and each creature in that area must succeed on a DC 15 Dexterity saving throw or be

restrained by the muck. A creature can take its action to free itself or another stuck creature from the muck by succeeding on a DC 15 Strength check. The muck hardens back into earth when the aatxe uses this lair action again or when it dies.

- The aatxe targets one creature it can see within 30 feet of it. A glowing beam of red light tethers the aatxe to the target. An unwilling target must succeed on a DC 15 Wisdom saving throw to resist the tether. Each time the target takes damage, the damage is split evenly between the target and the aatxe, transferring along the red beam. While tethered, the aatxe has resistance to all damage, except for damage transferred along the beam. This tether lasts until the tethered target dies, the aatxe uses this lair action again, or the aatxe dies.
- Motes of celestial light dance around the aatxe. Each hostile creature within 20 feet of the aatxe must succeed on a DC 15 Dexterity saving throw or be covered in the motes of light. A creature covered in motes of light sheds dim light in a 10-foot radius and can't benefit from being invisible. Any attack roll against a creature covered in motes of light has advantage if the attacker can see the creature. The motes of light last until initiative count 20 on the next round.

REGIONAL EFFECTS

The region containing an aatxe's lair is changed by its celestial presence, which creates one or more of the following effects:

- Nonmagical light illuminates an additional 10 feet within 3 miles of an aatxe's lair.
- From sunset to sunrise, birds within 5 miles of an aatxe's lair do their best to draw attention to those lying in wait to ambush or stalking victims for nefarious purposes. A separate DC 15 Dexterity (Stealth) check must be made to avoid the attention of birds in the area while stalking or preparing to ambush an intelligent being. If the creature engaged in such activity is a fiend or undead, the birds will race to alert the aatxe to its presence.
- Predatory beasts within 5 miles of an aatxe's lair find intelligent beings unpalatable.

AATXE

Large celestial (shapechanger), lawful good

Armor Class 14 (natural armor)
Hit Points 105 (10d10 + 50)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	10 (+0)	14 (+2)	14 (+2)

Skills Athletics +9, Intimidation +5
Condition Immunities charmed, frightened
Senses passive Perception 12
Languages understands all but can't speak
Challenge 5 (1,800 XP)

Charge. If the aatxe moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Know Thoughts. The aatxe can use an action to read the surface thoughts of one creature within 30 feet. This works like the *detect thoughts* spell, except it can only read surface thoughts and there is no limit to the duration. It can end this effect as a bonus action or by using an action to change the target.

Limited Speech (Humanoid Form Only). The aatxe can verbally communicate only simple ideas and phrases, though it can understand and follow a conversation without issue.

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

Shapechanger. The aatxe can use its action to polymorph into a Medium male humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Gore. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Paw the Earth. The aatxe lowers its horns and paws at the ground with its hooves. Each creature within 30 feet of the aatxe must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the aatxe's Paw the Earth for the next 24 hours.

LEGENDARY ACTIONS

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

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

Gore (Costs 2 Actions). The aatxe makes one gore attack.

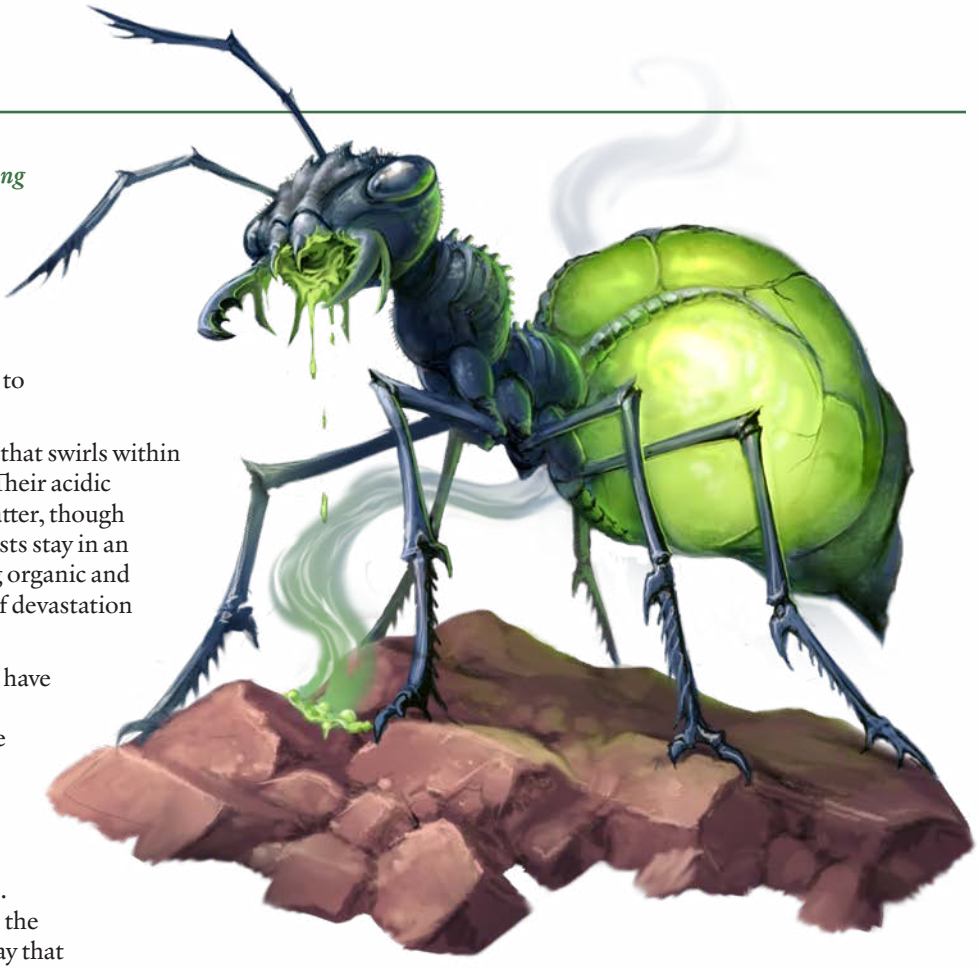
Bulwark (Costs 3 Actions). The aatxe flares crimson with celestial power, protecting those nearby. The next attack that would hit an ally within 5 feet of the aatxe hits the aatxe instead.

VARIANT: CORRUPTED AATXE

Aatxe spend their considerable lifetimes protecting a swath of territory that contains several small villages and farming communities. In time, the aatxe becomes the embodiment of its communities' values and traditions, upholding such tenets. If left without the guidance of the deity who assigned the aatxe to the area, an aatxe can become corrupted when a community's values and traditions steer toward tyranny and oppression. A corrupted aatxe's alignment changes to lawful evil, it has advantage on Charisma (Intimidation) checks, and its Bulwark legendary action changes to the following.

Punish (Costs 3 Actions). The aatxe flares crimson with celestial power, punishing those daring to harm it. The next attack that would hit the aatxe hits the attacker instead.

Acid Ant



An ant the size of a housecat with a throbbing green abdomen gnaws everything in sight. Hissing liquid drips from its chittering mandibles.

Though a single acid ant is barely a problem, these colonial insects travel in acid-spewing hordes that can lay waste to an entire village in a matter of hours.

Endless Appetite. The arcane energy that swirls within acid ants keeps them constantly hungry. Their acidic bite allows them to devour almost any matter, though acid ants prefer the taste of meat. The beasts stay in an area until they have consumed everything organic and then hunt for more food, carving a path of devastation wherever they go.

Potential Weapons. Many militaries have thought to capture and then unleash acid ants upon enemy troops. Such a challenge often results in those militaries losing their own soldiers to the ants. First, the ants must be captured. Then those ants must be held in acid-proof housings; otherwise they are not contained for long. If these initial steps can be accomplished, the next challenge is releasing the ants in a way that they devour only enemies. Armies that can solve these problems master the art of destruction.

Unknown Origin. No one knows how acid ants came to be, but elemental magic was involved. Perhaps they are the product of a deranged wizard's experiment or an elemental summoning ritual gone awry. Scholars and adventurers hunt for the origin of these beasts, searching for knowledge to better understand and annihilate the ants.

Ant Colony. Acid ants are sometimes found with ordinary giant ants and giant ant queens (*Tome of Beasts*, p. 23). In these cases, the acid ants are a specialized warrior caste within the hive that still answer to the queen.

ACID ANT

Small monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 13 (3d6 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	13 (+1)	12 (+1)	1 (–5)	7 (–2)	3 (–4)

Damage Immunities acid
Senses blindsight 60 ft., passive Perception 8
Languages —
Challenge 1/4 (50 XP)

Explosive Death. When the ant is reduced to 0 hp, it explodes in a burst of acid. Each creature within 5 feet of the ant must succeed on a DC 11 Dexterity saving throw or take 5 (2d4) acid damage.

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

ACTIONS

Acid Spit. *Ranged Weapon Attack*: +3 to hit, range 20/60 ft., one target. *Hit:* 5 (2d4) acid damage and the target takes 1 acid damage at the start of its next turn unless the target immediately uses its reaction to wipe off the spit.

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

VARIANT: FUNGAL ACID ANTS

Perituta fungi spores are attracted to the chitinous shell of acid ants. If the green, mossy fungus covers the shell of an ant, it is immune to the poisoned condition and replaces the Explosive Death trait with the following:

Fungi Bloom. A creature that touches the ant or hits it with a melee attack while within 5 feet of it must succeed on a DC 11 Constitution saving throw or be poisoned until the end of its next turn.

Agnibarra

Its skin constantly ablaze, the creature seems happiest only when watching fire consume creatures and objects around it.

Born in Fire. Native to volcanoes, thermal vents, and eternal fires that burn beneath the earth, agnibarras exult in flames. The tar-like substance that covers their hides burns constantly, and those agnibarras who go out into the world quickly find their way to locations and beings who venerate fire.

Temple Servants or Terrors. Often employed as guardians or treated as blessed creatures in temples of fire worship, agnibarras bring great enthusiasm to such places, though that enthusiasm comes in the form of burning things. Agnibarras accept and burn offerings on behalf of temples, but their single-mindedness often leads them to claiming such sacrifices for themselves instead of the gods the temples serve. The creatures often consider themselves a proxy for the temples' gods, seeing little difference in a sacrifice to themselves or a temple's patron. When this occurs, however, many a priest has discovered, to their horror, what a perilous prospect ejecting an agnibarra from a temple can be. Entire towns have burned to the ground as the flaming creature made its exit.

Improvement by Burning. The agnibarra's pyromania stems not from malice but from the creatures simply finding all things much more hospitable and beautiful when engulfed in flames. The agnibarra sees creatures that cannot withstand the flames as a nuisance, burning the creature to death means little more to the agnibarra than killing a field mouse would to a farmer.

AGNIBARRA

Small monstrosity, chaotic neutral

Armor Class 12
Hit Points 39 (6d6 + 18)
Speed 30 ft.

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

Damage Vulnerabilities cold
Damage Immunities fire
Senses passive Perception 10
Languages Common, Ignan
Challenge 1 (200 XP)

Body in Flames. A creature that touches the agnibarra or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage, and flammable objects within 5 feet of the agnibarra that aren't being worn or carried ignite.

Illumination. The agnibarra sheds bright light in a 10-foot radius and dim light an additional 10 feet.

ACTIONS

Burning Claw. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage plus 3 (1d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Spit Fire. *Ranged Weapon Attack*: +4 to hit, range 15/30 ft., one target. *Hit:* 9 (2d6 + 2) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.



Ahuizotl

Its hide black and rubbery, the ahuizotl's dark hair bristles into clumps of sharp spikes to protect it. The creature's long tail ends in a clawed hand, which it uses to grab and drag prey underwater.

Hunger for Flesh. The ahuizotl is a carnivorous hunter who feasts upon the flesh and bones of living creatures. It savors teeth, eyes, and fingernails the most, and villages have discovered mounds of remains by local lakes missing only those pieces.

Snatch Thieves. Ahuizotl are not always killers. Frequently they snatch a mirror, a banner, a fine bucket, or a bit of jewelry from a nobleman or servant down by the water. Ahuizotl collect these treasures and sometimes give them to cueyatl priests (see page *68*) as offerings to the water gods.

AHUIZOTL

Small monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 71 (13d6 + 26)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	6 (-2)	12 (+1)	6 (-2)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 2 (450 XP)

Amphibious. The ahuizotl can breathe air and water.

Spiky Coat. A creature that touches the ahuizotl or hits it with a melee attack while within 5 feet of it must succeed on a DC 14 Dexterity saving throw or take 4 (1d8) piercing damage.

ACTIONS

Multiattack. The ahuizotl can use its Tail Grab. It then makes two attacks: one with its bite and one with its claw.

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

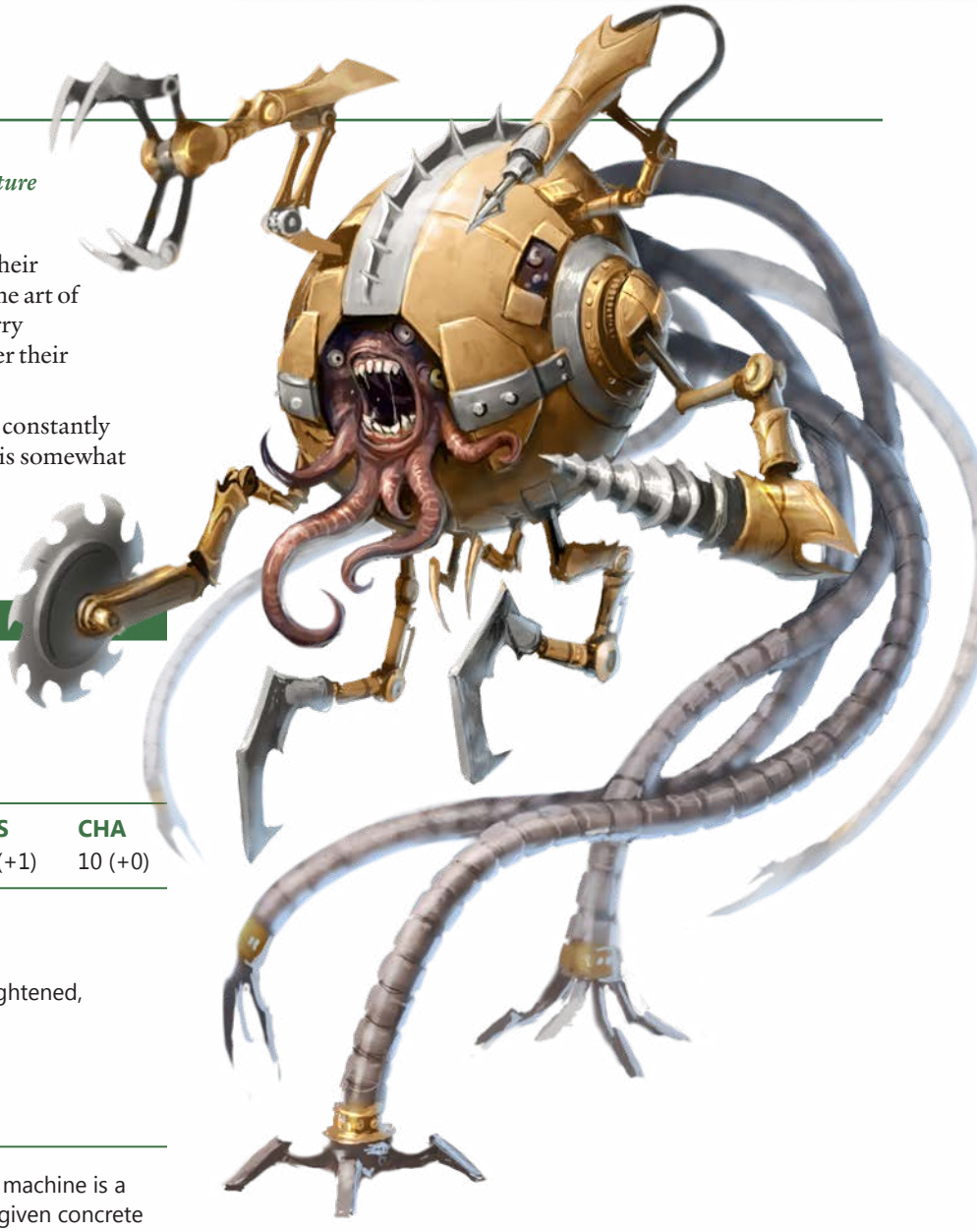
Claw. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Tail Grab. The ahuizotl grabs a creature or item. If the target is a Medium or smaller creature, it must succeed on a DC 14 Strength saving throw or be grappled (escape DC 14). The ahuizotl can then move up to its speed as a bonus action. The grappled creature must succeed on a DC 14 Strength saving throw or be pulled along 5 feet behind the ahuizotl. A creature being dragged by the ahuizotl makes attack rolls and Dexterity saving throws with disadvantage.

If the target is an object or weapon being held by another creature, that creature must succeed on a DC 14 Strength saving throw, or the ahuizotl pulls the object away from the creature. After stealing an object or weapon, the ahuizotl can move up to its speed as a bonus action. The ahuizotl can only grapple one creature or hold one weapon or object at a time. If holding a weapon, it can use its Tail Grab action to make one attack with the weapon with no proficiency bonus



Ahu-Nixta



Hidden deep within its clockwork armor, the creature is a shapeless horror from beyond the stars.

Clockwork Armor. Weak and easy prey in their natural state, the ahu-nixta long ago mastered the art of clockwork design, building armor that could carry them through the voids between stars and bolster their physical abilities.

Always Murmuring Praise. The ahu-nixta constantly murmur praise of dark gods, though this sound is somewhat muffled by their armored shell. In large groups, their voices always offer the same praise, like a dark chorus.

AHU-NIXTA

Large aberration, neutral evil

Armor Class 14 (clockwork armor)
Hit Points 67 (9d10 + 18)
Speed 30 ft., fly 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	19 (+4)	13 (+1)	10 (+0)

Skills Perception +3
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone
Senses darkvision 60 ft., passive Perception 13
Languages Deep Speech, Void Speech
Challenge 3 (700 XP)

Clockwork Encasement. The creature within the machine is a somewhat shapeless mass, both protected and given concrete manipulators by its armor. The clockwork armor has a variety of manipulators that the ahu-nixta can use to attack or to interact with objects outside of the armor. When the ahu-nixta is reduced to 0 hp, its clockwork armor breaks and the ahu-nixta exits it. Once out of its armor, the creature's pulpy mass no longer receives the benefits of the listed Damage or Condition Immunities, except for psychic and prone.

Without its clockwork armor, the ahu-nixta has the following statistics: AC 12, hp 37 (5d10 + 10), Strength 9 (-1), and all its modes of travel are reduced to 20 feet. In addition, it has no attack actions, though it can still cast its spells. The ahu-nixta's body can form eyes, mouths, and grabbing appendages. Its grabbing appendages can pick up objects and manipulate them, but the appendages can't be used for combat. The ahu-nixta's extra appendages can open and close glass-covered viewing ports in the clockwork armor, requiring no action, so it can see and interact with objects outside the armor.

The ahu-nixta can exit or enter its clockwork armor as a bonus action.

Immutable Form. The clockwork armor of the ahu-nixta is immune to any spell or effect that would alter its form, as is the creature that controls it as long as the ahu-nixta remains within the armor.

Innate Spellcasting. The ahu-nixta's innate spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The ahu-nixta can innately cast the following spells, requiring no material components.

At will: *fear, fire bolt* (2d10), *telekinesis*

ACTIONS

Multiattack. The ahu-nixta makes three melee attacks. It can cast one at will spell in place of two melee attacks.

Whirring Blades. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Pronged Scepter. *Melee Weapon Attack*: +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6+ 3) piercing damage.

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

Alkonost

Graceful birds with the face of a beautiful man or woman flock on the edges of dark clouds. Their plumage is the color of storms, ranging from light gray to dark slate with a green or violet hue shimmering on the eldest.



Singers for the Storm God. An alkonost's song is heard only as a precursor to a massive storm. On land, they are the harbingers of electric storms, tornadoes, and powerful winds. At sea, they fly with the seabirds ahead of hurricanes and squalls. Sailors consider their song a beautiful reckoning – a reminder that every soul has a black wave waiting to claim it.

Druid's Ally. Alkonost sometimes roost in the sacred groves of druids. There, the enigmatic creatures lay their eggs, an act normally coinciding with a tremendous electrical storm in the area. They guard both grove and eggs until the young hatch several weeks later.

ALKONOST

Small monstrosity, neutral

Armor Class 12
Hit Points 17 (5d6)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	10 (+0)	7 (-2)	14 (+2)	13 (+1)

Senses darkvision 60 ft., passive Perception 12
Damage Resistances lightning
Languages Common
Challenge 1/2 (100 XP)

One with Wind. An alkonost is immune to the effects of magical and natural wind, including effects that would force it to move, impose disadvantage on Wisdom (Perception) checks, or force it to land when flying. In addition, its weapon attacks do an extra 2 (1d4) lightning damage if it is within 1 mile of a lightning storm.

ACTIONS

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

Charged Melody (Recharge 6). The alkonost sings a beautiful melody. Each creature within 30 feet of it that can hear the melody must succeed on a DC 12 Charisma saving throw or take 7 (2d6) lightning damage the next time it moves.

ALKONOST FAMILIARS

Some alkonost might choose to serve a good-aligned, nature- or fey-focused spellcaster as a familiar. Such alkonost have the following trait.

Familiar. The alkonost can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the alkonost senses as long as they are within 1 mile of each other. While the alkonost is within 10 feet of its companion, the companion shares the alkonost's One with Wind trait. At any time and for any reason, the alkonost can end its service as a familiar, ending the telepathic bond.

Alliumite

An ambulatory plant half the size of a halfling slashes out with its grass blades. Its peeling skin, its hair of sprouts, and its svelte, nimble physique allude to its fey origins. The odor of onions and garlic wafts from it as it advances.

Stepping on a patch of wild onions, garlic, or leeks in the woods can prove to be a deadly affair. The onion folk are easily riled, and, once angry, they attack relentlessly, slashing at ankles with their wicked grass blades.

Fey Origins. Alliumites began as a patch of sweet onions in a forest thicket, raised to sentience when a great deal of pixie dust spilled upon them. Arms and legs sprouted from their forms, and they began to think for themselves. Now they seek only to propagate, spreading far and wide. They have developed vast colonies through underground tunnels beneath forests and fields.

Nature's Gardeners. Alliumites feel a supernatural compulsion to plant chives, garlic, and other wild herbs wherever they go. This instinctive imperative makes them well-suited as gardeners. Though their wild gardens might look haphazard to the untrained eye, an alliumite knows exactly where each individual seed and sprout is planted. Woodland animals and benevolent fey creatures can find sustenance and shelter in these plant sanctuaries, but woe to those who threaten or damage anything planted within an alliumite garden.

Capable Combatants. Alliumites are exceptionally nimble. With razor-edged grass scimitars and darts made of thorns, they can overwhelm even a well-prepared adventurer. Able to dig through the ground almost as easily as walk and with a penchant for hidden and quiet movement, an alliumite can sneak up on anyone. If one of the onion folk is harmed in battle, it releases a stench that can make eyes water and temporarily cause blindness. Some say the stench can be so powerful as to even induce retching.

ALLIUMITE

Small plant, chaotic neutral

Armor Class 14
Hit Points 18 (4d6 + 4)
Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	18 (+4)	12 (+1)	7 (–2)	12 (+1)	9 (–1)

Skills Perception +3, Survival +3, Stealth +6
Senses darkvision 60 ft., passive Perception 13
Languages Sylvan
Challenge 1/4 (50 XP)

Plant Camouflage. The alliumite has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Tearful Stench. Each creature other than an alliumite within 5 feet of the alliumite when it takes damage must succeed on a DC 13 Constitution saving throw or be blinded until the start of the creature's next turn. On a successful saving throw, the creature is immune to the Tearful Stench of all alliumites for 1 minute.

Actions

Thorn Dart. *Ranged Weapon Attack*: +6 to hit, range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Grass Blade. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.



Alp

A tiny, hirsute, unpleasant-looking little man squats here, wearing a burlap tunic and a tiny white cap. Bloodshot eyes beneath bushy brows take in the surroundings with a contemptuous sneer.

Bringer of Nightmares. Believed to be the horrid result of a childbirth in which traditions were flouted, an alp lives to torment anyone it can. It takes particular delight in turning the dreams of sleeping victims into bloodcurdling nightmares as it watches them toss and turn, leering from the edge of the bed. The alp uses its abilities to paralyze its victims as they wake, sitting atop them and forcing them to lie there in utter terror, unable to move or to scream for help before it vanishes.

Farmer's Bane. When not otherwise occupying itself with tormenting the unconscious, an alp gets up to all sorts of evil throughout the night, from draining the cows dry of milk, to returning soiled diapers to infants, to smothering chickens.

Hides in Plain Sight. Whenever people are about, the alp changes its form to that of a small farm creature. However, the tiny white cap which allows the alp to become invisible doesn't change with it, and so the alp tries to restrict itself to the forms of farm animals which are white in color. On occasion, though, in the excitement of the moment, the alp forgets.



ALP

Small fey (shapechanger), chaotic evil

Armor Class 13
Hit Points 44 (8d6 + 16)
Speed 30 ft.

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

Damage Resistances cold, necrotic
Condition Immunities charmed, exhaustion, paralyzed, unconscious
Senses darkvision 60 ft., passive Perception 13
Languages Common, Sylvan, Umbral
Challenge 1 (200 XP)

Shadow Stealth. While in dim light or darkness, the alp can take the Hide action as a bonus action.

Shapechanger. The alp can use its action to polymorph into a Small or Tiny beast it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Innate Spellcasting. The alp's innate spellcasting ability is Wisdom (spell save DC 13). The alp can innately cast the following spells, requiring no material components:
At will: *invisibility* (self only)
3/day each: *silent image, sleep*
1/day each: *bestow curse, dream*

Actions

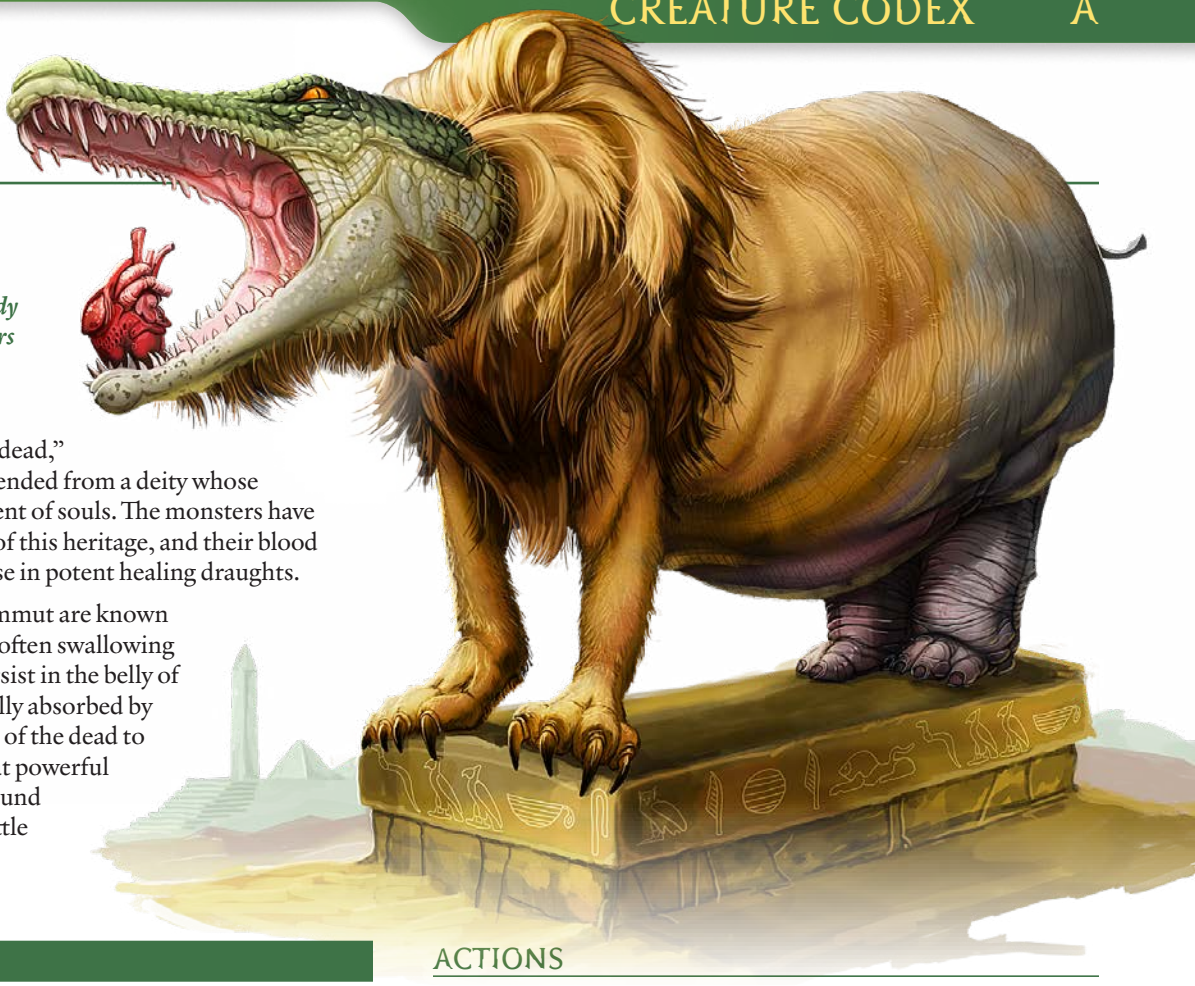
Sleeper's Slap. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage, and, if the target was sleeping or unconscious before it was hit, it must succeed on a DC 13 Wisdom saving throw or become frightened and restrained for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the restrained condition on itself on a success. The creature must succeed on another saving throw on a following round to end the frightened condition.

ALP'S CAP

Wondrous item, uncommon (requires attunement)

While wearing this tiny white cap, you can turn invisible as an action for 2d4 rounds once every three days. Once invisible, you don't know the duration of the invisibility.

Ammut



Lumbering across the sand, these massive monsters have the head of a crocodile, the body of a lion, and the hind quarters of a hippopotamus.

Touched by Radiance. Known as "devourers of the dead," ammut are said to have descended from a deity whose domain included the judgment of souls. The monsters have maintained a small portion of this heritage, and their blood is valued by alchemists for use in potent healing draughts.

Bane of the Undead. Ammut are known to devour the walking dead, often swallowing them whole. The undead persist in the belly of the creature and are eventually absorbed by the ammut, setting the souls of the dead to permanent rest. It is said that powerful priests from distant sand-bound empires ride ammut into battle against undead armies.

AMMUT

Large celestial, neutral

Armor Class 17 (natural armor)
Hit Points 172 (15d10 + 90)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	23 (+6)	6 (-2)	16 (+3)	12 (+1)

Saving Throws Str +9, Con +10
Skills Perception +11
Damage Resistances cold, radiant
Damage Immunities necrotic
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 21
Languages none
Challenge 9 (5,000 XP)

Judging Aura. An undead creature that starts its turn within 10 feet of the ammut must succeed on a DC 16 Charisma saving throw or be stunned until the end of its next turn. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the ammut's Judging Aura for the next 24 hours.

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

Prison Belly. The large belly of the ammut magically sustains the life of those trapped inside it. A creature caught in its belly doesn't need food, water, or air. The ammut can maintain one Medium or smaller creature this way as long as the ammut remains alive.

ACTIONS

Bite. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 32 (5d10 + 5) piercing damage plus 10 (3d6) radiant damage. If the target is Large or smaller, it is grappled (escape DC 17). Until this grapple ends, the target is restrained and the ammut can't bite another target.

Swallow. The ammut makes one bite attack against a Large or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained and it has total cover against attacks and other effects outside the ammut. An ammut can only have one Medium or smaller creature swallowed at a time.

If the ammut takes 30 damage or more on a single turn from the swallowed creature, the ammut must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the ammut. If the ammut dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Ghost Breath (1/Day). The ammut inhales the tortured spirits of undead within 30 feet. Each undead creature of CR 1 and lower in the area is automatically destroyed. All other undead must succeed on a DC 17 Wisdom saving throw or be incapacitated 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.

Absorb Spirit (1/Day). The ammut attempts to absorb the spirit of a dead or undead creature in its belly. The creature must succeed on a DC 16 Wisdom saving throw or be absorbed by the ammut. A creature absorbed this way is destroyed and can't be reanimated, though it can be restored to life by powerful magic, such as a *resurrection* spell. The ammut regains hp equal to the absorbed creature's hp maximum.

Angel, Eye of the Gods

Wings of roiling golden flame surround a single, burning eye that is larger than a human head. Its gaze never settles on one object for long, and it seems to be drinking in every detail of its surroundings.

The omniscience of the gods is a matter of some liturgical debate. Only a scant few gods—typically deities of knowledge and secrets—truly possess the power to know all things. Other divine beings must rely on their mortal followers to relay the secrets of the mortal world unto them through prayer and confession. When secondhand knowledge of the mortal world is insufficient or when gods engage in divine espionage, they create an angel with one function: to see all.

Divine Form. Eyes of the gods typically take the form of a blazing eye the size of a human child. Two radiant wings extend from behind its angelic form, though it need not beat them to fly. Despite awe-inspiring appearance, not all gods wish to make their holy observers so conspicuous. Gods of shadow and trickery often make their eyes burn with flames pale as the moon or black as the space between the stars.

Dutiful Servant. Most eyes of the gods are little more than celestial automata, following their creator's commands—or the commands of their deity's high priest—without question. Obedient eyes tend to watch cities silently from within church spires or inspire crusading warriors from the back lines. However, some eyes of the gods take a more active role in creating history. Such eyes might goad a paladin into accepting a grand quest so it can tag along as a chronicler, or encourage a brash and unstable ruler into declaring a world-shaking war. Lawful deities tend to recall these unpredictable servants to unmake them for their disobedience, but more capricious gods relish such willfulness.

Immortal Nature. The eye of the gods angel doesn't require food, drink, or sleep.

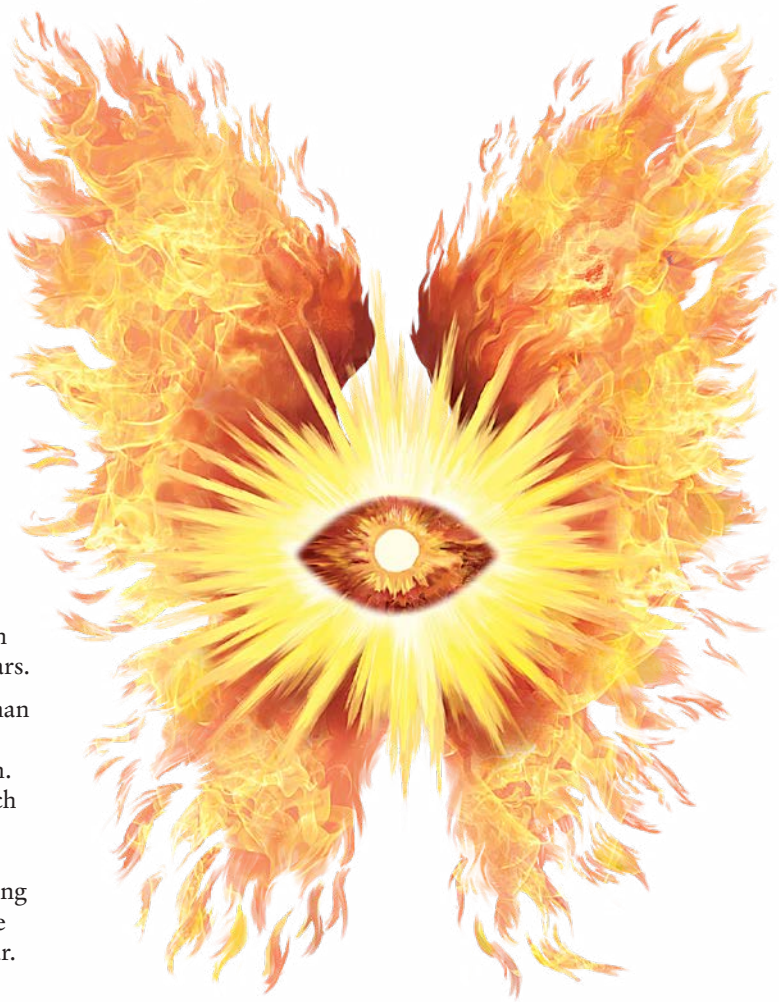
EYE OF THE GODS

Small celestial, any alignment (as its creator deity)

Armor Class 14
Hit Points 36 (8d6 + 8)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (–1)	18 (+4)	12 (+1)	13 (+1)	20 (+5)	16 (+3)

Skills Perception +9
Damage Resistances fire, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, poisoned
Senses truesight 120 ft., passive Perception 19
Languages all, telepathy 60 ft.



Challenge 1 (200 XP)

Blazing Nimbus. A hostile creature that touches the eye of the gods or hits it with a melee attack while within 5 feet of it takes 3 (1d6) radiant (good or neutral eyes) or necrotic (evil eyes) damage.

Corona of Truth. Allies within 10 feet of the eye of the gods have truesight of 20 feet.

Divine Conduit. The deity that created the eye of the gods can see everything the eye sees and can instantly recall the eye to its side at any time.

Ethereal Jaunt. As a bonus action, the eye of the gods can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Actions

Slam. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) radiant (good or neutral eyes) or necrotic (evil eyes) damage.

Divine Inspiration (Recharge 5–6). The eye of the gods inspires all allies within 10 feet. For 1 minute, all inspired creatures have advantage on saving throws against being frightened.

Angel, Kinnara



This celestial has the head, arms, and torso of a beautiful human, the gleaming eyes of an angel and the lower body of a pure white swan. Magnificent wings grow from its back, and its body is adorned with fine jewelery. It plays a calming melody on a stringed musical instrument. A near-identical angelic being stands close by its side.

Kinnara are half-human, half-bird angels who serve the gods of love, music, and wisdom. They are always encountered in pairs.

Inseparable Lovers. As mortals, each pair of kinnara were devoted lovers who lived virtuous lives dedicated entirely to each other and to the pursuit of wisdom and enlightened accomplishments. Upon their deaths, they became closely-bonded celestials in the service of the gods.

Celestial Musicians. Kinnara are highly skilled singers, musicians, and dancers, performing beautifully as a duo in perfect harmony with one another. Kinnara see it as their duty to instruct humanity in the arts, and their patron gods will sometimes send pairs of the angels to the Material Plane to teach the performing arts in temples and monasteries. Many of the world's greatest bards have traveled to one of these temples to study under a pair of kinnara.

Sacred Guardians. Kinnara can often be found protecting holy sites and other centers of wisdom located in remote locations. Those kinnara dwelling on the Material Plane will watch over the well-being of mortals--particularly musicians and lovers--and may sometimes intervene to protect such mortals in times of danger. A cleric can summon a pair of kinnara with a *conjure celestial* spell cast using a 9th-level spell slot.

Immortal Nature. The kinnara angel doesn't require food, drink, or sleep.

KINNARA

Medium celestial, lawful good

Armor Class 14 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	13 (+1)	16 (+3)	19 (+4)

Saving Throws Wis +5, Cha +6

Skills Insight +5, Performance +8

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 13

Languages all, telepathy 60 ft.

Challenge 3 (700 XP)

Angelic Weapons. The kinnara's weapon attacks are magical. When the kinnara hits with any weapon, the weapon deals an extra 2d8 radiant damage (included in the attack).

Eternal Lovers. The kinnara shares a powerful bond with its partner and can't be turned against its partner by magical or non-magical means.

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

At will: *detect good and evil, guidance, light, spare the dying*
3/day each: *charm person, sleep, healing word*
1/day each: *calm emotions, enthrall, hold person*

Actions

Shortsword. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 9 (2d8) radiant damage.

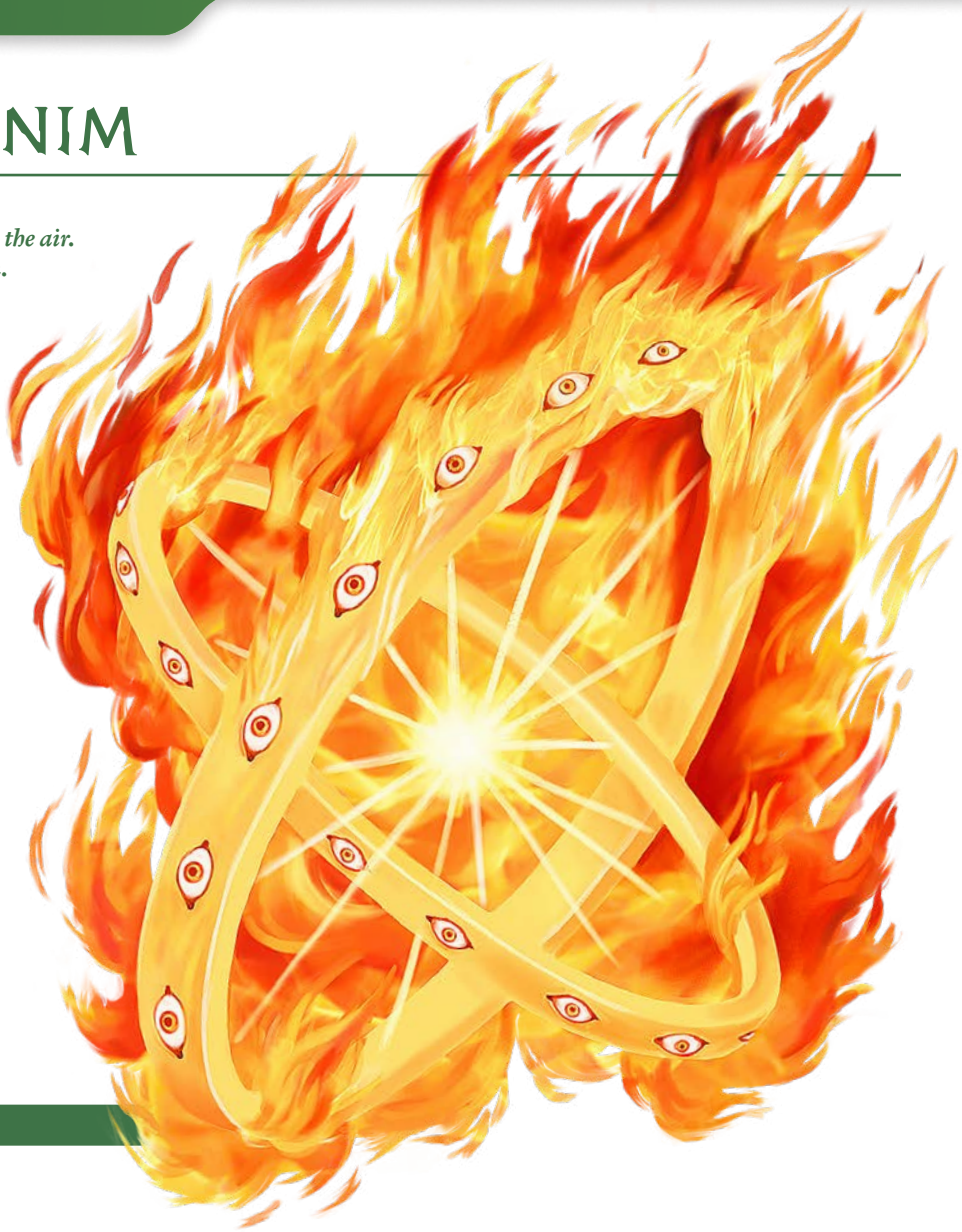
Shortbow. *Ranged Weapon Attack*: +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 9 (2d8) radiant damage.

Discordant Refrain (Recharge 5-6). The kinnara plays a series of jarring notes on its musical instrument. Each non-celestial creature within 60 feet who can hear the sound must make a DC 14 Wisdom saving throw. On a failure, a creature takes 18 (4d8) psychic damage and is frightened for 1 minute. On a success, a creature takes half the damage but isn't frightened. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Reactions

Share the Pain. When the kinnara's partner is hit with a melee or ranged attack, the kinnara can teleport to an unoccupied space within 5 feet of its partner. The damage caused by the attack is divided evenly between the two kinnara.

Angel, Ophanim



A pair of fiery nested chariot wheels spin slowly in the air. Though engulfed in flames, the wheels do not burn.

Enigmatic and Silent. Perhaps the most enigmatic of the angels, the ophanim appear alongside other angels, rarely speaking themselves. These angelic beings usually take the form of a flaming wheel with another wheel transverse to it within, the outer rims covered in unblinking eyes. They have also been known to take the form of an empty throne of fire.

Herald of a God's Will. The accompanying presence of an ophanim in any form signifies divine justice and the direct attention of the deity whom it serves. Other angels treat the ophanim with great respect, feeling the weight of their deity's will in the heat of the ophanim's rings.

A Symbol or a Weapon. Though they can speak, ophanim tend to communicate a god's displeasure with awesome destructive power, delivering the punishment decreed by the angel they accompany.

Immortal Nature. The ophanim angel doesn't require food, drink, or sleep.

OPHANIM

Large celestial, lawful good

Armor Class 19 (natural armor)
Hit Points 200 (16d10 + 112)
Speed 50 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	22 (+6)	25 (+7)	22 (+6)	24 (+7)	26 (+8)

Saving Throws Int +11, Wis +12, Cha +13
Skills Insight +12, Perception +12
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses truesight 120 ft., passive Perception 22
Languages all, telepathy 120 ft.
Challenge 16 (15,000 XP)

Divine Awareness. The ophanim knows if it hears a lie.

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

Innate Spellcasting. The ophanim's innate spellcasting ability is Charisma (spell save DC 21). It can innately cast the following spells, requiring no material components:

At will: *bless, detect evil and good, invisibility* (self only), *scrying, thaumaturgy*
3/day each: *dispel evil and good, earthquake, holy aura*
1/day each: *commune, forbiddance, true resurrection*

ACTIONS

Multiattack. The ophanim makes four Light of Judgment attacks.

Light of Judgment. *Ranged Spell Attack:* +13 to hit, range 80/320 ft., one target. *Hit:* 18 (4d8) radiant damage.

Holy Fire (Recharge 5-6). The ophanim emits a burst of holy fire. Each creature within 30 feet of the ophanim must make a DC 19 Dexterity saving throw, taking 63 (18d6) radiant damage on a failed save, or half as much damage on a successful one. A humanoid reduced to 0 hp by this damage dies, leaving only a pile of fine ash.

Angel, Sammael



Pale-skinned, beautiful humanoids without gender, these angels are wrapped in black, swirling mist in the shape of elegant robes.

Three Forms. The sammael angels are often referred to as the "Gods' Severity," owing to the grim tasks assigned them. They are the angels burdened with execution, destruction, and punishment. Their weapons and tactics vary depending on the nature of their assignments. Executioners appear as muscled warriors, wielding massive, radiant axes. Destructors arrive with flaming fists and wield both elemental and divine magic. Punishers arrive with cruel whips, whose lashes sear both body and soul.

Strong-Willed. Despite the dark nature of their work, sammael angels show no malice on their luminescent visages. Though their assigned tasks often run counter to their alignment and divine nature, the angels maintain their inherent goodness. This strength of will makes them unshakable in combat.

Immortal Nature. The sammael angel doesn't require food, drink, or sleep.

SAMMAEL

Medium celestial, neutral good

Armor Class 16 (natural armor)
Hit Points 104 (16d8 + 32)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	10 (+0)	19 (+4)	12 (+1)

Saving Throws Wis+7, Cha +4
Skills Insight +7, Perception +7
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 120 ft., passive Perception 17
Languages all, telepathy 120 ft.
Challenge 7 (2,900 XP)

Angelic Weapons. The sammael's weapon attacks are magical. When the sammael hits with any weapon, the weapon deals an extra 2d8 radiant damage (included in the attack).

Sacred Duty. The sammael angel can use its bonus action to shift its purpose between Destructor, Executioner, and Punisher.

- **Destructor**. The sammael's purpose is to destroy unholy monuments and statues. Its weapon attacks deal double damage to objects and structures.
- **Executioner**. The sammael's purpose is to slay a specific creature. The angel has advantage on attack rolls against a specific creature, chosen by its deity. As long as the angel and the victim are on the same plane of existence, the angel knows the precise location of the creature.
- **Punisher**. The sammael's purpose is to punish, but not kill, creatures, inflicting long-term suffering on those of its deity's choosing. A creature reduced to 0 hp by the angel loses 3 (1d6) Charisma as its body is horribly scarred by the deity's retribution. The scars last until the creature is cured by the *greater restoration* spell or similar magic.

Actions

Multiattack. The sammael makes two melee attacks.

Greataxe (Executioner Form Only). *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage plus 9 (2d8) radiant damage. If the target is a creature, it must succeed on a DC 16 Wisdom saving throw or be frightened until the end of its next turn.

Slam (Destructor Form Only). *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) fire damage plus 9 (2d8) radiant damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be pushed 10 feet away from the angel.

Whip (Punisher Form Only). *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage plus 9 (2d8) radiant damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or be stunned until the end of its next turn. A creature's hp maximum is reduced by an amount equal to the radiant damage taken. This reduction lasts until the creature finishes a short or long rest.

Angel, Song



A golden-skinned woman sings a sublime melody that cascades over the charging soldiers. As she sings, music notes etch themselves onto her skin.

Kind, yet Discerning. Song angels are archetypal altruists, delivering unprovoked acts of kindness upon people in need. When a song angel interacts with mortal nobility, it prefers to take an unassuming form such as a dirty urchin or crone to test its charges' integrity. If spurned by a callous or haughty individual, the song angel unveils its true, radiant splendor.

Keepers of Music. When a song angel plays or sings a verse, the notes it performed appear on its body. If the angel is destroyed, all the music it ever created rings out in glorious harmony; its heavenly elegy audible for miles.

Lead through Inspiration. While a song angel's mission is to comfort and safeguard its mortal charges, it is meant to lead, not to serve. These angels often command soldiers on the front line, inspiring all those who hear its songs.

Immortal Nature. The song angel doesn't require food, drink, or sleep.

SONG ANGEL

Large celestial, lawful good

Armor Class 15 (natural armor)
Hit Points 76 (9d10 + 27)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	18 (+4)	18 (+4)	21 (+5)

Saving Throws Wis+7, Cha +8
Skills Insight +7, Performance +11
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 120 ft., passive Perception 14
Languages all, telepathy 120 ft.
Challenge 6 (2,300 XP)

Angelic Weapons. The song angel's weapon attacks are magical. When the song angel hits with any weapon, the weapon deals an extra 4d8 radiant damage (included in the attack).

Innate Spellcasting. The angel's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *alter self, calm emotions, charm person, create food and water, detect evil and good*
3/day each: *enthrall, silence, zone of truth*
1/day each: *irresistible dance, mass cure wounds*

ACTIONS

Scimitar. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 18 (4d8) radiant damage.

Horn of Blasting (Recharges 5–6). The song angel blows on its ram's horn, emitting a thunderous blast in a 30-foot cone that is audible 600 feet away. Each creature in the cone must make a DC 15 Constitution saving throw. On a failure, a creature takes 17 (5d6) thunder damage and is deafened for 1 minute. On a success, a creature takes half the damage but isn't deafened. Creatures and objects made of glass or crystal have disadvantage on the saving throw and take 35 (10d6) thunder damage instead.

Horn of Spirits (Recharges after a Long Rest). The song angel blows on its brass horn, calling forth 10 (3d4 + 3) warrior spirits. These spirits appear within 60 feet of the angel and use tribal warrior statistics. When the spirits are summoned, one of them is always an ancient champion that uses berserker statistics. They disappear after 1 hour or when they are reduced to 0 hp. These spirits follow the angel's commands.

Change Shape. The angel magically polymorphs into a humanoid that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the angel's choice).

In the new form, the angel retains its game statistics and the ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.

REACTIONS

Heavenly Inspiration. When a creature the song angel can see fails an ability check or saving throw or misses with a weapon attack, the angel can sing a verse of divine music. If the creature hears this song, it can reroll the failed check, save, or attack roll with advantage.

Angel, Zoryas



The beautiful, winged woman dressed in voluminous, yellow robes bears a morningstar in one hand and a large, elaborately-crafted, lantern in the other.

Brilliant Halos. Zoryas angels are the bringers and enders of light. Appearing at dawn, they ensure that the sun's rays penetrate dark places. At dusk, they hasten light's retreat, allowing darkness its portion. Zoryas angels are bathed in bright white and yellow light. Their brows are adorned with a shining halo consisting of small rotating orbs, leading many to sometimes mistake them for a sunrise when seeing them on the horizon.

Ushers and Key Holders. They are known to escort the avatars of gods onto and away from the mortal plane. The angels may open and close doors between the celestial plane and the mortal one. Doing so is taxing, and they must rest for several days afterwards. It is said that the brave and the foolish have stolen a zoryas' interplanar keys while the angel recuperated. These stories invariably end poorly for the thieves, who are immolated by the angered angel's wrath.

Immortal Nature. The zoryas angel doesn't require food, drink, or sleep.

ZORYAS

Medium celestial, lawful good

Armor Class 14 (natural armor)

Hit Points 104 (16d8 + 32)

Speed 30 ft., fly 40 ft.

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

Saving Throws Cha +7

Skills Insight +7, Perception +7

Damage Resistances fire, radiant; bludgeoning, piercing, and slashing from nomagical attacks

Condition Immunities blinded, charmed, deafened, exhaustion, frightened

Senses truesight 60 ft., passive Perception 17

Languages all, telepathy 120 ft.

Challenge 8 (3,900 XP)

Fire and Light. The zoryas' weapon attacks are magical. When the zoryas hits with any weapon, the weapon deals an extra 3d8 radiant or fire damage (included in the attack). The zoryas chooses whether its attack does radiant or fire damage before making the attack roll.

Open Celestial Gate. As an action, the zoryas opens a gateway to the celestial plane. The gate appears as a shimmering circle that sheds bright light in a 15-foot radius and dim light for an additional 15 feet and is framed by twisting, golden strands. The gate lasts 1 hour; though, the zoryas can choose to close it at any time as a bonus action. Once the gate closes, the zoryas is reduced to 0 hp and remains unconscious for six days, awakening, fully restored, at sunrise on the seventh day. The zoryas can't pass through its own gate.

Regeneration. The zoryas regains 10 hp at the start of its turn. If the zoryas takes necrotic damage, this trait doesn't function at the start of the zoryas' next turn. The zoryas' body is destroyed only if it starts its turn with 0 hp and doesn't regenerate.

Sun's Guidance (3/Day).The zoryas has advantage on melee attack rolls until the end of its next turn.

ACTIONS

Multiattack. The angel makes two morningstar attacks.

Morningstar. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 13 (3d8) radiant or fire damage.

Light of Dawn (Recharges after a Long Rest). The zoryas' lantern brightens, bathing its environs in brilliant light. Each creature within 30 feet of the zoryas must succeed on a DC 16 Wisdom saving throw or be blinded for 1d4 rounds. An undead creature who fails this save also takes 13 (3d8) fire damage. The light dispels up to three spells or other magical effects of 3rd level or lower like the *dispel magic* spell within the area.

Dusk's Arrival (Recharges after a Long Rest). The zoryas' lantern darkens, snuffing out nearby natural and magical sources of light. Each creature within 30 feet of the zoryas must make a DC 16 Constitution saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one. The area is bathed in darkness like the *darkness* spell until the end of the zoryas' next turn.

Animal Lords

While humanoids have vast pantheons and divine figures of every stripe, the animals of the world have much simpler forms of faith. Among each species there is always one paragon that embodies the animal spirit in a humanoid form, the better to speak to others and represent the animals in celestial councils. The Queen of Serpents speaks to the gods of the desert, and the Queen of Birds holds a wide swath of territory with eyes drifting gently on updrafts throughout the world. Each animal lord sees and communicates with the members of its species in some mysterious and unknowable fashion. News from the granaries and the kitchens always finds its way to the Mouse King's ears, and news from fields of battle or of wheat inevitably lands in the remote nest of the Lord of Vultures.

What do the animal lords do with their legions and their vast array of information? Some sages believe they trade this to other figures, demon and angel alike, in exchange for favors understood best as celestial currency. Others say that they merely inform their followers of dangers to avoid, rich prey to hunt, or similar concerns. In many cases, the animal lords find they have both the time and inclination to meddle occasionally in the affairs of humanoids, especially those who are particularly kind or unusually cruel to their followers.

As a group, the animal lords look after their own, and they defend their territory and their wellsprings of power against humanoid encroachment. The great argument among the animal lords themselves is whether to align themselves with the humanoid world (as the Queen of Cats and, to some degree, the Mouse King have done) or to remain outside of it (as the others have).

Animal Lord, Bat King

A dark-skinned man of small stature wearing a voluminous gray robe squints about curiously, his upturned nose doing the expression no favors. With his thick, black hair and beard worn close-cropped, he looks to be some sort of monk or scholar.

Redeemer. The sworn foe of Camazotz (*Tome of Beasts*, p. 85), the great corruptor of his children, the Bat King spends much of his time devising ways to dispatch the demon lord's many servants. His time in human form is spent conducting research to that end. He does, however, make good use of his bat form when eavesdropping.

Hit and Run. Traveling from land to land, searching the libraries and vaults of the great cities for anything that will aid him in his task, the Bat King returns often to the cities nearest to the jungles of the world. On that border between civilization and savagery, he flits to and fro, striking and fleeing. He has been killed many times, but his enemies have never dispatched him permanently.

Secret Ally. The Bat King knows his limits and is always looking to form alliances of mutual interest against his foes. He rarely reveals his identity to allies for the safety of all involved but is otherwise straightforward in his dealings.

BAT KING

Small fey (shapechanger), neutral

Armor Class 17 (natural armor)

Hit Points 150 (20d6 + 80)

Speed 30 ft., fly 50 ft.

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

Saving Throws Dex+10, Con +9, Wis +8, Cha +8

Skills Acrobatics +15, Arcana +14, Deception +8, History +14, Nature +14, Perception +8, Stealth +15, Survival +8

Damage Resistances lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic, thunder

Condition Immunities charmed, exhaustion, frightened, incapacitated, poisoned, stunned

Senses blindsight 60 ft., passive Perception 18

Languages all, telepathy 120 ft.

Challenge 13 (10,000 XP)

Bat Passivism. No bats or werebats can willingly attack the Bat King. They can be forced to do so through magical means.

Keen Hearing. The Bat King has advantage on Wisdom (Perception) checks that rely on hearing.

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

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

Magic Weapons. The Bat King's weapon attacks are magical.

Rejuvenation. If he dies, the Bat King's soul reforms on the Astral Plane. In 1d6 days, it inhabits the body of another bat on the Material Plane which becomes the Bat King with all of the hp and abilities thereof. Only killing every bat on the Material Plane will prevent this trait from functioning.

Shapechanger. The Bat King can use his action to polymorph into a Medium dark-skinned, bearded human man of slight stature, into a Medium bat-humanoid hybrid, or back into his true Small bat form. His statistics, other than his size, are the same in each form with the exception that only the Bat King's hybrid and bat forms retain his flying speed. Any equipment he is wearing or carrying transforms with him.

Speak to Bats. The Bat King can communicate with bats as if they shared a language.

Innate Spellcasting. The Bat King's innate spellcasting ability is Charisma (spell save DC 16). He can innately cast the following spells, requiring no material components:

At will: *pass without trace, shatter, thunderwave*
3/day each: *darkness, scrying*
2/day each: *etherealness, freedom of movement*
1/day each: *astral projection, teleport*

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The Bat King makes two melee attacks.

Blood Bite (Bat or Hybrid Form Only). *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 22 (5d6 + 5) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with werebat lycanthropy.

Oblivion's Mace (Humanoid or Hybrid Form Only). *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 15 (4d4 + 5) bludgeoning damage.

Screech (Recharge 5-6). The Bat King lets loose an ear-shattering screech in a 20-foot cone. Each creature in that area that can hear the screech must make a DC 18 Constitution saving throw. On a failure, the creature takes 33 (6d10) thunder damage and is deafened for 1 minute. On a success, the creature takes half the thunder damage but isn't deafened. This attack deals double damage to objects and structures.

Summon Bats (2/Day). The Bat King magically calls 2d4 swarms of bats. In an urban environment, he can call 1 werebat (see page *258*) instead. The called creatures arrive in 1d4 rounds, acting as allies of the Bat King and obeying his spoken commands. The creatures remain for 1 hour, until the Bat King dies, or until the Bat King dismisses them as a bonus action.

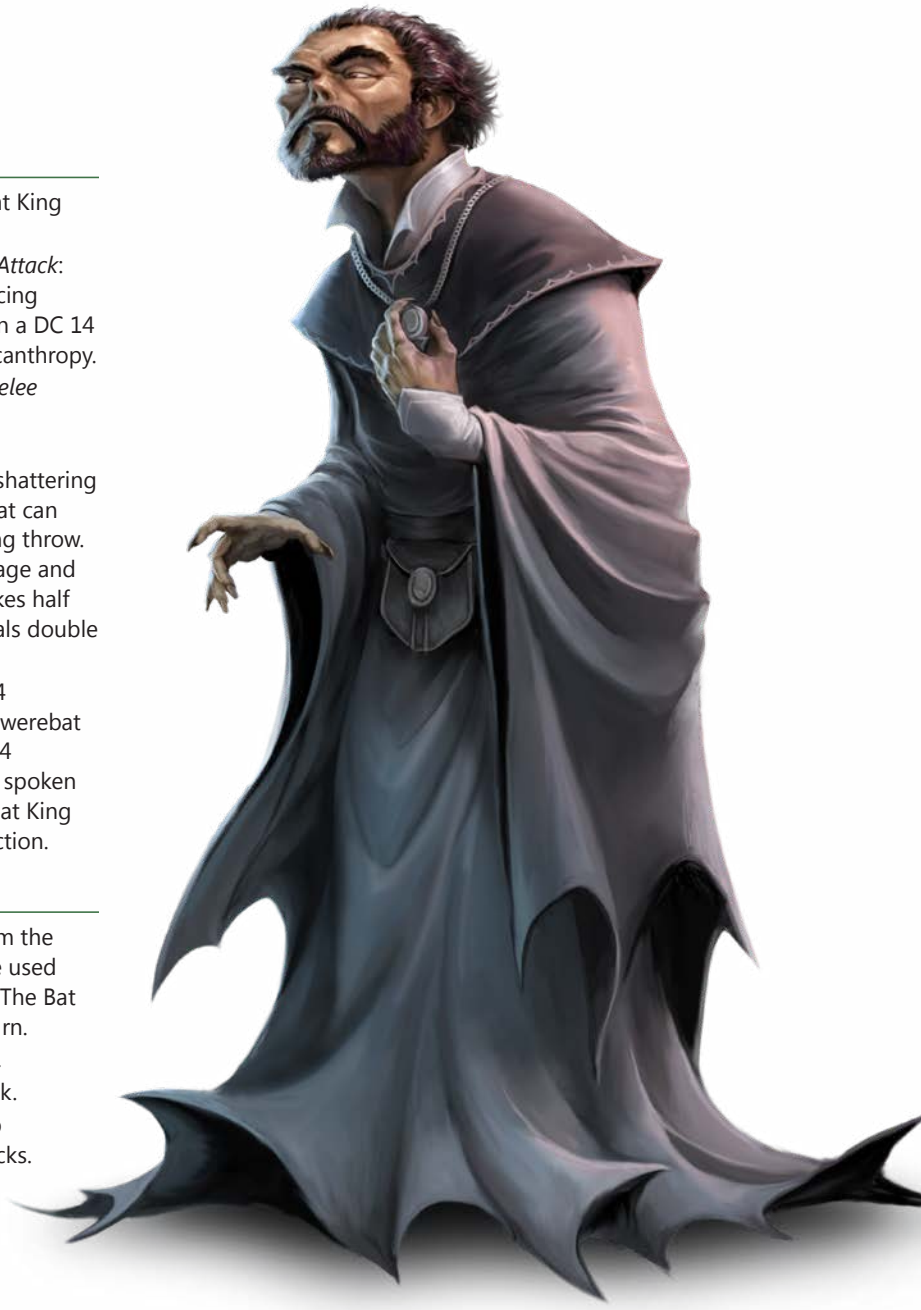
LEGENDARY ACTIONS

The Bat King 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 Bat King regains spent legendary action at the start of his turn.

At Will Spell. The Bat King casts one of his at will spells.

Detect. The Bat King makes a Wisdom (Perception) check.

Flight (Bat or Hybrid Form Only). The Bat King flies up to his flying speed without provoking opportunity attacks.



BAT KING IN MIDGARD

The Bat King is the eternal enemy of Camazotz, Demon Lord of Bats (*Tome of Beasts*, p. 85). Their struggle takes place in forms and areas largely invisible to daylight-dwellers but is fierce nonetheless. While Camazotz rules the underworld and fire, the Bat King's followers are found in forests, jungles, and caverns closer to the surface. Some cults of Camazotz seek to capture and corrupt the Bat King's followers, turning ordinary animals into the skin bats (*Tome of Beasts*, p. 87) and giant vampire bats (see page *50*) found in service to various cults. The Bat King strives to keep his people free of their malign influences and seems to have an informal alliance with the Bear King (*Tome of Beasts*, p. 186) and the bearfolk in the Shadow Realm and elsewhere.

Animal Lord, Brother Ox

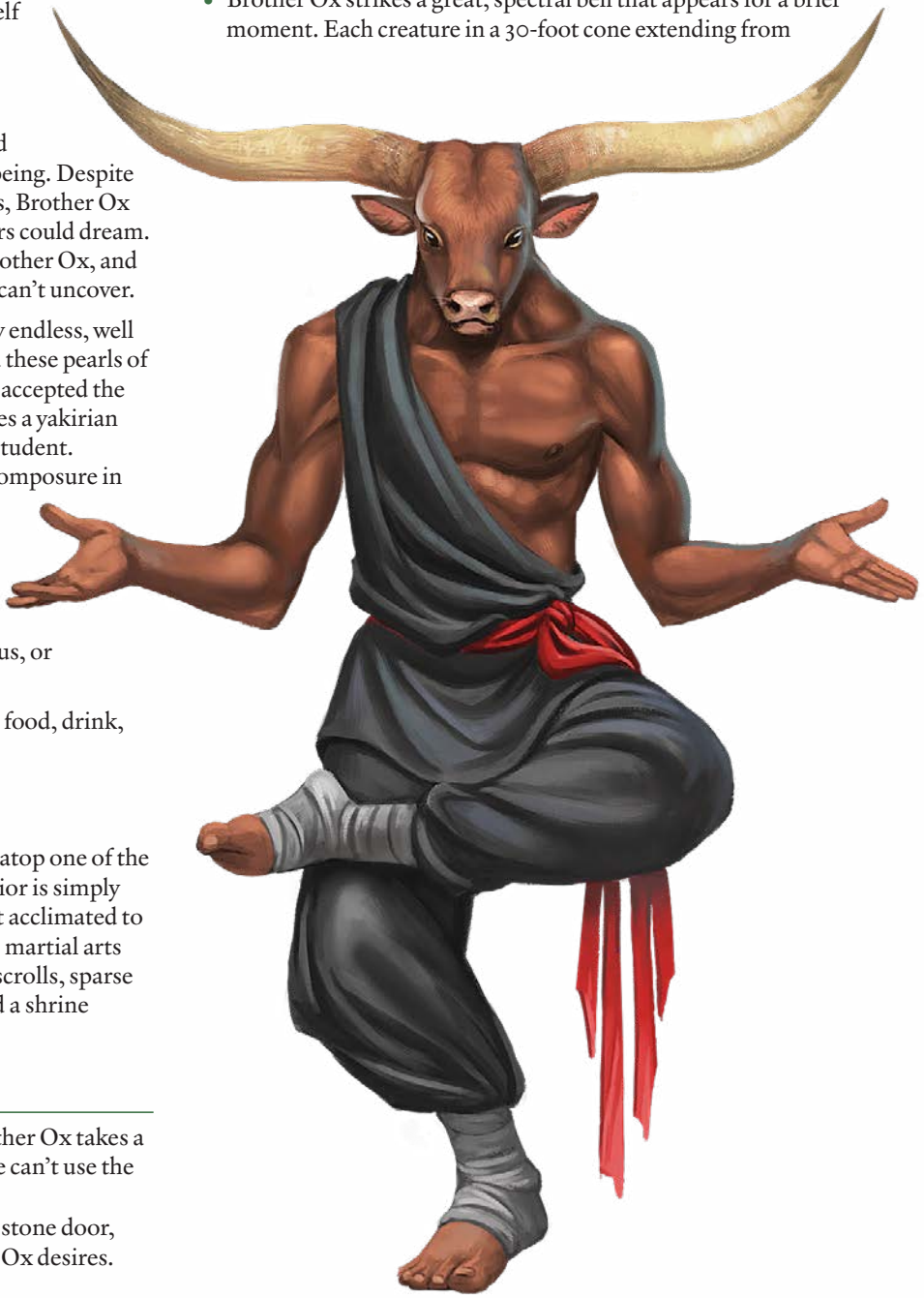
Clad in a simple, plain robe, this creature has the head of a massive ox with wide, sweeping horns and short, dark fur covering its powerfully-muscled body. It stands as still as a statue on one of its feet with the other braced against its opposite knee. The only sound it makes is the deep, rhythmic rush of its breath.

Of all the animal lords, Brother Ox is the most contemplative, and the least likely to act despite his great power. He stands over fifteen feet tall, is strong enough to crush boulders, and moves like grass in the wind. He smells faintly of musk and incense and wears simple, homespun clothing without embellishments or adornments. His only possession is a string of wooden prayer beads. If he ever had a name other than Brother Ox, no one living remembers it and Brother Ox himself isn't telling.

Endless Contemplation. Brother Ox lives atop the tallest mountain where the air is thin and bitter cold, filling his days with training, study, and contemplation to hone his physical and spiritual being. Despite the simple collection of books and scrolls he keeps, Brother Ox has gathered more knowledge than mortal scholars could dream. Chances are good that if a supplicant can reach Brother Ox, and convince him to help, there is almost no secret he can't uncover.

Enigmatic Guide. Despite his vast, potentially endless, well of knowledge, Brother Ox isn't motivated to hand these pearls of wisdom out to anyone who asks. However, he has accepted the presence of the occasional pilgrim, and rarely, takes a yakirian (see page *390*) or other supplicant as a long-term student. Brother Ox is difficult to read and hasn't lost his composure in centuries. If a would-be knowledge-seeker can survive the mountain journey and successfully locate the monastery, it might have to wait weeks or even years for Brother Ox to acknowledge its presence. Then he moves only to set the supplicant on a series of strange, menial, dangerous, or perplexing tasks before granting a request.

Timeless Nature. Brother Ox doesn't require food, drink, or sleep.



Brother Ox's Lair

Brother Ox's lair is a sprawling, stone monastery atop one of the tallest mountains in the world. The temple's interior is simply appointed and comfortable even for creatures not acclimated to life at extreme altitude. It contains a rock garden, martial arts practice areas, meditation chambers, a library of scrolls, sparse sleeping quarters with simple food and water, and a shrine dedicated to no particular gods.

Lair Actions

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

- Brother Ox can alter the structure of the lair. A stone door, wall, or column appears or vanishes as Brother Ox desires. The alteration is permanent until Brother Ox uses this lair action again to revert it. Stone structures are composed of 5-foot-by-5-foot sections, have AC 17, 30 hp per 5-foot section, and are immune to poison and psychic damage. If a structure appears in a creature's space, the creature takes 3 (1d6) bludgeoning damage and is pushed to the nearest unoccupied space of its choice. Brother Ox can create any combination of structures totaling no more than three 5-foot-by-5-foot sections with each use of this lair action.
- Brother Ox chooses one creature he can see within 100 feet. Brother Ox is invisible to the target creature until initiative count 20 on the following round.
- Brother Ox strikes a great, spectral bell that appears for a brief moment. Each creature in a 30-foot cone extending from

Brother Ox must make a DC 15 Constitution saving throw. On a failure, a creature takes 14 (4d6) thunder damage and is pushed 15 feet away from Brother Ox. On a success, the creature takes half the damage but isn't pushed.

REGIONAL EFFECTS

The region containing Brother Ox's lair is warped by his presence, which creates one or more of the following effects:

- The area within 5 miles of the lair becomes prone to blizzards that obscure sight, and the terrain seems to shift and change as one travels. Ability checks made to avoid becoming lost are made with disadvantage, and magic that would point the way to a destination within 5 miles of the lair fails. Brother Ox can choose to render any number of creatures immune to this effect or to rescind that immunity at any time.
- Creatures within 5 miles of the lair become more healthy and resilient to sickness.
- Within the lair, circumstances are always perfect for meditation and reflection. A creature who meditates during a short rest regains the maximum number of hp when it spends hit dice and has advantage on its next Intelligence or Wisdom check made before finishing a long rest.

If Brother Ox dies, these effects fade over the course of 1d10 days.

BROTHER OX

Huge fey (shapechanger), lawful neutral

Armor Class 18 (natural armor)
Hit Points 187 (15d12 + 90)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	22 (+6)	17 (+3)	24 (+7)	19 (+4)

Saving Throws Str +10, Dex +9, Wis +12, Cha +9
Skills Acrobatics +9, Athletics +10, History +8, Insight +12, Perception +12
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, incapacitated, poisoned, stunned
Senses truesight 120 ft., passive Perception 22
Languages all, telepathy 120 ft.
Challenge 16 (15,000 XP)

Bovine Passivism. No bovine creatures or wereboars can willingly attack Brother Ox. They can be forced to do so through magical means.

Charge. If Brother Ox moves at least 20 feet straight toward a target and then hits it with a gore attack, the target takes an extra 11 (2d10) piercing damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Legendary Resistance (2/Day). If Brother Ox fails a saving throw, he can choose to succeed instead.

Magic Resistance. Brother Ox has advantage on saving throws against spells and other magical effects.

Magic Weapons. Brother Ox's weapon attacks are magical.

Rejuvenation. If he dies, Brother Ox's soul reforms on the Astral Plane. In 1d6 days, it inhabits the body of another bovine on the Material Plane which becomes Brother Ox with all of the hp and abilities thereof. Only killing every bovine on the Material Plane will prevent this trait from functioning.

Shapechanger. Brother Ox can use his action to polymorph into a Huge ox, a Medium bald human with a short, dark beard, or back into his true Huge ox-headed humanoid form. His statistics, other than his size, are the same in each form. Any equipment he is wearing or carrying transforms with him.

Speak with Bovines. Brother Ox can communicate with any bovine creature as if they shared a language.

ACTIONS

Multiattack. In ox or human form, Brother Ox makes three melee attacks. In his true form, he makes three attacks: one with his gore and two with his unarmed strike.

Gore (Ox or True Form Only). *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage.

Unarmed Strike (Humanoid or True Form Only). *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Ki Disruption (Recharge 6). Brother Ox makes one unarmed strike against a creature to create an instability within the target's essence that lasts 2d8 days. This instability is harmless unless Brother Ox uses his action to end it early. To do so, Brother Ox and the target must be on the same plane of existence. Brother Ox can use this action again to force the target to make a DC 19 Constitution saving throw. On a failure, the target is reduced to 0 hp. On a success, it takes 55 (10d10) necrotic damage.

REACTIONS

Deflect Missiles (Humanoid or True Form Only). When Brother Ox is hit by a ranged weapon attack, he can reduce the damage he takes by 25 (1d10 + 20). If this reduces the damage to 0, Brother Ox can catch the missile if it fits in one hand and he has one hand free. If Brother Ox catches a missile in this way, he can throw the missile as a ranged weapon attack as part of the same reaction. The missile has +10 to hit, with a short range of 30 feet and a long range of 60 feet. On a hit, it deals 18 (3d8 + 5) damage of a type appropriate to the missile.

LEGENDARY ACTIONS

Brother Ox 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. Brother Ox regains spent legendary actions at the start of its turn.

Move. Brother Ox moves up to his speed without provoking opportunity attacks.

Wholeness. Brother Ox regains 10 hp, is cured of all diseases, and ends one effect lowering his ability scores or hp maximum. Brother Ox can't use this legendary action again until the end of his next turn.

Stunning Strike (Costs 2 Actions). Brother Ox makes one unarmed strike. If it hits a creature, the target must succeed on a DC 19 Constitution saving throw or be stunned until the end of its next turn.

Animal Lord, Lord of Vultures

This charismatic and handsome dark-skinned man has the noble bearing of a lord or king. A pair of black and gold wings grow from his back, and his bare feet are taloned like a raptor's. He wears fine silk clothing and brandishes a large, shining spear. A gold circlet sits atop his brow above his aquiline nose.

Sampati is the immortal Lord of Vultures and King of Raptors and makes his home in a mountaintop eyrie on the highest peak of the tallest mountain. He acts as a god to vultures, eagles, rocs, and other birds of prey, protecting and safeguarding the interests of avians throughout the world. Though his domain and interests overlap with those of the Queen of Birds, Sampati and Vashnaya rarely interact. They have differing opinions on how their wards should be protected and keep out of each others' way to avoid unnecessary conflict.

Uncommon Ally. Less reclusive than his counterpart, Sampati enjoys involving himself in the affairs of humans and their kin from time to time. He has been known to aid those brave enough to make the perilous climb to his mountain abode and will sometimes enlist the help of mortals himself, particularly if the natural order of things is at risk. If he feels these mortals cannot be entirely trusted, he will lay a geas upon them to make sure they do everything they can to complete whatever task he sets.

Disguised Wanderer. Several times a year, Sampati travels the lands of mortals, either disguising himself as a dark-skinned human man with black and gold hair or taking the form of an enormous vulture with black and gold wings. In either guise, Sampati is always vigilant against those who seek to destroy birds of prey or their habitats and is ready to take swift and terrible action, if needed.

LORD OF VULTURES

Large fey (shapechanger), neutral good

Armor Class 17 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 30 ft., fly 90 ft.

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

Saving Throws Dex +8, Con +8, Wis+7
Skills History +7, Insight +7, Perception +7
Damage Resistances fire, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, incapacitated, poisoned, stunned
Senses darkvision 120 ft., passive Perception 17
Languages all, telepathy 120 ft.
Challenge 12 (8,400 XP)

Bird Passivism. No bird or ravenfolk can willingly attack Sampati. They can be forced to do so through magical means.

Danger Sense. Sampati has advantage on Wisdom (Perception) checks and can't be surprised.

Legendary Resistance (3/Day). If Sampati fails a saving throw, he can choose to succeed instead.

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

Magic Weapons. Sampati's weapon attacks are magical.

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

Rejuvenation. If he dies, Sampati's soul reforms on the Astral Plane. In 1d6 days, it inhabits the body of another bird of prey on the Material Plane which becomes the Lord of Vultures with all of the hp and abilities thereof. Only killing every bird of prey on the Material Plane will prevent this trait from functioning.

Shapechanger. Sampati can use his action to polymorph into a Huge giant vulture, a Medium dark-skinned man with black and gold hair, or back into his true Large, winged humanoid form. His statistics, other than his size, are the same in each form with the exception that only Sampati's true and vulture forms retain his flying speed. Any equipment he is wearing or carrying transforms with him.

Speak with Birds. Sampati can communicate with birds as if they shared a language.

Innate Spellcasting. Sampati's innate spellcasting ability is Charisma (spell save DC 17). He can innately cast the following spells, requiring no material components:

At will: *animal friendship, thunderwave*
3/day each: *charm person, conjure animals* (birds only, cast as a 9th-level spell), *dominate beast*
1/day each: *antimagic field, geas, plane shift*

ACTIONS

Multiattack. In humanoid or his true form, Sampati makes three spear attacks. In vulture form, he makes three attacks: one with his beak and two with his talons.

Spear (Humanoid or True Form Only). *Melee or Ranged Weapon Attack*: +8 to hit, reach 10 ft. or range 20/60 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage plus 3 (1d6) radiant damage, or 13 (2d8 + 4) piercing damage plus 3 (1d6) radiant damage if used with two hands to make a melee attack. If Sampati throws the spear, it magically reforms in his hand immediately after the attack.

Beak (Vulture Form Only). *Melee Weapon Attack*: +8 to hit, reach 10 ft., one creature. *Hit:* 11 (3d4 + 4) piercing damage plus 3 (1d6) radiant damage.

Talons (Vulture Form Only). *Melee Weapon Attack*: +8 to hit, reach 10 ft., one creature. *Hit:* 14 (3d6 + 4) slashing damage, and the target is grappled (escape DC 17) if it is a Huge or smaller creature and Sampati isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 10 (3d6) piercing damage at the start of each of its turns.



LEGENDARY ACTIONS

Sampati 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. Sampati regains spent legendary actions at the start of his turn.

Move. Sampati moves up to half his speed without provoking opportunity attacks.

Wing Buffet (Costs 2 Actions; True or Vulture Form Only). Sampati beats his wings. Each creature within 10 feet of Sampati must succeed on a DC 17 Dexterity saving throw or take 11 (2d6 + 4) bludgeoning damage and be knocked prone.

Dive Bomb (Costs 2 Actions; True or Vulture Form Only). Sampati flies up to his speed and makes a spear or talon attack against one creature. If the attack hits, the target takes an extra 9 (2d8) piercing or slashing damage. Sampati must fly at least 30 feet straight towards the target to use this action. Sampati can't use this action if he is grappling a creature.

LEGENDS OF SAMPATI IN MIDGARD

Sampati and his brother Jatayu grew up in Khandiria centuries ago, the semi-divine sons of the God of the Rising Sun. Winged like vultures, they enjoyed flying through the sky, often challenging each other to see who could fly the highest. One day, Jatayu flew too close to the sun, and his feathers began to smolder. To stop his brother's wings from catching fire, Sampati spread his own wings, shielding Jatayu from the burning sun. He saved his brother's life, but Sampati's wings were burned to ashes. He crashed to earth and crawled wingless into a cave to seek refuge.

Many years later, the Monkey King and his kapi followers were traveling through Khandiria and passed close to Sampati's cave. The hungry Sampati leapt out, intending to devour the monkey people, but, as he was about to strike, he heard the Monkey King mention his brother's name. Amazed, Sampati learned that Jatayu had died heroically in battle against a great demon. When the Monkey King explained he and his companions were tracking the demon, Sampati told them he had seen the demon carrying off a beautiful young princess in his flying chariot and pointed the way.

Blessed for his good deed, Sampati's wings grew back, and he became the Lord of Vultures. If Sampati is ever killed, his spirit will enter the body of a bird of prey somewhere else in the world, and that bird will become the new Lord of Vultures.

Animal Lord, Mouse King

This dog-sized mouse has a hairless tail and copper eyes. Its fur is ash-white with streaks of dark gray across its back in an asymmetrical pattern.

King of Rodents. The Mouse King is the King of all rodents, and he spends his days looking after the concerns of rodents on the Material, Astral, and Ethereal Planes. When slain, he is reborn within a week. As king, he often sees the taint of Chittr'k'k's (see page 76) influence on his subjects. Thankfully, his people's ability to rapidly multiply leaves him with plenty of resources to defend his kind against the machinations of the Demon Lord.

In the Company of Thieves. The Mouse King can always be found at the head of a guild of thieves. He schemes to make sure his wealth continues to grow, which often means entering into conflict with other gangs.

Civic-Minded Scoundrel. When it comes to making money, he takes into account what is best for the long-term prosperity of the city in which he operates, which he rightly believes is integral to his own success and that of his subjects. He is a great proponent of trade of all kinds, and his subjects have found their way to every corner of the world in the company of sailors, merchants, and drovers.



The Mouse King's Lair

The Mouse King lives in the alleys and sewers of cities. Cities with a high amount of underground and criminal activity are especially attractive to the Mouse King. His lair is full of twisting sewer pipes of various sizes and dark alleyways leading to dead ends or in circles. Some of the pipes and alleyways lead to sewers and alleys in different cities, placing the Mouse King's lair in a space between cities.

Lair Actions

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

- The Mouse King raises his arms and squeals, calling swarms of rodents from the environment to trip his enemies. Each creature within 60 feet of the Mouse King must succeed on a DC 16 Dexterity saving throw or be knocked prone.
- The Mouse King chooses a point within 120 feet that he can see. A wave of spectral rodents emerges from the ground at that point and attacks all creatures in a 30-foot-radius centered on that point. Each creature in that area must succeed on a DC 16 Constitution saving throw or take 10 (3d6) poison damage and be poisoned for 1 minute.
- Each creature of the Mouse King's choice within 60 feet of him must make a DC 16 Wisdom saving throw. On a failure, the creature is transformed into a mouse as if affected by the *polymorph* spell. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours.

Regional Effects

The section of a city containing the Mouse King's lair is warped by his magic, which creates one or more of the following effects:

- The area within 1 mile of the lair attracts hundreds of mice and rats. The Mouse King can choose to see or hear through the senses of any mouse or rat in this area and can speak through it while doing so.
- Mice and rats within 1 mile of the lair are more resistant to disease. They never catch, carry, or spread any diseases unless the Mouse King wishes it.
- Illicit deals are easier to hide near the lair. Dexterity (Sleight of Hand) checks made within 1 mile of the lair have advantage, and Wisdom (Perception) or Intelligence (Investigation) checks made to notice or find illegal dealings have disadvantage.

If the Mouse King dies, these effects fade over the course of 1d10 days.

MOUSE KING

Small fey (shapechanger), neutral

Armor Class 17 (natural armor)

Hit Points 150 (20d6 + 80)

Speed 40 ft., climb 30 ft.

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

Saving Throws Dex +10, Con +8, Wis +8, Cha +8

Skills Acrobatics +14, Deception +8, Nature +9, Persuasion +8, Sleight of Hand +14, Stealth +14, Survival +8

Damage Resistances lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, incapacitated, poisoned, stunned

Senses darkvision 120 ft., passive Perception 14

Languages all, telepathy 120 ft.

Challenge 11 (7,200 XP)

Keen Sight. The Mouse King has advantage on Wisdom (Perception) checks that rely on sight.

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

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

Magic Weapons. The Mouse King's weapon attacks are magical.

Rejuvenation. If he dies, the Mouse King's soul reforms on the Astral Plane. In 1d6 days, it inhabits the body of another mouse or rat on the Material Plane which becomes the Mouse King with all of the hp and abilities thereof. Only killing every mouse and rat on the Material Plane will prevent this trait from functioning.

Rodent Passivism. No rodents, ratfolk, or wererats can willingly attack the Mouse King. They can be forced to do so through magical means.

Shapechanger. The Mouse King can use his action to polymorph into a Medium black-haired human woman with dark skin and copper eyes or a Small white-haired halfling man with pale skin, dark eyes and a long moustache, a Medium mouse-humanoid hybrid, or back into his true Small mouse form. His statistics, other than his size, are the same in each form with the exception that only his hybrid and true forms retain his climbing speed. Any equipment he is wearing or carrying transforms with him.

Speak with Rodents. The Mouse King can communicate with rodents as if they shared a language.

Special Equipment. The Mouse King wears a *ring of spell turning*.

Innate Spellcasting. The Mouse King's innate spellcasting ability is Charisma (spell save DC 16). He can innately cast the following spells, requiring no material components:

At will: *blur, confusion, detect evil and good*

2/day: *etherealness*

1/day each: *astral projection, teleport*

ACTIONS

Multiattack. In mouse form, the Mouse King makes two bite attacks. In humanoid form, he makes three king's blade attacks. In hybrid form, he makes three attacks: two with his king's blade and one with his bite.

King's Blade (Humanoid or Hybrid Form Only). *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Bite (Mouse or Hybrid Form Only). *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage plus 7 (2d6) poison damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or become poisoned for 1 hour.

Summon Rodents (2/Day). The Mouse King magically calls 2d4 swarms of rats. In an urban environment, he can call 1d4 wererats instead. The called creatures arrive in 1d4 rounds, acting as allies of the Mouse King and obeying his spoken commands. The creatures remain for 1 hour, until the Mouse King dies, or until the Mouse King dismisses them as a bonus action.

LEGENDARY ACTIONS

The Mouse King 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 Mouse King regains spent legendary actions at the start of his turn.

King's Blade. The Mouse King makes one king's blade attack.

Move. The Mouse King moves up to his speed without provoking opportunity attacks.

Quick Casting (Costs 3 Actions). The Mouse King casts one innate spell.

MOUSE KING IN MIDGARD

Myzi the First and Lord of the Undercity resides in Zobeck. His interests and, some say, his mortality are tied to that city. When Myzi dies, his spirit inhabits the body of another mouse or rat in Zobeck, transforming it within a week into his next incarnation. He strives to help Zobeck prosper as it is good for his people and his coffers. He uses the city's trade routes and river barges to take his informants far and wide.

Another Mouse King lives in the cities of Midgard outside of Zobeck. This Mouse King, like the other Animal Lords, is focused entirely on the preservation and betterment of his own kind. He strives to promote coexistence of humanoids and his people by keeping his feet both in the criminal underground and in the local political arena. Though many wonder to which he is truly loyal, all agree he aims to do what is best for his city in the long-term.

No one has ever seen Myzi and the Mouse King side-by-side, leading some to believe they are one and the same. When asked, Myzi and the Mouse King both refuse to comment on the matter or acknowledge the existence of the other.

Animal Lord, Queen of Birds



Brightly-colored wings shimmer in the sunlight as the tall woman folds them against her body. Her piercing, jewel-tone eyes glare down her long nose at those unfortunate enough to be bound to the land, her spear crackling with lightning.

Vashnaya the Swift and Wise is the Queen of Birds and Mistress of Wind and Sky. She rules the winds from her palace atop its delicate, impossibly thin spire, mistress of all she surveys. She soars on the winds that blow far above the ground, looking down on the world from on high. Warlords and rulers covet her favor and the information she gleans, while soldiers fear the thunder strike of her spear.

Words on the Wind. Birds of all sorts fly from far and wide, shifting their normal migratory patterns to visit the Queen of Birds. She adores their calls and songs but not only for their beauty. The Queen can understand the birds, and they enjoy telling her about everything they've seen and heard. Through these feathered informants, the Queen learns much of what transpires for many miles around her lair. Given enough time, she can learn about events on the far side of the world.

Commanding and Proud. The Queen of Birds sees herself as above all others, literally and figuratively. Other beings with the ability to fly sometimes visit her palace in hopes to obtain her advice. Reaching the palace is the first test the Queen places before any who would seek her favor; anyone who can't reach her abode isn't worth her time. Those who do reach her home and show proper deference to her station and wisdom might earn her favor. Any who forget their place might find themselves suddenly shown out of the palace and to the several-hundred-foot plummet to the ground.

The Queen of Birds' Lair

The Queen of Birds' lair is a strange sight. A thin stone spire only three feet wide rises from the ground to 500 feet in the air. Impossibly perched atop this spire is a palace with lush gardens, terraces, and open galleries. The Queen holds court in the palace Haval, surrounded by birds of all varieties and bird-like fey and humanoids such as ravenfolk.

Lair Actions

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

- The Queen of Birds sounds a piercing cry. She summons 4 giant eagles or 16 bloodhawks in unoccupied spaces she can see within 120 feet. The creatures act immediately and on initiative count 20 in subsequent rounds. The creatures follow the Queen's commands and remain for 1 hour or until the Queen uses this lair action again.
- The Queen of Birds summons a 20-foot-radius sphere of brightly-colored songbirds centered on a point she can see within 120 feet. Each creature other than the Queen of Birds in the sphere when it appears or that ends its turn in the sphere must succeed on a DC 15 Constitution saving throw or lose concentration and spend its action that turn fending off the birds. Creatures within the area are deafened. The birds last until initiative count 20 on the following round.
- Two 5-foot-radius, 30-foot-tall cylinders of swirling air magically form on points the Queen of Birds can see within 120 feet. Each creature other than the Queen in a whirlwind when it appears or that ends its turn in a whirlwind must succeed on a DC 15 Strength saving throw or be restrained by it. The whirlwinds last for 1 minute or until the Queen uses this lair action again. A creature can be freed if it or another creature takes an action to make a DC 15 Strength check and succeeds.

REGIONAL EFFECTS

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

- The area within 1 mile of the lair attracts birds of all varieties. They fill the air with their songs and perch on trees and buildings. The Queen of Birds can choose to see or hear through the senses of any bird in this area and can speak through it while doing so.
- The weather within 6 miles of the lair is clear with light winds unless the Queen of Birds chooses to let it follow the surrounding weather patterns.
- Birds within 1 mile of the lair reflect the Queen's mood. When she is content, they sing happily. If she is displeased, they stare menacingly and grow eerily silent.

If the Queen of Birds dies, these effects fade over the course of 1d10 days.

QUEEN OF BIRDS

Large fey (shapechanger), chaotic neutral

Armor Class 17 (natural armor)

Hit Points 161 (17d10 + 68)

Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	22 (+6)	19 (+4)	18 (+4)	22 (+6)	21 (+5)

Saving Throws Str +8, Wis +11, Cha +10

Skills Acrobatics +11, Athletics +8, History +9, Perception +11

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

Damage Immunities lightning, thunder

Condition Immunities charmed, frightened, grappled, incapacitated, restrained, stunned

Senses truesight 120 ft., passive Perception 21

Languages all, telepathy 120 ft.

Challenge 14 (11,500 XP)

Bird Passivism. No bird or ravenfolk can willingly attack the Queen. They can be forced to do so through magical means.

Flyby. The Queen of Birds doesn't provoke an opportunity attack when she flies out of an enemy's reach.

Legendary Resistance (2/Day). If the Queen of Birds fails a saving throw, she can choose to succeed instead.

Magic Resistance. The Queen of Birds has advantage on saving throws against spells and other magical effects.

Rejuvenation. If she dies, the Queen of Birds' soul reforms on the Astral Plane. In 1d6 days, it inhabits the body of another bird on the Material Plane which becomes the Queen of Birds with all of the hp and abilities thereof. Only killing every bird on the Material Plane will prevent this trait from functioning.

Shapechanger. The Queen of Birds can use her action to polymorph into a Large jewel-toned eagle, a Medium long-haired elven woman, or back into her true Large, winged humanoid form. Her statistics, other than her size, are the same in each form with the exception that only her true and eagle forms retain her flying speed. Any equipment she is wearing or carrying transforms with her.

Speak with Birds. The Queen of Birds can communicate with birds as if they shared a language.

Storm Strike Weapons. The Queen of Birds' weapon attacks are magical. When she hits with a weapon attack, the attack deals an extra 2d8 damage of her choice of lightning or thunder damage (included in the attack).

Innate Spellcasting. The Queen of Bird's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). She can innately cast the following spells, requiring only verbal components:

At will: *dispel magic, gust of wind, spiritual weapon*
3/day each: *chain lightning, counterspell*
1/day: *control weather*

ACTIONS

Multiattack. In eagle or humanoid form, the Queen of Birds makes two attacks. In her true form, she makes three attacks: one with her talons and two with her spear.

Storm Spear (Humanoid or True Form Only). *Melee or Ranged Weapon Attack*: +11 to hit, reach 5 ft. or range 100/300 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage plus 9 (2d8) lightning or thunder damage, or 15 (2d8 + 6) piercing damage plus 9 (2d8) lightning or thunder damage if used with two hands to make a melee attack. If the Queen of Birds throws her storm spear, it magically reforms in her hand immediately after the attack.

Talons (Eagle or True Form Only). *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 11 (2d4 + 6) slashing damage plus 9 (2d8) lightning or thunder damage. If the target is a Medium or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, the Queen of Birds can automatically hit the target with her talons, and she can't make talons attacks against other targets. When the Queen of Birds moves, any Medium or smaller target she is grappling moves with her.

REACTIONS

Parry. The Queen of Birds adds 5 to her AC against one melee weapon attack that would hit her. To do so, the Queen of Birds must see the attacker and be wielding a melee weapon.

LEGENDARY ACTIONS

The Queen of Birds 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 Queen of Birds regains spent legendary actions at the start of her turn.

Soar (Eagle or True Form Only). The Queen of Birds flies up to her flying speed.

Storm Spear (Humanoid or True Form Only). The Queen of Birds makes a storm spear attack.

Swooping Death (Costs 2 Actions; Eagle or True Form Only). The Queen of Birds makes an attack with her talons. If the attack hits, she can fly up to half her flying speed.

Animal Lord, Queen of Cats

The taller-than-average woman steps out of the shadows, her gown whispering. Her head is that of a sleek, black cat with gleaming, green eyes. The nails on her fingers and toes are long, curved, and sharp.

Khastiri is the Queen of Cats, the Shadow Guardian, and Herald of the Moon. She moves, often unseen, in all walks of mortal and fey life. Her true form is that of a statuesque woman nearly 10 feet tall with the head of a black cat. She prefers to move about at night under the moon. Her wanderings take her to places where danger and unsuspecting people are likely to cross paths, and her curious nature often leads her in unexpected directions. She carries the radiance and purity of moonlight into the dark, wielding it as a weapon as keen as her claws against her foes.

Protector in the Dark. Those who strike out in search of adventure learn quickly that the shadows and crevices of the world hide many dangers. Most people have no defense against the worst things that prowl the darkness, the things that slip into the world from the places beyond. The Queen of Cats and her followers stand in opposition to those dark influences. Through the ages, her midnight prowling in cat form, and subsequent battles with creatures from the outer darkness, have given rise to the folk tales of cats protecting their owners from evil spirits.

Diplomat and Spy. The Queen of Cats saunters through the world slipping from one stratum of society to another with grace and ease. Either as an unassuming black cat in back alleys or a woman of bearing regal enough to blend seamlessly in imperial courts, she finds forces of corruption and darkness wherever they lurk.

Befitting her fluid mobility through nearly any population, she often carries word from deities or powerful beings tied to the moon. Rumor holds that she is a confidant, or possibly a lover, of the the Moonlit King (*Tome of Beasts*, p. 190). The Queen of Cats is one of the few creatures who can slip through the twisted mazes surrounding his home. If his worsening madness is any concern to her, she doesn't show it.

The Queen of Cats' Lair

The Queen of Cats lives in a luxurious extra dimensional palace called Bubastal. The entrance to the palace is difficult to find, often hidden in alleys, sewer entrances, or normally-empty alcoves between buildings. The only constant is the doorway is always in a city. The palace itself is full of carpets and soft furniture, cushions, and many potted plants. The air smells of fragrant herbs, particularly catnip, and incense. Small platforms, steps, and walkways make the entire palace an inquisitive cat's paradise, and all the décor features tassels and other dangling adornments.

Lair Actions

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

- The Queen of Cats sounds a growling cry. She summons 4 tigers or 8 panthers in unoccupied spaces she can see. The creatures act immediately and on initiative count 20 in subsequent rounds. The creatures follow the Queen's commands and remain for 1 hour or until the Queen uses this lair action again.
- The Queen of Cats creates an area of magical darkness in a 20-foot-radius centered on a point she can see within 120 feet. This action works like the *darkness* spell except it dispels light created by a 4th level or lower spell if it overlaps an area of



such light. The darkness lasts until the Queen of Cats dies, or until she uses this lair action again.

- The Queen of Cats creates a magical beam of moonlight in a 15-foot-radius, 30-foot-high cylinder centered on a point she can see within 120 feet. Each creature in the area becomes vulnerable to radiant damage until initiative count 20 on the following round.

REGIONAL EFFECTS

The region containing the Queen of Cats' lair is warped by her magic, which creates one or more of the following effects:

- The area within 1 mile of the lair attracts hundreds of stray cats. The Queen of Cats can choose to see or hear through the senses of any cat in this area and can speak through it while doing so.
- Shadows grow deeper within 1 mile of the lair. Dexterity (Stealth) checks have advantage within that area. The Queen of Cats can suppress this effect in any area she can see (this doesn't require an action).
- Within 1 mile of the lair at night, no matter the weather, there is always a clear patch in the sky that reveals the moon. During any moon phase other than a new moon or lunar eclipse, this area is dimly lit by moonlight.

If the Queen of Cats dies, these effects fade over the course of 1d10 days.

QUEEN OF CATS

Large fey (shapechanger), chaotic good

Armor Class 17 (natural armor)

Hit Points 195 (23d10 + 69)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	22 (+6)	17 (+3)	16 (+3)	18 (+4)	21 (+5)

Saving Throws Str +7, Con +8, Wis +9

Skills Acrobatics +16, Deception +10, Perception +9, Stealth +11

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities radiant

Condition Immunities charmed, exhaustion, frightened, incapacitated, poisoned, stunned

Senses truesight 60 ft., passive Perception 19

Languages all, telepathy 120 ft.

Challenge 15 (13,000 XP)

Cat Passivism. No cats or weretigers can willingly attack the Queen of Cats. They can be forced to do so through magical means.

Keen Smell. The Queen of Cats has advantage on Wisdom (Perception) checks that rely on smell.

Legendary Resistance (3/Day). If the Queen of Cats fails a saving throw, she can choose to succeed instead.

Magic Resistance. The Queen of Cats has advantage on saving throws against spells and other magical effects.

Magic Weapons. The Queen of Cats' weapon attacks are magical.

Pounce. If the Queen of Cats moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 19 Strength saving throw or be knocked prone.

Rejuvenation. If she dies, the Queen of Cats' soul reforms on the Astral Plane. In 1d6 days, it inhabits the body of another cat on the Material Plane which becomes the Queen of Cats with all of the hp and abilities thereof. Only killing every cat on the Material Plane will prevent this trait from functioning.

Safe Fall. When she falls, the Queen of Cats lands on her feet and takes no damage.

Shapechanger. The Queen of Cats can use her action to polymorph into a Medium human woman, a Small cat, or back into her true Large, cat-headed humanoid form. Her statistics, other than her size, are the same in each form with the exception that only her cat and true forms retain her climbing speed. Any equipment she is wearing or carrying transforms with her.

Speak with Felines. The Queen of Cats can communicate with cats as if they shared a language.

Innate Spellcasting. The Queen of Cats' spellcasting ability is Charisma (spell save DC 19). The Queen can innately cast the following spells, requiring only verbal components:

At will: *dispel magic, invisibility* (self only)

3/day each: *counterspell, pass without trace*

1/day: *maze*

ACTIONS

Multiattack. In human form, the Queen of Cats makes two moon strike attacks. In cat form or her true form, she makes three attacks: two with her claws or moon strike and one with her bite.

Bite (Cat or True Form Only). *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Claw (Cat or True Form Only). *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 9 (2d8) radiant damage.

Moon Strike. *Ranged Spell Attack:* +10 to hit, range 90 ft., one target. *Hit:* 22 (4d10) radiant damage. The target must succeed on a DC 18 Dexterity saving throw or shed dim light in a 5-foot radius until the start of the Queen's next turn. As long as it glows, the target gains no benefit from being invisible, can't hide, and the next attack made against the target has advantage.

LEGENDARY ACTIONS

The Queen of Cats 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 Queen of Cats regains spent legendary actions at the start of her turn.

Leap. The Queen of Cats moves up to her speed, jumping or climbing over obstacles in the way. Difficult terrain caused by urban or forested terrain features doesn't cost her extra movement when she leaps.

Swipe (Cat or True Form Only). The Queen of Cats makes a claw attack.

Scurry (Costs 2 Actions). The Queen of Cats moves up to her speed and can Hide.

Animal Lord, Queen of Serpents

This brown-skinned, black-haired woman of regal bearing has her hair up and wears a gold tiara. She is wrapped in a cloak of snake scales, bearing a design like the spectacle markings on a king cobra.

Reclusive Seer. Shahmaran the Wise, as she is known in the lands near her home, is an oracle of minor fame. She delivers advice on matters material and mystical and has the favor of the benevolent desert gods. She seldom leaves the ancient stone chambers carved into her mountain home, but those seeking her counsel arrive with enough frequency to keep her informed of the outside world. They call her "the Serpent-Kissed;" her abode is awash with serpents, yet no one comes to harm there unless they seek to do harm to Shahmaran.

Queen of Serpents. Known only to a few, Shahmaran is also an animal lord, the Queen of Serpents, who bears the mantle of protector of such creatures and treats with the gods on their behalf. The association of evil with serpents makes this a difficult task, and she secretly spends much of her time away from her home on errands and missions to keep her charges from dangers that threaten their existence and reputation. She is the only Queen of Serpents, and when she is killed a new queen rises within days.

Civic Mediator. The Queen of Serpents sees a connection between the well-being of her charges and that of humanoids in general. She's noted that humans in particular only begin worshipping serpents in undesirable ways or killing them in droves when the humans' own fortunes begin to flag. Therefore, Shahmaran, on occasion, intercedes to restore order where there is chaos among humans, though she does so while attempting to conceal her involvement.

The Queen of Serpents' Lair

The Queen of Serpents resides in an ancient stone labyrinth deep in a mountain between a rainforest and a desert. In the winter months and during the rainy season, she can be found in her lair surrounded by tens of thousands of hibernating snakes. During this time, she relies heavily on information from her non-serpentine sources. When the weather changes, she often exits her lair to interact with the humanoid settlements nearby.

Regional Effects

The mountain where the Queen of Serpents lives is warped by her presence, which creates one or more of the following effects:

- The area within 5 miles of the lair attracts thousands of snakes. The Queen of Serpents can choose to see or hear through the senses of any snake in this area and can speak through it while doing so.
- Snakes and serpentine creatures within 5 miles of the Queen of Serpents' lair have advantage on all Dexterity (Stealth) checks made to hide.
- The Queen of Serpents leaves no physical evidence of her passage when within 1 mile of her lair unless she wishes to. In addition, creatures and plants native to her domain don't cause her harm or cost her extra movement when she moves through the area.

If the Queen of Serpents dies, these effects fade over the course of 1d10 days.

Queen of Serpents

Medium fey (shapechanger), lawful neutral

Armor Class 17 (natural armor)

Hit Points 170 (20d8 + 80)

Speed 30 ft., climb 30 ft., swim 30 ft.

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

Saving Throws Constitution +8, Wisdom +9, Charisma +10

Skills Arcana +8, Athletics +10, Deception +10, Nature +8, Perception +9, Persuasion +10, Stealth +9

Damage Resistances lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, incapacitated, poisoned, stunned

Senses darkvision 120 ft., passive Perception 19

Languages all, telepathy 120 ft.

Challenge 12 (8,400 XP)

Bestowal of Trust. The Queen of Serpents can grant a single creature a +1 enhancement to Wisdom which lasts until the creature harms a reptile of any kind. Only one creature may have this enhancement at any time.

Keen Smell. The Queen of Serpents has advantage on Wisdom (Perception) checks that rely on smell.

Legendary Resistance (3/Day). If the Queen of Serpents fails a saving throw, she can choose to succeed instead.

Magic Resistance. The Queen of Serpents has advantage on saving throws against spells and other magical effects.

Magic Weapons. The Queen of Serpents' weapon attacks are magical.

Rejuvenation. If she dies, the Queen of Serpents' soul reforms on the Astral Plane. In 1d6 days, it inhabits the body of another serpent on the Material Plane which becomes the Queen of Serpents, with all of the hp and abilities thereof. Only killing every serpent on the Material Plane will prevent this trait from functioning.

Serpent Passivism. No serpents can willingly attack the Queen of Serpents. They can be forced to do so through magical means.

Shapechanger. The Queen of Serpents can use her action to polymorph into a Large constrictor snake, a Medium human woman of middle age, or back into her true human-snake

hybrid form. Her statistics, other than her size, are the same in each form with the exception that only her snake and true forms retain her climbing and swimming speeds. Any equipment she is wearing or carrying transforms with her.

Speak with Serpents. The Queen of Serpents can communicate with serpents as if they shared a language.

Innate Spellcasting. The Queen of Serpents' innate spellcasting ability is Charisma (spell save DC 18). She can innately cast the following spells, requiring no material components:

At will: *pass without trace, purify food and drink, protection from poison*

3/day each: *darkness, scrying*

2/day each: *etherealness, freedom of movement*

1/day each: *astral projection, teleport*



ACTIONS

Multiattack (Human or True Form Only). In human form, the Queen of Serpents makes three shortsword attacks. In her true form, she makes two attacks: one with her bite and one with her shortsword.

Bite (Snake or True Form Only). *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit:* 27 (6d6 + 6) piercing damage, and the target must make a DC 16 Constitution saving throw, taking 35 (10d6) poison damage on a failed save, or half as much damage on a successful one.

Shortsword (Human or True Form Only). *Melee Weapon Attack*: +10 to hit, reach 5 ft., one creature. *Hit:* 9 (1d6 + 6) piercing damage.

Constrict (Snake or True Form Only). *Melee Weapon Attack*: +10 to hit, reach 5 ft., one creature. *Hit:* 27 (6d6 + 6) bludgeoning damage and the target is grappled (escape DC 17) if it is a Large or smaller creature. Until this grapple ends, the creature is restrained, and the Queen of Serpents can't constrict another target.

Mesmerizing Gaze (Recharge 5–6). The Queen of Serpents targets up to six creatures that she can see within 60 feet of her. Each creature must succeed on a DC 18 Charisma saving throw or be stunned for 10 minutes. The target is no longer stunned if it takes damage or another creature takes an action to shake it. If a creature's saving throw is successful, the creature is immune to the Queen of Serpents' Mesmerizing Gaze for the next 24 hours.

LEGENDARY ACTIONS

The Queen of Serpents 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 Queen of Serpents regains spent legendary actions at the start of her turn.

Detect. The Queen of Serpents makes a Wisdom (Perception) check.

Move. The Queen of Serpents moves up to her speed without provoking opportunity attacks.

Precognition (Costs 2 Actions). The Queen of Serpents gets a brief glimpse of the immediate future, gaining advantage on attack rolls and Dexterity-based saving throws until the end of her next turn.

Ankou

A cloak of inky shadows flutters around the bleached-white bones of a dragon. The skeletal dragon moves slowly and methodically, as if searching for something.

Ankou are servitors of the gods of death. The first dragon to die each century is reborn as an ankou under the death god's auspices and is charged with living a second life as an apparition that ushers the souls of the dead to their final resting places.

Creatures of Many Forms. Ankou are made from the spirits of dragons, and their natural form is that of a shadowy wyrm. However, ankou rarely manifest before mortals in their natural form for fear of sowing chaos throughout the mortal world. Many humanoid cultures tell legends of the ankou's baleful visage, claiming that the sight of an ankou in its true form is enough to drive a sane human mad and a dead human's spirit to becoming a howling specter. An ankou can adopt the form of any creature it has seen in its life or unlife, but tell-tale signs of its true nature always leak through to the new form, such as a hollow voice that does not echo or wispy hair, fur, or feathers that move by an unfelt wind. The most popular forms for ankou to assume are humanoid skeletons, ravens, kindly elders, or young children.

Charged with Grim Duty. The role of the ankou is a necessary one, but one which few dragons would willingly accept. Some dragons go to extreme lengths to avoid being the first to die in a new century with some even going so far as to accept lichdom before accepting the duty of the ankou. The gods of death are loathe to share such deep secrets with mortals, but it is known that the dragons that become ankou serve for eternity. All ankou obey the gods of death unquestioningly, greeting the souls of the deceased at the moment of their death and escorting them across the planes to their final resting place. A single soul herald ankou serves directly beneath the gods of death, commanding the ranks of ankou soul seekers. Typically, a single seeker claims and transports a soul to the herald residing in an extraplanar retreat, who then offers it personally to the gods of death.

Enforcers of Fate. Though they can live until the end of time, ankou can be killed. Likewise, though ankou have grown wise through eons of life and unlife, they can still be fooled by canny mortals. While creatures that cheat death through cunning and their own wit are often treated with grudging respect by



the ushers of souls, the ankou are still duty-bound to send the creatures to the realms of death. Mortals who cheat death by killing ankou gain no such admiration. While a skilled warrior or a powerful dragon can best a single ankou, the slaughter of one of their own sends the ankou into a rage. The ankou soul herald hunts down the transgressor personally in order to cast the creature's soul into the Hells to suffer for its transgression.

Death God's Servant. The ankou doesn't require air, food, drink, or sleep.

An Ankou's Lair

Ankou are rarely granted a chance to rest, constantly traveling the planes to usher spirits to their final resting places. When an ankou has a moment of respite, it often returns to the lair it kept in life. This sometimes creates awkward situations for the dragon's family if they still reside in this lair; even dragons have some apprehensions about sharing a home with a relative-turned-reaper. When residing alone, an ankou often decorates its lair with mementos that recall its slowly fading memories of its former life, such as portraits of mortal friends long dead, electrum coins minted by a friend from a now-destroyed kingdom, or the spellbooks of a fallen comrade.

All ankou lairs have a pile of bleached bones somewhere within. These death spirits find that they sleep best when nestled on a bed of bones.

Lair Actions

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

- Shrouds of shadow break off of the ankou and animate 2d4 skeletons from its pile of bones. These skeletons are immune to the ankou's Aura of Necromancy's Bane. All previously created skeletons are destroyed when the ankou dies or when it uses this lair action again.
- The ankou chooses a living creature it can see within 120 feet of it. That creature must succeed on a DC 15 Charisma saving throw or its spirit is forced from its body and appears in a random location up to 60 feet away. Without a spirit, the creature's body falls unconscious, but only starts dying if it takes damage while unconscious. A spirit can reenter its body if it touches the body as an action. A creature's spirit retains its statistics; however, it can't attack or cast spells, it has a fly speed of 40 feet, it is immune to all damage except force damage, and 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. If a spirit is reduced to 0 hp, it instantly dies.
- Skeletal hands burst from a point on the ground the ankou can see within 120 feet of it. Each creature that enters or starts its turn within a 20-foot radius centered on that point must succeed on a DC 15 Strength saving throw or take 5 (1d10) necrotic damage and be restrained. A creature can be freed if it or another creature takes an action to make a DC 15 Strength check and succeeds. These hands are destroyed when the ankou dies or when it uses this lair action again.

Regional Effects

The region containing an ankou's lair is warped by its magic, which creates one or more of the following effects:

- People see apparitions out of the corner of their eye and begin to doubt their own senses. Paranoia grows common.
- Shadows grow unusually long while the sun is high. The stars seem darker than usual when night blankets the world.
- Undead within 6 miles of the lair burn under sunlight and moonlight, taking 1d6 radiant damage at the start of each of their turns.

If the ankou dies, these supernatural effects disappear after 1d10 days.

ANKOU SOUL HERALD

Gargantuan dragon, neutral

Armor Class 18 (natural armor)
Hit Points 407 (22d20 + 176)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	27 (+8)	17 (+5)	18 (+4)	19 (+4)

Saving Throws Dex+7, Con +15, Wis +11, Cha +11
Skills Perception +18, Persuasion +11, Stealth +7
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses truesight 60 ft., passive Perception 28
Languages all
Challenge 21 (33,000 XP)

Aura of Necromancy's Bane. Necromancy spells can't be cast within 120 feet of the ankou. When an undead creature starts its turn within 30 feet of the ankou, it must make a DC 22 Constitution saving throw, taking 21 (6d6) radiant damage on a failed save, or half as much damage on a successful one.

Cloak of Ghostly Shadows. As a bonus action while in dim light or darkness, the ankou becomes invisible. While invisible, the ankou has advantage on Dexterity (Stealth) checks and gains the following:

Resistance to acid, cold, fire, lighting, thunder; bludgeoning, piercing and slashing damage from nonmagical attacks.

Immunity to the grappled, paralyzed, petrified, prone, and restrained conditions

The ankou 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.

The cloak of ghostly shadows ends when the ankou chooses to end it as a bonus action, when the ankou dies, or if the ankou ends its turn in bright light.

Death's Apotheosis. The ankou has the celestial type in addition to the dragon type and its weapon attacks are magical.

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

ACTIONS

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

Bite. *Melee Weapon Attack*: +14 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 11 (2d10) cold damage.

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

Tail. *Melee Weapon Attack*: +14 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Horrifying Presence. Each creature of the ankou's choice that is within 120 feet of it must make a DC 19 Wisdom saving throw. On a failure, its speed is reduced to 0 for 1 minute. If the save fails by 5 or more, the creature is instead paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the ankou's Horrifying Presence for the next 24 hours.

Reaper's Breath (Recharge 5–6). The ankou exhales cold fire in a 120-foot line that is 10 feet wide. Each creature in that area must make a DC 22 Dexterity saving throw, taking 66 (12d10) cold damage on a failed save, or half as much damage on a successful one. Undead creatures automatically fail the saving throw and treat all damage dealt by this breath weapon as radiant instead of cold.

Change Shape. The ankou magically polymorphs into any beast, humanoid, or undead creature it has seen before that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the ankou's choice). Its statistics, other than its size, are the same in each form and it doesn't gain any class features or legendary actions of the new form.

Usher of Souls. The ankou can transport itself and up to eight creatures in contact with it to another plane of existence. This works like the *plane shift* spell, except dead or incorporeal creatures can be transported and don't have to be willing. The ankou can't use this ability to banish an unwilling creature.

LEGENDARY ACTIONS

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

Detect. The ankou learns the location of all living creatures within 120 feet. Alternatively, it can learn the location of all undead creatures or creatures that have been dead no longer than 1 hour within 1 mile.

Tail Attack. The ankou makes a tail attack.

Envelope in Shadow (Costs 2 Actions). The ankou moves up to half its speed without provoking opportunity attacks. Any creature whose space it moves through must make a DC 22 Dexterity saving throw, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

ANKOU SOUL SEEKER

Large dragon, neutral

Armor Class 15 (natural armor)
Hit Points 171 (18d10 + 72)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	19 (+4)	13 (+1)	14 (+2)	16 (+3)

Saving Throws Dex+3, Con +7, Wis+5, Cha +5
Skills Perception +8, Persuasion +6, Stealth +3
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses truesight 60 ft., passive Perception 18
Languages all
Challenge 8 (3,900 XP)

Aura of Necromancy's Bane. When an undead creature starts its turn within 30 feet of the ankou, the undead must make a DC 15 Constitution saving throw, taking 7 (2d6) radiant damage on a failed save, or half as much damage on a successful one.

Cloak of Shadows. As a bonus action while in dim light or darkness, the ankou becomes invisible. The cloak of shadows ends when the ankou chooses to end it as a bonus action, when the ankou dies, or if the ankou ends its turn in bright light.

Death Ascended. The ankou has the celestial type in addition to the dragon type.

ACTIONS

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

Bite. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage plus 4 (1d8) cold damage.

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

Reaper's Breath (Recharge 5–6). The ankou exhales cold fire in a 30-foot line that is 5 feet wide. Each creature in that area must make a DC 15 Dexterity saving throw, taking 44 (8d10) cold damage on a failed save, or half as much damage on a successful one. Undead creatures automatically fail the saving throw and treat all damage dealt by this breath weapon as radiant instead of cold.

Change Shape. The ankou magically polymorphs into any beast, humanoid, or undead creature it has seen before that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the ankou's choice). Its statistics, other than its size, are the same in each form and it doesn't gain any class features or legendary actions of the new form.

Usher of Souls. The ankou can transport itself and up to eight creatures in contact with it to another plane of existence. This works like the *plane shift* spell, except dead or incorporeal creatures can be transported and don't have to be willing. The ankou can't use this ability to banish an unwilling creature.

Anophiloi



With a needle-like snout and a gut full of blood, the anophiloi are hard to miss. The buzz of the creature's wings haunts the jungles and marshes, sending warm-blooded creatures for cover.

Blood Drinkers. Predators of the swamplands, jungles, and other humid places, the anophiloi, intelligent mosquitoes the size of large dogs, feed mainly on livestock and large game animals. Their choice of food, however, is a pragmatic one and has nothing to do with morality; game animals won't organize to wipe them out, humanoids will. When famished, anything that bleeds becomes prey for the anophiloi.

Seasonal Menace. The anophiloi require heat and humidity to thrive. They spend the cold months of the year dwindling in size and dehydrating while hidden in hibernation after one last gluttonous feeding. By the end of this dormant period, the creatures resemble a bundle of gray and black sticks. As soon as the temperature increases, the anophiloi take to the air and seek out easy prey.

Barely Kept in Check. The anophiloi's period of dormancy allows farmers and keepers of livestock to keep the creature's population thin. At the first dip in temperature, hunts are organized. If not for the frenetic pace and frequency of their egg laying, the anophiloi would be an unpleasant memory in settled regions.

ANOPHILOI

Small monstrosity, neutral

Armor Class 12
Hit Points 33 (6d6 + 12)
Speed 30 ft., climb 20 ft., fly 40 ft.

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

Skills Stealth +4
Damage Vulnerabilities cold
Damage Resistances poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 1 (200 XP)

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

Blood Sense. The anophiloi can pinpoint, by scent, the location of living creatures within 30 feet of it.

ACTIONS

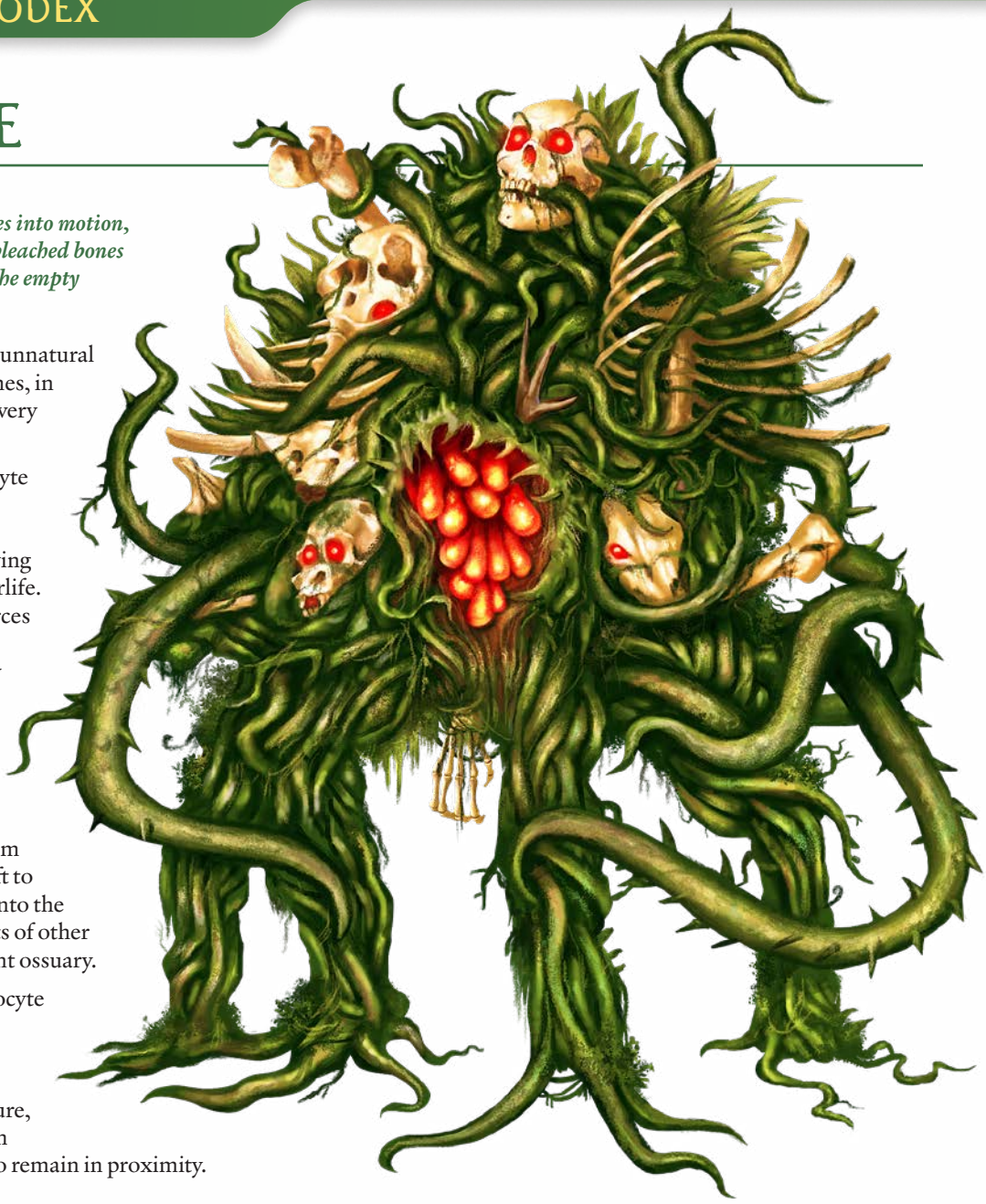
Multiattack. The anophiloi makes two attacks: one with its claws and one with its bite.

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, and if the target is Large or smaller, the anophiloi attaches to it. While attached, the anophiloi doesn't attack. Instead, at the start of each of the anophiloi's turns, the target loses 5 (1d6 + 2) hp due to blood loss.

The anophiloi can detach itself by spending 5 feet of its movement. It does so after it drains 20 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the anophiloi by succeed on a DC 13 Strength check.

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

Arborcyte



A mound of thorn-covered vines writhes into motion, rearing up to reveal an assemblage of bleached bones at its core. A hellish light gleams from the empty sockets of its many skulls.

Though druids do not suffer twisted, unnatural things to survive in the wild, sometimes, in a cruel twist of fate, they become the very thing they abhor.

Seed of Desecration. An arborcyte is the corrupted soul of a druid slain in the failed defense of its woodland home. A mass of vines crawl to the dying druid to serve as a vessel into the afterlife. The druid's soul is then twisted by forces of desecration, and what arises is a shambling monstrosity consumed by the desire to destroy any life that enters its blighted glade.

Skeletal Remains. Those slain by an arborcyte are eventually stripped of flesh and other organic materials by the acidic sap oozing from its many tendrils. Those bones not left to litter the forest floor work their way into the arborcyte's core, joining the remnants of other victims and the slain druid in a verdant ossuary.

Insidious Destruction. An arbocyte becomes deadlier when it is attacked. As its vines are hacked apart, each of the thorny tendrils rises up to fight alongside the main mass of the creature, creating an undulating dance of death threatening anyone foolish enough to remain in proximity.

ARBORCYTE

Large plant, chaotic neutral

Armor Class 16 (natural armor)
Hit Points 127 (15d10 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	16 (+3)	5 (–3)	10 (+0)	3 (–4)

Saving Throws Con +6
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Condition Immunities deafened
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 8 (3,900 XP)

Shearing. Whenever the arborcyte suffers 10 or more damage from a single attack, a length of its vines breaks free. This animated tendril is under the arborcyte's control, moving and acting as an extension of the creature. Each tendril has AC 14, 10 hp, and a speed of 10 feet.

Actions

Multiattack. The arborcyte makes two thorn vine attacks plus one animated tendril attack for each tendril it can see that has been created through its Shearing trait.

Thorn Vine. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target takes 7 (2d6) acid damage at the start of each of the arborcyte's turns, and tendril attacks against the target have advantage. The arborcyte can grapple up to two creatures at one time.

Animated Tendril. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Arcamag

A crystalline tick hops off the neck of the dead wizard and flies behind a bookshelf, where it changes into a harmless-looking silver ring bearing an arcane symbol.



A Bane of the Arcane. The arcamag is a creature that survives by feeding on the magical force within creatures, especially humanoid spellcasters. An arcamag looks like a tick comprised of jagged, clear-crystalline fragments. Barbed hooks springing from its mandibles allow it to attach to a host.

Symbiote or Parasite? The arcamag waits until a spellcaster takes possession of it, stowing it in a backpack or belt pouch. At that point, it changes into its natural form and works its way beneath clothing to a covered piece of flesh: the small of the back or the inner thigh are prime locations. Once there, the arcamag attaches to the caster. In the short term, a caster might benefit from acting as a host, but, in the long term, the consequences can be devastating and potentially fatal.

Use in Battle. Arcamags are occasionally used by war wizards in battle, hoping to bolster the magical might of their troops. Sometimes this works, but, more often than not, inexperienced wizards are left dead on the battlefield.

ARCAMAG

Tiny monstrosity (shapechanger), neutral

Armor Class 13 (natural armor)
Hit Points 22 (5d4 + 10)
Speed 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	10 (+0)	15 (+2)	5 (-3)	12 (+1)	18 (+4)

Skills Stealth +4
Senses darkvision 60 ft., passive Perception 11
Languages understands Common but can't speak
Challenge 2 (450 XP)

Camouflage. While attached to a host, the arcamag has advantage on Dexterity (Stealth) checks.

Shapechanger. The arcamag can use its action to polymorph into a small object, such as a ring, wand, orb, rod, or scroll. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

False Appearance (Object Form Only). While motionless, the arcamag is indistinguishable from an ordinary object.

ACTIONS

Attach. *Melee Weapon Attack*: +2 to hit, reach 5 ft., one creature that can cast spells. *Hit:* The arcamag attaches to the target. While attached, the arcamag doesn't attack. Instead, it causes a handful of changes in its spellcaster host (see Changes to the Host sidebar).

The arcamag can detach itself by spending 5 feet of its movement. A creature other than the host can use its action to detach the arcamag by succeeding on a DC 15 Strength check. The host can use its action to detach the arcamag only after the host has expended all of its spell slots for the day, including the extra cantrips and spell slots gained from having the arcamag attached. Doing so doesn't require a Strength check. When the arcamag detaches itself or is detached from a host, the host takes 2 (1d4) psychic damage per spellcaster level.

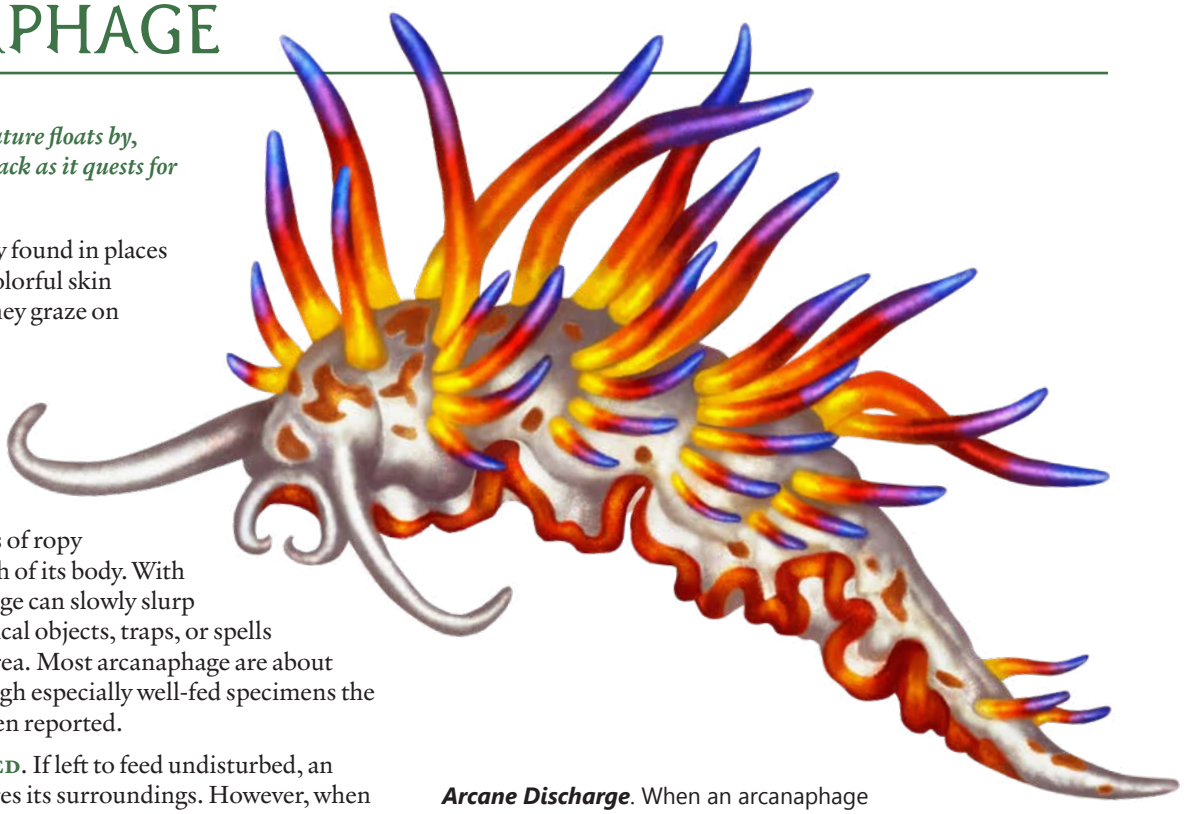
Teleport (1/Day). The arcamag magically teleports up to 60 feet to an unoccupied space. If it is attached to a host when it uses this action, it automatically detaches.

CHANGES TO THE HOST

The following changes are made to a spellcaster that hosts an arcamag:

- Three times per short rest, the host can use a bonus action to cast a cantrip that would normally require an action. Each time this is done, the host loses hp equal to its spellcaster level.
- The host gains one additional spell slot per level of spell it can cast. Each time this extra slot is used, the host must succeed on a DC 10 Constitution saving throw or gain one level of exhaustion.
- Each time the host casts a spell, roll a d20. On a 1, the spell doesn't successfully complete, but the host still expends a spell slot as the arcamag absorbs the power of the spell.

Arcanaphage



A soft-bodied, iridescent creature floats by, tentacles rippling along its back as it quests for its next meal.

Arcanaphage are commonly found in places imbued with magic, their colorful skin rhythmically pulsating as they graze on arcane energies.

Magivore. The arcanaphage diet consists exclusively of magic. It has no mouth; it feeds by absorbing nearby magical energy into a series of ropy tentacles that run the length of its body. With enough time, an arcanaphage can slowly slurp all of the power out of magical objects, traps, or spells permanently imbuing an area. Most arcanaphage are about the size of a large dog, though especially well-fed specimens the size of draft horses have been reported.

Docile Unless Angered. If left to feed undisturbed, an arcanaphage typically ignores its surroundings. However, when it feels threatened or when food is scarce and it senses magic nearby, it viciously attacks.

Unwitting Guardians. Its ability to neutralize magic in its immediate area, combined with its calm demeanor, makes an arcanaphage an excellent guardian against a wizard's ire. Some warlords even bring pet arcanaphage to battle as protection from spellcasters, although this is a gamble since the creatures like to sit on and absorb power from unattended magical objects, like a warlord's heirloom weapon, and can release a torrent of magical energy when slain.

ARCANAPHAGE

Medium monstrosity, unaligned

Armor Class 14

Hit Points 60 (8d8 + 24)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	2 (–4)	10 (+0)	8 (–1)

Skills Perception +2

Damage Resistances bludgeoning, piercing, and slashing from magical weapons

Condition Immunities blinded, charmed, deafened, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages —

Challenge 4 (1,100 XP)

Arcane Discharge. When an arcanaphage dies, it explodes in a surge of partially-digested magical energy. Each creature within 5 feet per Feed score must make a DC 14 Dexterity saving throw, taking 3 (1d6) force damage per Feed score on a failed save, or half as much damage on a successful one. For 1 minute afterward, the affected area is awash with volatile magic. A creature that starts its turn in the affected area takes 7 (2d6) force damage.

Hunger. Each time it feeds in combat, it regains hp equal to twice the level of the spell it ate and increases its Feed score by 1. The arcanaphage can't have a Feed score higher than 8, and its Feed score reduces by 1 each time it finishes a long rest.

Ingest Magic. At the start of each of the arcanaphage's turns, each creature within 30 feet of it that is currently maintaining concentration on a spell must make a DC 14 Constitution saving throw. On a failure, the creature's spell ends and the arcanaphage feeds.

Magic Immunity. The arcanaphage is immune to damage from spells. It has advantage on saving throws against all other magical effects.

Actions

Multiattack. The arcanaphage makes two tentacle attacks.

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

Reactions

Voracious. The arcanaphage's tentacles glow when a spell is cast within 30 feet of it, countering the spell. This reaction works like the *counterspell* spell, except the arcanaphage must always make a spellcasting ability check, no matter the spell level. Its ability check for this is +5. If it successfully counters the spell, the arcanaphage feeds.

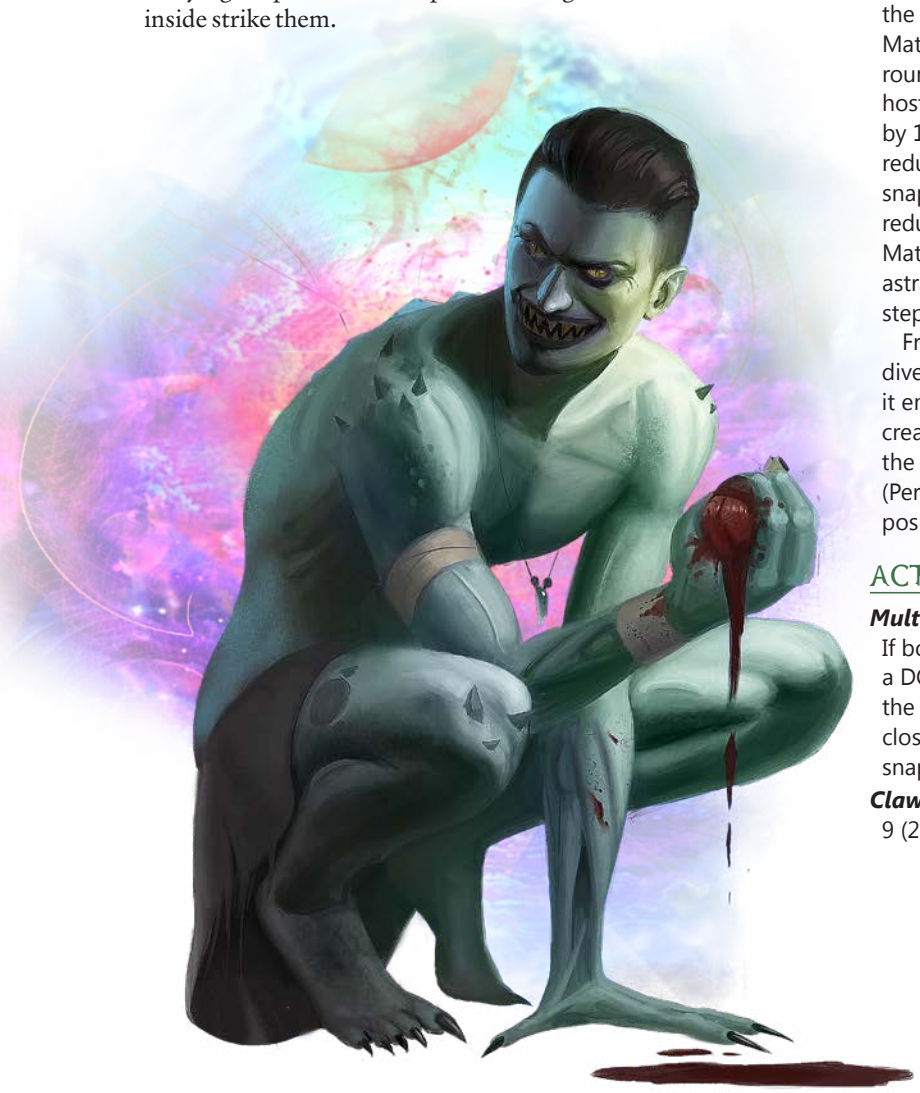
Astral Snapper

This hideous creature has the body of a pale human. Its yellow eyes are slit with vertical pupils, and its wide grin reveals a mouth full of shark's teeth.

Hunters from Beyond. Mysterious extraplanar creatures, astral snappers hunt humanoids on the Material Plane, but they feed on their victim's innards while concealed in the Astral Plane. They erupt back into the Material Plane from the slain creature once the feast is complete. Though they are most at home in the Astral Plane, they can only get there through killing another creature and can only remain there until they have fed.

Servants or Parasites. The few scholars familiar with these creatures speculate that they may have come into the world either attached to or in the wake of far greater creatures from beyond the stars, and perhaps they serve such godlike beings in some way.

Strange Hungers. Astral snappers hunt by means of stealth and ambush, while seeking out lone travelers. When the astral snapper enters the victim's body by opening a portal in it to the Astral Plane, many of the creatures believe the astral snapper has simply broken off its attack and vanished. They count themselves lucky right up until the first pains of being devoured from the inside strike them.



ASTRAL SNAPPER

Medium aberration, neutral evil

Armor Class 12
Hit Points 78 (12d8 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	12 (+1)	16 (+3)	8 (–1)

Saving Throws Con +4
Skills Arcana +4, Deception +1, Perception +5, Stealth +4
Damage Resistances bludgeoning and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 15
Languages Deep Speech
Challenge 3 (700 XP)

Astral Devour. A creature hosting an astral snapper's astral form must make a DC 13 Wisdom saving throw each time it finishes a long rest. On a success, the astral snapper is ejected from the host and the Astral Plane into an unoccupied space in the Material Plane within 10 feet of the host and is stunned for 1 round. On a failure, the astral snapper consumes part of the host's internal organs, reducing the host's Constitution score by 1d4. The host dies if this reduces its Constitution to 0. The reduction lasts until the host finishes a long rest after the astral snapper has been expelled. If the host's Constitution score is reduced to 0, the astral snapper exits the host's body in the Material Plane by tearing its way out through the abdomen. The astral snapper becomes completely corporeal as it exits the host, stepping out of the host at its full size.

From the time the astral snapper succeeds on the initial dive into the host through the Astral Plane until the moment it emerges from the host's abdomen, it can be seen by any creature that can see into the Astral Plane—its head buried in the host's back. The astral snapper has disadvantage on Wisdom (Perception) checks and is effectively stunned when in this position until it takes damage.

ACTIONS

Multiattack. The astral snapper makes two attacks with its claws. If both attacks hit the same target, the target must succeed on a DC 13 Wisdom saving throw or its wound becomes a rift to the Astral Plane. The astral snapper immediately passes through, closing the rift behind it. The target is then affected by the astral snapper's Astral Devour trait.

Claws. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Azeban

This nimble, raccoon-like humanoid has grey-brown fur, a ringed tail, and sharp claws that allow it to scamper up trees with aplomb. Dark markings like a rogue's domino mask surround a pair of glowing yellow eyes that hint at its otherworldly origins.

Trickster Spirits. Azebans are mischievous fey spirits who enjoy playing tricks and causing trouble for others, particularly dull-witted humans. These pranks are most often trivial—rather than dangerous or malevolent—and frequently involve the azeban tricking its victims out of food or a magical trinket or causing an argument to break out among a group of travelers. Azebans like targeting pompous, greedy, or prideful individuals best. Skillful illusionists, they sometimes use powerful magic to create an illusory inn or village to fool their marks. On other occasions, a simple cantrip to make it appear as if someone belched or broke wind in polite company is all that is needed.

Forest Dwellers. Living primarily in the pine forests of the cold northern lands, azebans get on well with the druids and shamans of barbarian tribes, who often seek out their advice on fey matters in exchange for food and magical baubles. Azebans prefer to make their homes close to water. Good climbers, they sleep among the branches of the pines at night, coming down to the water to eat. They are fussy eaters and always wash their food before consuming it.

Reckless Souls. Azebans are quite fearless and have a tendency to get in over their heads. The shamans of the north tell a story that the first azeban wandered through the forest until he came to a great waterfall. Being somewhat foolish, he decided to get into a shouting match with the roaring torrent. Yelling louder and louder in an attempt to defeat his foe, he stepped too close to the edge and plunged headfirst into the rushing waters. Fortunately, the azeban did not drown, and to this day his descendants are able to emit an ear-splitting yawp as a last-ditch defense against aggressors.



AZEBAN

Medium fey, chaotic neutral

Armor Class 16 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 40 ft., climb 30 ft.

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

Saving Throws Dex+5, Wis +1
Skills Deception +6, Perception +1, Sleight of Hand +5, Stealth +5
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with cold iron
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 11
Languages Common, Elvish, Sylvan
Challenge 4 (1,100 XP)

Elusive. The azeban can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

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

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

At will: *dancing lights, disguise self, faerie fire, minor illusion*
3/day each: *creation, major image, mislead, seeming*
1/day each: *mirage arcane, programmed illusion*

Actions

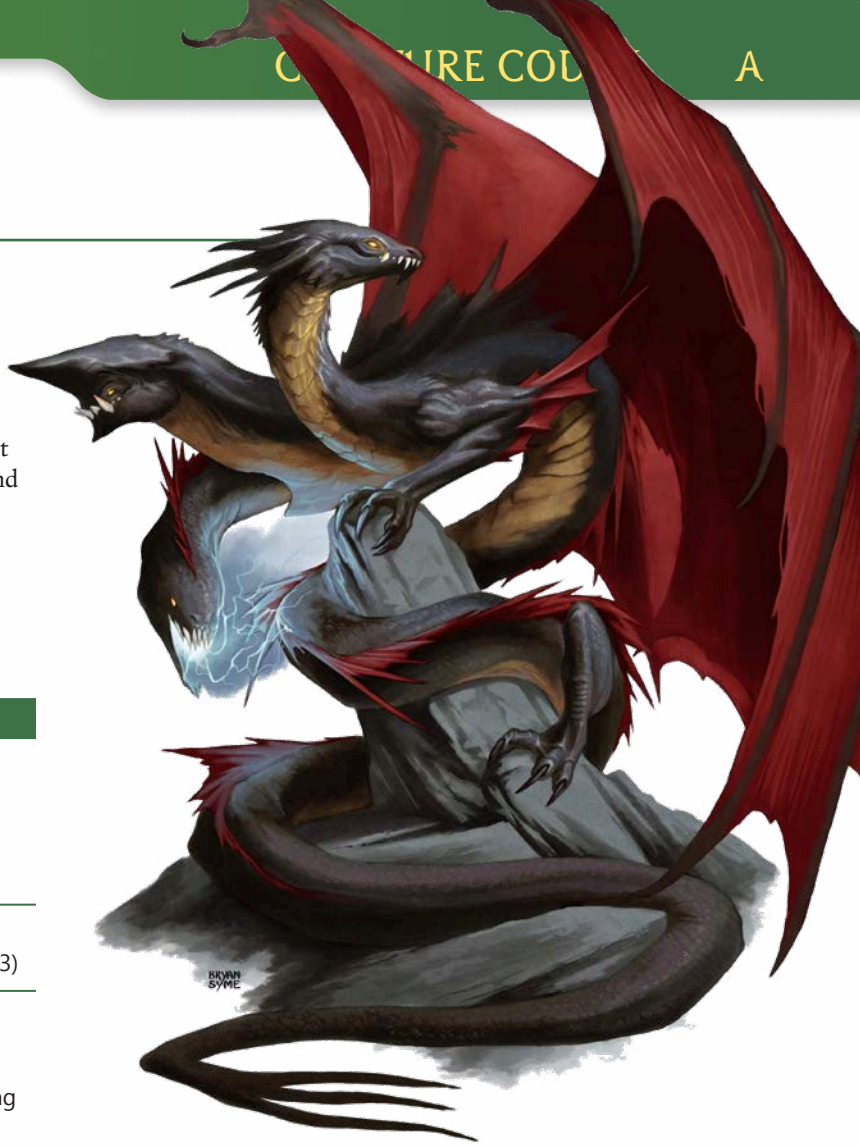
Multiattack. The azeban makes two attacks: one with its bite and one with its claws.

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

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

Ear-Splitting Yawp (Recharge 5-6). The azeban emits a piercing yell in a 15-foot cone. Each creature in the area must make a DC 14 Constitution saving throw. On a failure, a target takes 21 (6d6) thunder damage and is deafened for 1 minute. On a success, a creature takes half the damage but isn't deafened. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the area.

Azi Dahaka



The source of the bone-rattling crack of thunder reveals itself to be a three-headed dragon with black and gold scales, a long serpent-like body, and immense black wings.

Demonic Avatar. Azi Dahaka is the product of a union between a storm demon and a dragon. Scholars speculate that it may, in fact, be an avatar of an immortal demon of deceit and killing the mortal form is not enough to end the threat; the avatar will only return.

Sire of Storm and Swarm. Azi Dahaka takes delight in bringing down howling winds to cause misery and, when injured, its blood becomes rats, snakes, and stinging insects.

AZI DAHAKA

Huge dragon, chaotic evil

Armor Class 15 (natural armor)

Hit Points 157 (15d12 + 60)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +7, Con +9, Wis +6, Cha +8

Skills Perception +11, Stealth +7

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silver

Damage Immunities lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic, Infernal

Challenge 14 (11,500 XP)

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

Magic Resistance. Azi Dahaka has advantage on saving throws against spells and other magical effects.

Multiple Heads. Azi Dahaka's three heads grant it advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Reactive Heads. Azi Dahaka gets two extra reactions that can be used only for opportunity attacks.

Vermin Blood. A creature that hits Azi Dahaka with a melee attack while within 5 feet takes 4 (1d8) piercing damage and 4 (1d8) poison damage as the dragon's blood becomes biting and stinging vermin.

ACTIONS

Multiattack. Azi Dahaka makes three bite attacks and two claw attacks.

Bite. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage

Claw. *Melee Weapon Attack*. +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Storm Breath (Recharge 5–6). Azi Dahaka exhales a blast of wind and lightning in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw. On a failure, a target takes 22 (4d10) bludgeoning damage and 18 (4d8) lightning damage, is pushed 25 feet away from Azi Dahaka, and is knocked prone. On a success, a target takes half the bludgeoning and lightning damage and is pushed, but isn't knocked prone. All nonmagical flames in the cone are extinguished.

LEGENDARY ACTIONS

Azi Dahaka 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. Azi Dahaka regains spent legendary actions at the start of its turn.

Control Weather. Azi Dahaka can alter the weather in a 5-mile radius centered on itself. The effect is identical to the *control weather* spell, except the casting time and effects are immediate.

Call Lightning (Cost 2 Actions). A bolt of lightning flashes down from the clouds to a point Azi Dahaka can see within 100 feet of it. Each creature within 5 feet of that point must make a DC 20 Dexterity saving throw, taking 16 (3d10) lightning damage on a failed save, or half as much damage on a successful one.

Wing Attack (Costs 2 Actions). Azi Dahaka beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. Azi Dahaka can then fly up to half its flying speed.

Baba Yaga



The stars keep her secrets, the stone her memory – Grandmother, Grandmother! Her kindness akin to treachery.

Baba Yaga is a renowned witch and appears as a stooped, old woman with an impossibly long nose and wild white hair. Her milky yellow eyes stare, unblinking, at no fixed spot. She has no teeth, instead wearing a set of sentient, magical, iron dentures. Her teeth are often off pursuing their own agenda, and the two bicker constantly. She wears frayed burlap robes and, occasionally, a black silk scarf over her escaping locks. Her skin has a bark-like quality, and she smells of lightning and pine. While perfectly able to walk, the witch is most often seen flying about the world in her enormous mortar and pestle, the latter of which she uses as a rudder in flight.

Collector of Secrets. Few planes or places are free from Baba Yaga's madness and meddling. She desires knowledge above all things and greatly enjoys knowing the secrets of others. Many queens and kings have been extorted by the Old Witch, who records their secrets on parchment stored in a chest made from a giant emerald. She has a weakness for enchanted baubles, and her home, a wooden hut that travels on huge chicken legs and whose interior defies natural law, is stuffed full of magical bric-a-brac.

Nightmare and Nurturer. Those who've bargained with Baba Yaga successfully claim she is a fair and honest person with a fondness for animals and wild things. She actively seeks strong adventurers to pursue dangerous quests for her, usually to acquire either a great secret or a powerful artifact. However, she is also a pitiless murderer, who slips through the shadows in the moonlight to feed on sleeping innocents with her wretched iron teeth. She holds grudges and does not forget the smallest slight.

Master of Many. She collects servants as she does trinkets and takes great pleasure in adding to her soul horde. The Three Horsemen (*Tome of Beasts*, p.29) draw their power from her and do her bidding. At various times, she has held the soul of Koschei (*Tome of Beasts*, p.266) and forced him to perform legendary feats on her behalf.

The Old Witch is known to appear in several places at once. Some scholars believe Baba Yaga is actually three identical sisters, each with her own personality and preoccupations.

BABA YAGA

Medium fey, chaotic neutral

Armor Class 18 (natural armor)
Hit Points 399 (47d8 + 188)
Speed 40 ft., fly 30 ft. (in mortar and pestle)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	18 (+4)	16 (+3)	22 (+6)	19 (+5)

Saving Throws Con +10, Wis +12, Cha +11
Skills Arcana +15, Nature+15, Perception +12, Persuasion +11
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic
Condition Immunities frightened, poisoned
Senses truesight 120 ft., passive Perception 22
Languages all
Challenge 20 (25,000 XP)

Cronesight. Baba Yaga has advantage on Wisdom (Perception) checks that rely on sight. As an action, she can observe a target and magically know its current emotional state. If the target fails a DC 19 Charisma saving throw, she also knows the creature's alignment and discovers a hidden secret about the target.

Cronespeech. Creatures with Intelligence 3 or lower obey Baba Yaga unquestioningly. Her utterances are often captured as engravings on nearby stone and wood surfaces. These magical reproductions of her words are made in the Common tongue and fade after several days.

Grandmother's Teeth. The iron teeth of Baba Yaga are sentient, magical, and airborne dentures that sometimes work at cross-purposes to the Old Witch. If the teeth and Baba Yaga are

getting along, the teeth reside inside her mouth, providing her with a bite attack and access to its spell list. Baba Yaga can cast a spell from the teeth's innate spell list as a bonus action, using her spellcasting ability. Spells cast in this way are removed from the teeth's spells per day total. If the witch and her teeth are not getting along, the teeth will fly around casting its spells as it wishes (often to the benefit of Baba Yaga's enemies).

Legendary Resistance (3/Day). If Baba Yaga fails a saving throw, she can choose to succeed instead.

Mortar and Pestle. Baba Yaga flies in a large mortar and pestle, which is immune to damage and can't be the target of spells or effects. It provides the witch partial cover from ranged attacks. Baba Yaga doesn't provoke an opportunity attack when she flies out of an enemy's reach. If Baba Yaga is knocked prone, stunned, or incapacitated while flying in the mortar, it will gently set her on the ground and disappear for 1 hour. The pestle remains with the witch.

Innate Spellcasting. Baba Yaga's innate spellcasting ability is Wisdom (spell save DC 20, +12 to hit with spell attacks). She can cast the following spells innately, requiring only verbal components:

At will: *eldritch blast* (2d10), *message, minor illusion, spare the dying*
5/day each: *command, disguise self, hideous laughter*
4/day each: *blindness/deafness, darkness, enthrall*
3/day each: *clairvoyance, counterspell, lightning bolt*
2/day each: *banishment, blight, polymorph*
1/day each: *animate objects, insect plague*

ACTIONS

Multiattack. Baba Yaga makes two pestle slap attacks and one bite attack, or three pestle slap attacks.

Pestle Slap. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit:* 31 (6d8 + 4) bludgeoning damage. The target must succeed on a DC 20 Constitution saving throw or have disadvantage on concentration checks until the end of its next turn.

Bite (if iron teeth are equipped). *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 37 (6d10 + 4) piercing damage and the target must succeed on a DC 20 Wisdom saving throw or be frightened of Baba Yaga until the end of its next turn.

Breath of the Bone Mother (Recharge 5-6). Calling on her elemental powers and her mastery of crone-magic, Baba Yaga exhales a great wind in a 40-foot cone that smells of fetid mires and sausages. Creatures caught in that area must make a DC 18 Constitution saving throw. On a failure, a target takes 45 (10d8) necrotic damage and is affected by the *bestow curse* spell for 1 minute. On a success, a target takes half the necrotic damage but is not cursed. In addition, a creature damaged by the wind releases a *stinking cloud* (DC 18 Constitution saving throw against the cloud's poison) centered on it at the beginning of its next turn. The cloud dissipates after 1d4 rounds.

REACTIONS

Dance of the Time Taunter (1/Day). When Baba Yaga's turn ends, she can take an additional turn. A creature able to see Baba Yaga dance through time has its understanding of the universe challenged and must succeed on a DC 18 Intelligence saving throw or be stunned until the end of its next turn.

LEGENDARY ACTIONS

Baba Yaga can take 3 legendary actions, choosing from the options listed. Only one legendary action can be used at a time and only at the end of another creature's turn. She regains spent legendary actions at the start of her turn.

At Will Spell. Baba Yaga casts one at will spell from her list or from her iron teeth's list if it is equipped.

Pestle Slap. Baba Yaga makes one pestle slap attack.

Breath of the Bone Mother (Costs 2 Actions). Baba Yaga uses Breath of the Bone Mother, if it is available.

IRON TEETH OF BABA YAGA



A set of iron dentures flap through the air, screeching in a voice like metal scraping on metal.

Scholar. The dentures are scholars of the arcane and are often found exploring ruins, especially ancient sites of magic. They see themselves as intellectually superior to their owner and chastise Baba Yaga for her use of baser forms of magic.

Wilful. The iron teeth are usually content sitting firmly in Baba Yaga's mouth, assisting the witch. However, should she anger the dentures, either by ignoring their request to visit some forgotten tower or scolding them too much for insolence, the dentures may abandon her for a while. They may work against her if the two are particularly at odds.

The Iron Teeth of Baba Yaga

Tiny fey, chaotic neutral
Armor Class 14
Hit Points 67 (15d6+15)
Speed 0 ft., fly 30 ft.

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

Skills Arcana +6, History +6
Damage Resistances lightning
Senses darkvision 60 ft., passive Perception 10
Languages Common, Dwarvish, Elvish, Infernal, Sylvan
Challenge 2 (450 XP)

Innate Spellcasting. The teeth's innate spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It may cast the following spells innately, requiring only verbal components:

At will: *detect magic, mending, ray of frost, true strike*
2/day each: *grease, magic missile, shield*
1/day each: *acid arrow, blur, heat metal*

ACTIONS

Pinch. *Melee Weapon Attack*: +6 to hit, reach 5ft., one target. *Hit:* 11 (3d4 + 4) piercing damage.

Bar Brawl

An enraged mass of malcontents storms across the tavern, overturning tables, busting bottles, and browbeating innocent patrons.

The jovial peace of a drinking establishment can transform into a whirlwind of chaos and violence in a mere moment, and no one caught in the middle of a bar brawl can hope to evade it.

Mob Brutality. A bar brawl arises suddenly and violently, often after a vile insult is lobbed or an accusation of cheating is lodged. Once enraged, the bar brawl attacks indiscriminately, assailing both the faultless and offending patrons with whatever weapons readily come to hand.

Irrational Resilience. As a throng fueled by anger and chaos, a bar brawl battles harder the more one tries to kill its participants. Constables have found that attacks intended to subdue a bar brawl are more effective than blows that inflict serious bodily injury.

Fraternity in the Aftermath. Many an adventuring party has been formed in the wake of a bar brawl. Less fortunate adventurers have found themselves incarcerated once the constabulary has quelled the disturbance.

BAR BRAWL

Huge swarm of Medium humanoids, unaligned

Armor Class 12 (leather armor)
Hit Points 67 (9d12 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	11 (+0)	10 (+10)	9 (–1)

Damage Vulnerabilities bludgeoning
Damage Resistances piercing, slashing
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Senses passive Perception 10
Languages any two languages
Challenge 3 (700 XP)

Liquid Courage (Recharge 5–6). As a bonus action, the bar brawl imbibes nearby alcohol to gain access to a hidden reservoir of audacity and grit. The bar brawl gains 7 (2d6) temporary hp for 1 minute.

Swarm. The bar brawl can occupy another creature's space and vice versa, and the bar brawl can move through any opening large enough for a Medium humanoid. Except for Liquid Courage, the bar brawl can't regain hp or gain temporary hp.

ACTIONS

Multiattack. The bar brawl makes two melee attacks or two darts attacks.

Barstool. *Melee Weapon Attack*: +4 to hit, range 0 ft., one target in the bar brawl's space. *Hit:* 14 (4d6) bludgeoning damage, or 7 (2d6) if the bar brawl has half its hit points or fewer.

Broken Bottles. *Melee Weapon Attack*: +4 to hit, range 0 ft., one target in the bar brawl's space. *Hit:* 10 (4d4) slashing damage, or 5 (2d4) if the bar brawl has half its hit points or fewer.

Darts. *Ranged Weapon Attack*: +3 to hit, range 20/40 ft. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) if the bar brawl has half its hit points or fewer.



Barong



The king of spirits and leader of a host of celestials, Barong manifests as a large lion with thick, white fur. He wears a red mask and his body is adorned with gilded armor, polished to a mirror finish.

Sworn Enemies. Barong has sworn his life to the defeat of his former lover, Rangda, the demon queen of witches. Though he works to spread harmony throughout existence, much of his time is spent countering Rangda's schemes.

Celestial Allies. Barong is rarely without an entourage of like-minded celestials ready to aid him at a moment's notice. Good-aligned ghosts and wraiths flock to him, particularly those wronged by loved ones or who fell victim to Rangda and the machinations of her worshippers.

BARONG

Large celestial, lawful good

Armor Class 20 (natural armor)
Hit Points 225 (18d10 + 126)
Speed 60 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	20 (+5)	25 (+7)	18 (+4)	23 (+6)	22 (+6)

Saving Throws Con +13, Wis +12, Cha +12
Skills Insight +12, Perception +12, Persuasion +12
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities radiant
Condition Immunities charmed, exhaustion, frightened
Senses truesight 120 ft., passive Perception 22
Languages all, telepathy 120 ft.
Challenge 17 (18,000 XP)

Aura of Protection. All allies within 30 feet of Barong gain a +6 bonus to saving throws as long as Barong is conscious.

Divine Weapons. Barong's weapon attacks are magical. When he hits with any weapon, the weapon deals an extra 18 (4d8) radiant damage (already included below).

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

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

Actions

Multiattack. Barong makes two attacks: one with his bite and one with his claws.

Bite. *Melee Weapon Attack*: +13 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage plus 18 (4d8) radiant damage.

Claws. *Melee Weapon Attack*: +13 to hit, reach 5 ft., one target. *Hit:* 10 (1d6 + 7) slashing damage plus 18 (4d8) radiant damage.

Summon Spirit (1/Day). Barong can summon any combination of 2d4 good-aligned ghosts, uraeuses (*Tome of Beasts*, p. 392), or couatls; 1d4 temple dogs (*Tome of Beasts*, p. 378), unicorns, or good-aligned wraiths; or one buraq (*Tome of Beasts*, p. 48) or deva. The spirits and celestials appear in unoccupied spaces within 60 feet of Barong and act as his allies. They remain for 1 minute or until Barong dismisses them as an action.

Reactions

Divine Protection. When a creature makes an attack against Barong or one of his allies within 30 feet, Barong grants the target of the attack a +5 bonus to its AC until the start of his next turn.

Legendary Actions

Barong 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. Barong regains spent legendary actions at the start of his turn.

Claw. Barong makes one claw attack.

Enlightening Roar. Each creature he chooses within 30 feet of him can immediately repeat a saving throw to end one condition currently affecting it.

Divine Command (Costs 2 Actions). Barong roars a command at one allied undead or celestial within 30 feet of him. It can move up to its speed and make one attack as a reaction. The creature doesn't provoke an opportunity attack from this movement.

Bats

Bats exist in hundreds of species, from the harmless messenger bats of the ghoul empire to the ravening blood-devouring vampire bats found in various castles and deep jungles. The giant albino bat and the giant vampire bat are two monsters that vex adventurers more often than most, and they are often allies of darakhul, werebats, followers of Camazotz, Demon Lord of Bats (*Tome of Beasts*, p. 85), dhampirs, and vampires.



Bat, Giant Albino

An immense bat swoops out of the darkness. Unlike most bats, the creature is a bright smear in the shadows with dirty white fur and red eyes that gleam with a spark of cruel intelligence. All of its exposed skin is bright pink.

Giant albino bats grow to staggering proportions. These bats are marked by Camazotz and aren't simple animals. They gather large gaggles of giant bats and swarms of common bats, claiming swaths of wilderness for their territories.

GIANT ALBINO BAT

Huge monstrosity, neutral evil
Armor Class 15 (natural armor)
Hit Points 76 (9d12 + 18)
Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	15 (+2)	7 (-2)	14 (+1)	6 (-2)

Senses blindsight 60 ft., passive Perception 11
Languages Abyssal, understands Common but can't speak it
Challenge 3 (700 XP)

Echolocation. The bat can't use its blindsight while deafened.
Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Multiattack. The bat makes two attacks: one with its bite and one with its claws.
Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.
Claws. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the bat can't use its claws against another target.

Bat, Giant Vampire

A great bat the size of a horse with black and brown fur. As it shrieks, its blood-caked muzzle reveals long, yellowed fangs.

Some bats subsist on a diet of fresh blood. Unlike their smaller relatives, giant vampire bats are blessed by Camazotz and have no need to stalk sleeping prey. They are large enough to seize the blood they crave.

GIANT VAMPIRE BAT

Large beast, unaligned
Armor Class 13
Hit Points 60 (8d10 + 16)
Speed 10 ft., fly 60 ft.

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

Senses blindsight 60 ft., passive Perception 11
Languages —
Challenge 2 (450 XP)

Echolocation. The bat can't use its blindsight while deafened.
Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the bat can't bite another target. The bat regains hp equal to the necrotic damage dealt.

Bearfolk Chieftain

With white fur and a sturdy ax, bearfolk chieftains use their size and appearance to threaten strangers. Those who show courage are often welcomed to join the tribe around a fire and feast on seal meat.

Balanced Strength. Ruling even a small clan of bearfolk requires patience, sagacity, and ferocity in equal measure, and chieftains who last more than a season display mastery of such a balance. What tales the skalds do not tell of their deeds can be read in their scars, which they display with pride. Always flanked by loyal guards willing to enforce their will, bearfolk chieftains must nonetheless remain ready to wade into battle at a moment's notice against the horrors that lurk in their frozen wilderness or the challenges of their would-be successors.

Axe of Rulership. Each chieftain owns (and often wields) an axe of some kind as a totem of rulership. Stealing a bearfolk chieftain's axe is a crime that usually results in death or exile.

BEARFOLK CHIEFTAIN

Medium humanoid (bearfolk), chaotic good

Armor Class 17 (chain shirt, shield)

Hit Points 130 (20d8 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	16 (+3)	9 (–1)	14 (+2)	12 (+1)

Saving Throws Dex +4, Wis +5

Skills Athletics +11, Insight +5, Intimidation +7, Persuasion +4, Survival +5

Senses darkvision 60 ft., passive Perception 12

Languages Common, Giant

Challenge 6 (2,300 XP)

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

Frenzy (1/rest). As a bonus action, the bearfolk can trigger a berserk frenzy that lasts 1 minute. While in frenzy, it gains resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks and has advantage on attack rolls. Attack rolls made against a frenzied bearfolk have advantage.

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

Savage Charge. If the bearfolk moves at least 20 feet straight toward a creature and then hits it with a battleaxe attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the bearfolk can make one bite attack against it as a bonus action.

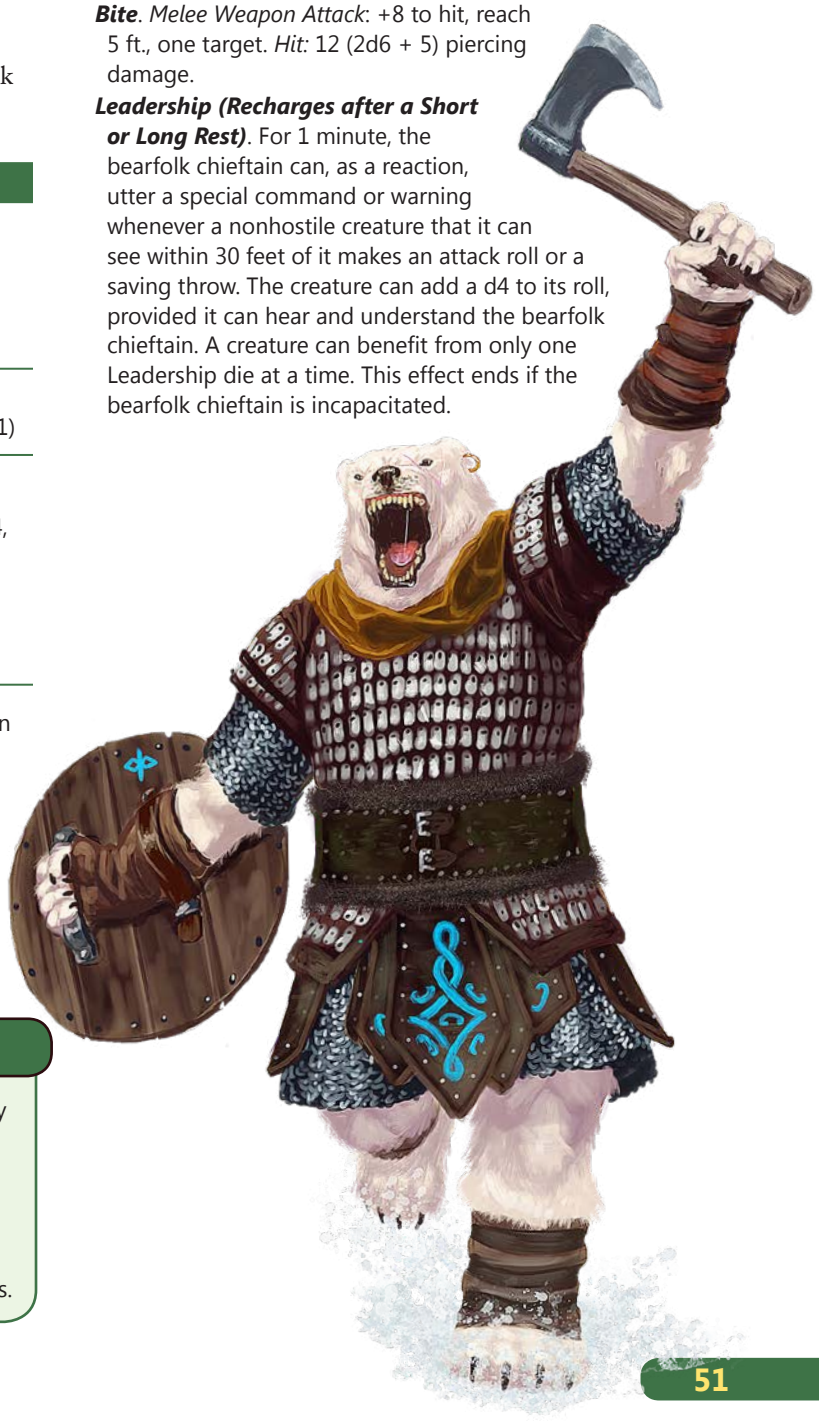
ACTIONS

Multiattack. The bearfolk makes two attacks with its battleaxe and one with its bite.

Battleaxe. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage, or 16 (2d10 + 5) slashing damage if used two-handed.

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

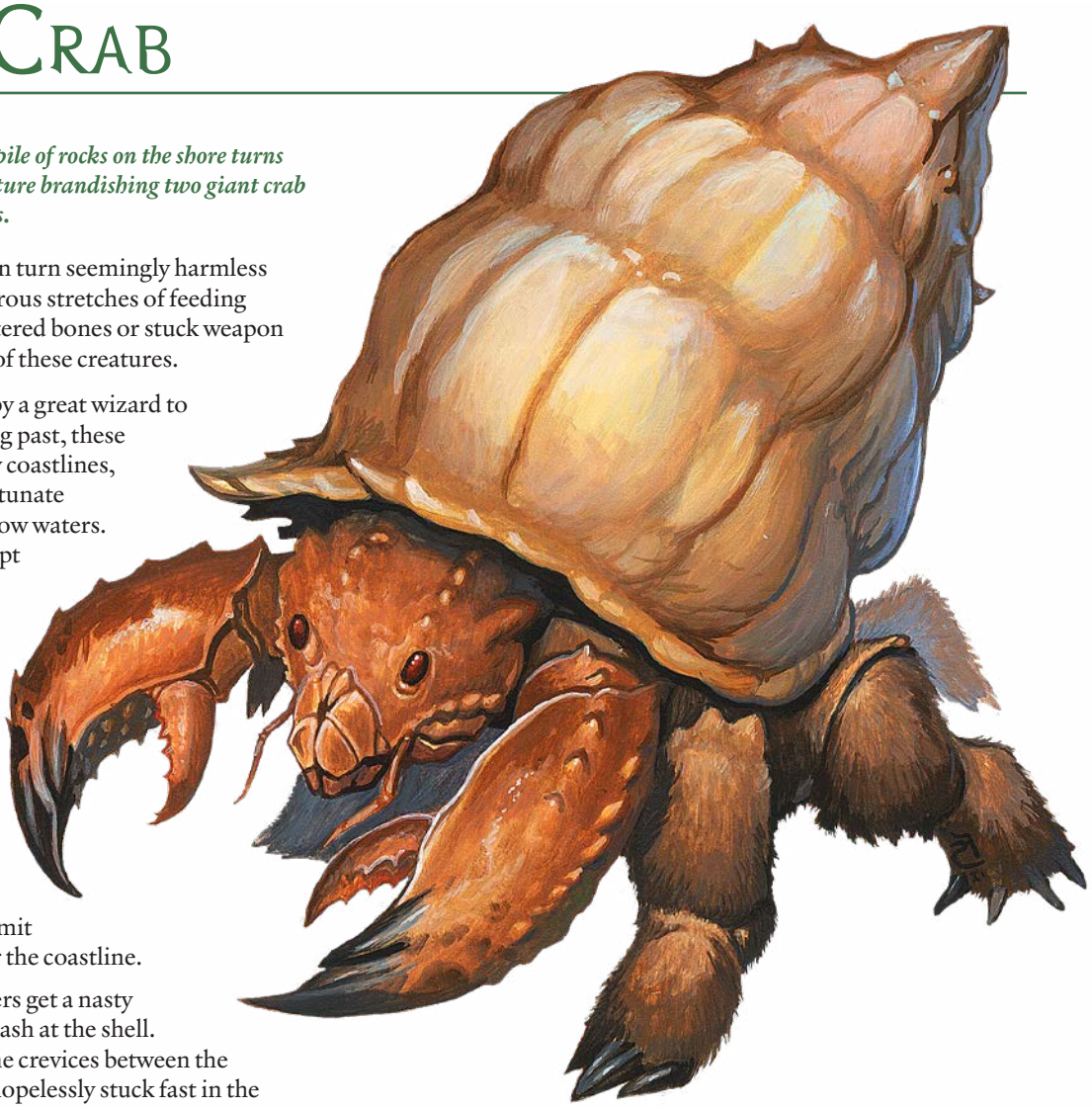
Leadership (Recharges after a Short or Long Rest). For 1 minute, the bearfolk chieftain can, as a reaction, utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll, provided it can hear and understand the bearfolk chieftain. A creature can benefit from only one Leadership die at a time. This effect ends if the bearfolk chieftain is incapacitated.



BEARFOLK IN MIDGARD

In the Midgard setting, bearfolk are rare but respected. They thrive both in the Northlands and in the Shadow Realm, where many of a chieftain's strongest guards (often referred to by their northern name, "huskarls") are expected to go on seasonal rambles over wide territory. Their fondness for wandering and their honest nature makes them natural friends to the dwarves and humans against giants and ogres.

Bearmit Crab



What at first looks like an innocent pile of rocks on the shore turns out to be the shell of a bear-like creature brandishing two giant crab claws at the end of its powerful arms.

These dangerous monstrosities can turn seemingly harmless beaches and shallows into treacherous stretches of feeding grounds. Only the occasional scattered bones or stuck weapon give any clue as to the true nature of these creatures.

Coastal Guardians. Created by a great wizard to guard her coastal keep in years long past, these monstrosities now roam the rocky coastlines, indiscriminately preying on unfortunate victims near the shore and in shallow waters. Sometimes, those particularly adept at taming and training wild beasts may keep small groups of bearmit crabs as guardians.

Crafted Homes. Driven by the scarcity of shells large enough to accommodate their size, bearmit crabs have adapted by crafting their own shells, using rocks glued together with sticky propolis. More commonly known as bee glue, propolis is harvested by bearmit crabs from the hives they find near the coastline.

Viscid Shells. Many adventurers get a nasty surprise when they try to stab or slash at the shell. Intuitively, the attackers aim for the crevices between the rocks, only to find their weapons hopelessly stuck fast in the shell's binding agent. To further complicate matters, bashing on the shell with blunter weapons doesn't prove particularly effective. Often, weapons of past victims are compelling lures, for few can resist a seemingly unattended sword sticking out of a pile of rocks.

BEARMIT CRAB

Large monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 59 (7d10 + 21)
Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	4 (–3)	13 (+1)	6 (–2)

Skills Perception +3
Damage Resistances bludgeoning
Senses Passive Perception 13
Languages —
Challenge 2 (450 XP)

Viscid Shell. When a creature hits the bearmit crab with a slashing or piercing melee weapon, the creature must succeed on a DC 13 Strength saving throw, or its weapon becomes stuck to the bearmit crab's shell. While the weapon is stuck, it can't be used. A creature can pull the weapon free by taking an action to make a DC 13 Strength check and succeeding.

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

False Appearance. While the bearmit crab remains motionless, it is indistinguishable from a normal pile of rocks.

ACTIONS

Multiattack. The bearmit crab makes two attacks: one claw attack and one bite attack or two claw attacks.

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and the target is grappled (escape DC 13) if it is a Medium or smaller creature. Until this grapple ends, the target is restrained. The bearmit crab has two claws, each of which can grapple only one target.

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

Bilwis

The vague outline of a person wavers to and fro, mirage-like, formed from grass and weeds seemingly caught on a breeze with hair of blowing corn silk.

Summoned Saboteur. The bilwis is an elemental creature. Usually summoned on behalf of another to ruin an enemy's crops, the bilwis hides in the fields until harvest draws near then rips through the crops, devouring and scattering the yield.

False Undead. The form of a bilwis leads to them being misidentified as a ghost of some kind, and they are often referred to as a "field ghost." Though remedies for a haunting fail to drive them away, the remedies do sometimes add the undead to the list of local maladies when graves are disturbed unnecessarily.

Shrouded in Superstition. Many farmers believe that if they plant and plow their fields from the outside inward, the bilwis won't be able to find its way in to damage their crops. The bilwis are also blamed for the spread of various illnesses but have no such ability.

Elemental Nature. The bilwis doesn't require air, food, drink, or sleep.

BILWIS

Medium elemental, chaotic evil

Armor Class 13
Hit Points 49 (11d8)
Speed 0 ft., fly 40 ft. (hover)

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

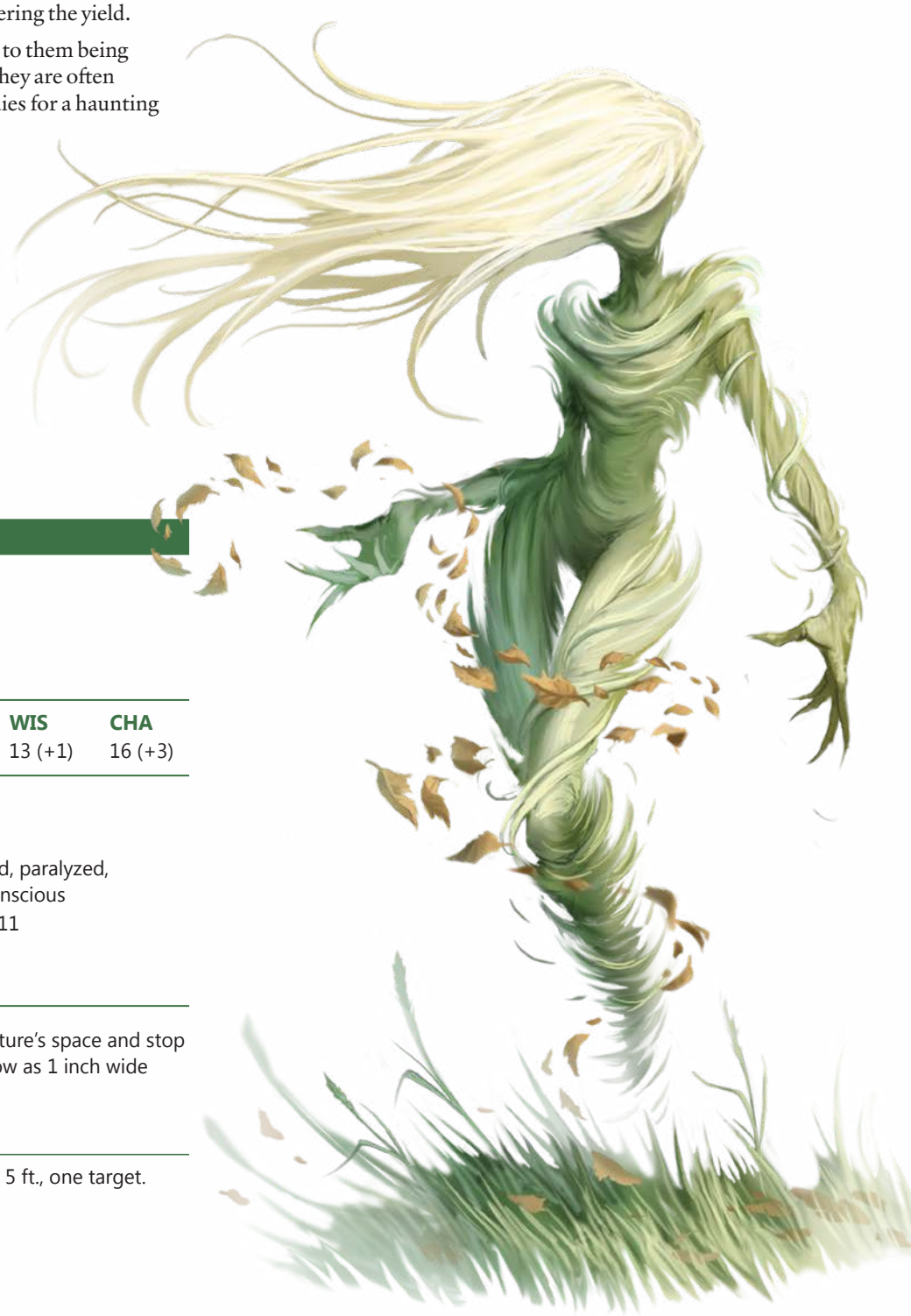
Damage Resistances lightning, thunder
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 11
Languages Auran
Challenge 1 (200 XP)

Air Form. The bilwis can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

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

Whirlwind (Recharge 5-6). Each creature in the bilwis' space and within 5 feet of it must make a DC 12 Strength saving throw. On a failure, a target takes 14 (4d6) bludgeoning damage and is knocked prone. On a success, a target takes half the bludgeoning damage and isn't knocked prone.



Bloody Bones

A long-limbed, pale humanoid with a skinless head and saucer-shaped eyes stumbles forward. A steady drizzle of blood descends from its crown, painting its face, shoulders, and back a deep crimson.

Under Bridge and Under Stairs. Though their lairs can be found anywhere, bloody bones most often occupy the spaces under stairways and bridges. There, they suckle at the trailing dark energies left behind by great betrayals or atrocities, often driving humanoids to commit such atrocities by imitating others they have seen and heard. They are sometimes found near a ghost's haunt, where their appetite for pained memories can be sated.

Dark Influence. Creatures who live within a few miles of where a bloody bones rests are often filled with unexplainable dread, anger, and despair. Violent crimes and uncharacteristic sadness are both tell-tale signs that a bloody bones dwells nearby.

BLOODY BONES

Medium monstrosity, chaotic evil

Armor Class 13 (natural armor)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

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

Skills Deception +4, Stealth +3
Senses darkvision 60 ft., passive Perception 11
Languages none, but can speak through the use of its Horrific Imitation trait
Challenge 3 (700 XP)

Horrifying Aura. Any creature hostile to the bloody bones that starts its turn within 10 feet of the bloody bones must succeed on a DC 13 Wisdom saving throw or be frightened until the end of its next turn. If a creature's saving throw is successful, the creature is immune to the bloody bones' Horrifying Aura for the next 24 hours.

Horrific Imitation. The bloody bones chooses one creature it can see. It moves, acts, and speaks in a macabre imitation of the creature. Its utterances are nonsense, and it can't understand the languages of its chosen target. It maintains this imitation until it dies. A creature that hears and sees the bloody bones can tell it is performing an imitation with a successful DC 14 Wisdom (Insight) check.

ACTIONS

Multiattack. The bloody bones makes two claw attacks. It can use its Dark Stare in place of one claw attack.

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

Dark Stare. The bloody bones stares balefully at one creature it can see within 60 feet. That creature must succeed on a DC 13 Wisdom saving throw or have disadvantage on all attacks until the end of its next turn.

REACTIONS

Its Crown Runs Red. When it is hit by an attack, the bloody bones regains 5 (1d10) hit points and has resistance to that damage type until the end of its next turn as life-giving blood pours from the top of its skull.



Bookkeeper



As the tome is opened, a blob of ink splashes toward the reader's eyes, followed by mischievous giggles.

For those wary of prying eyes, a tiny construct made of ink can keep private journals, records of magical runes, or discoveries safe.

Tiny Guards. Created by wizards fearful of having their research stolen, bookkeepers are ink constructs bound to a designated book. They provide protection not just from unwanted intrusion but also from physical damage. The bookkeeper can move on its own when needed, but it spends most of its time hiding within the book it is assigned to guard.

Alarm. As long as the creator is on the same plane as the book, it is mentally alerted if the book is opened by anyone other than it. The book also shrieks if handled by anyone other than the creator. The creator does not set off any wards or alarms when opening its own book.

Construct Nature. A bookkeeper doesn't require air, food, drink, or sleep.

BOOKKEEPER

Tiny construct, unaligned

Armor Class 12

Hit Points 5 (2d4)

Speed 20 ft., fly 30 ft. (while within the book)

STR	DEX	CON	INT	WIS	CHA
8 (–1)	14 (+2)	10 (+0)	6 (–2)	8 (–1)	3 (–4)

Skills Perception +1, Stealth +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities either cold or fire (designated at the time of the bookkeeper's creation), poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

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

Challenge 1/8 (25 XP)

Between the Lines. As a bonus action while within 30 feet of its book, the bookkeeper can hop inside its book. While inside its book, the bookkeeper has a flying speed of 30 feet and is indistinguishable from ink on a page.

Book Bound. A bookkeeper makes all attacks, saving throws, and skill checks with advantage when its creator is within 60 feet of its book. The bookkeeper's hp maximum is reduced by 1 for every minute it is further than 60 feet from its book. When its hp maximum reaches 0, it dies. If its creator dies, the bookkeeper can be convinced to pass ownership of the book to a new creature if the creature succeeds on a DC 13 Charisma check. The new owner becomes the bookkeeper's new "creator" and inherits the bookkeeper along with the book.

Disintegrate. When the bookkeeper dies, the book it is bound to is also destroyed.

ACTIONS

Ink Splash. *Ranged Weapon Attack*: +4 to hit, range 20 ft., one target. *Hit:* 3 (1d6) poison damage and the target must succeed on a DC 13 Dexterity saving throw or be blinded until the end of its next turn.

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

Elusive Pages. While inside its book, the bookkeeper magically turns its book invisible until it attacks, or until its concentration ends (as if concentrating on a spell). The bookkeeper is also invisible while inside the invisible book

VARIANT: FIENDISH BOOKKEEPER

Through an altered version of the bookkeeper's creation ritual, a creature can draw on the fiendish planes for its source of power. This altered ritual creates a more fiendish type of bookkeeper. Such bookkeepers are evil, are only loyal to their original creators, and have the following trait.

X Marks the Spot. When the blood of a target is dropped into the bookkeeper's book, the bookkeeper presents the viewer with a map showing the target's general location. This map is accurate to within a 1-mile radius of the target. The creator of the bookkeeper must have had contact with the target for this ability to work.

Boot Grabber

A pair of powerful hands made from a weird transparent substance springs forth from the puddle lying on the cavern floor.

Boot grabbers are ooze-like aberrant creatures that lie in wait for approaching prey on the floors of dank dungeons, overgrown ruins, and dark caverns.

Deadly Ambushers. Its transparent, amorphous body means a boot grabber is easily mistaken for a puddle or patch of wet rock, allowing the creature to strike with surprise and grab hold of its victim's legs or feet with its strong hand-shaped appendages. The boot grabber can lure a creature that is reluctant to approach by emitting an unearthly, high-frequency sound. Once it has seized its target, the boot grabber secretes a strong adhesive to stop the hapless creature from pulling free and continues to crush its foe's lower limbs. When the victim finally ceases struggling, the boot grabber flows over the helpless victim's body to start consuming it.

Creations of Warped Sorcery. Boot grabbers are believed to have been created centuries ago in twisted experiments conducted by deranged arcanists seeking new weapons to use against their rivals. Willing to wield fell sorceries that tapped into the alien power of the Void, these mages carried out all manner of blasphemous research. By melding alien protoplasm harvested from shoggoths (*Tome of Beasts*, p. 347) with the dismembered bodies of human captives from a rival magocracy, the wizards created the boot grabber and other foul creatures, before ultimately spawning the first gibbering mouther.

Shadow Dwellers. Boot grabbers are usually encountered in underground locations on the Material Plane, but they also inhabit the Plane of Shadow, where they are sometimes used by shadow fey nobles as guardians in the tunnels beneath their castles. On both planes, boot grabbers can often be found working in tandem with the alien-looking darkmantles, hunting together and sharing the spoils. These partnerships prove very effective – the darkmantle's darkness aura conceals both creatures' presence, and a target held fast by the boot grabber can readily be engulfed by the darkmantle.

BOOT GRABBER

Small aberration, neutral

Armor Class 11
Hit Points 22 (4d6 + 8)
Speed 20 ft.

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

Skills Perception +3, Stealth +3
Damage Resistances acid
Condition Immunities prone
Senses blindsight 60 ft. (blind beyond this radius), tremorsense 60 ft., passive Perception 13
Languages understands Void Speech but can't speak
Challenge 1/2 (100 XP)

Adhesive. The boot grabber adheres to anything that touches it. A Large or smaller creature adhered to the boot grabber is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

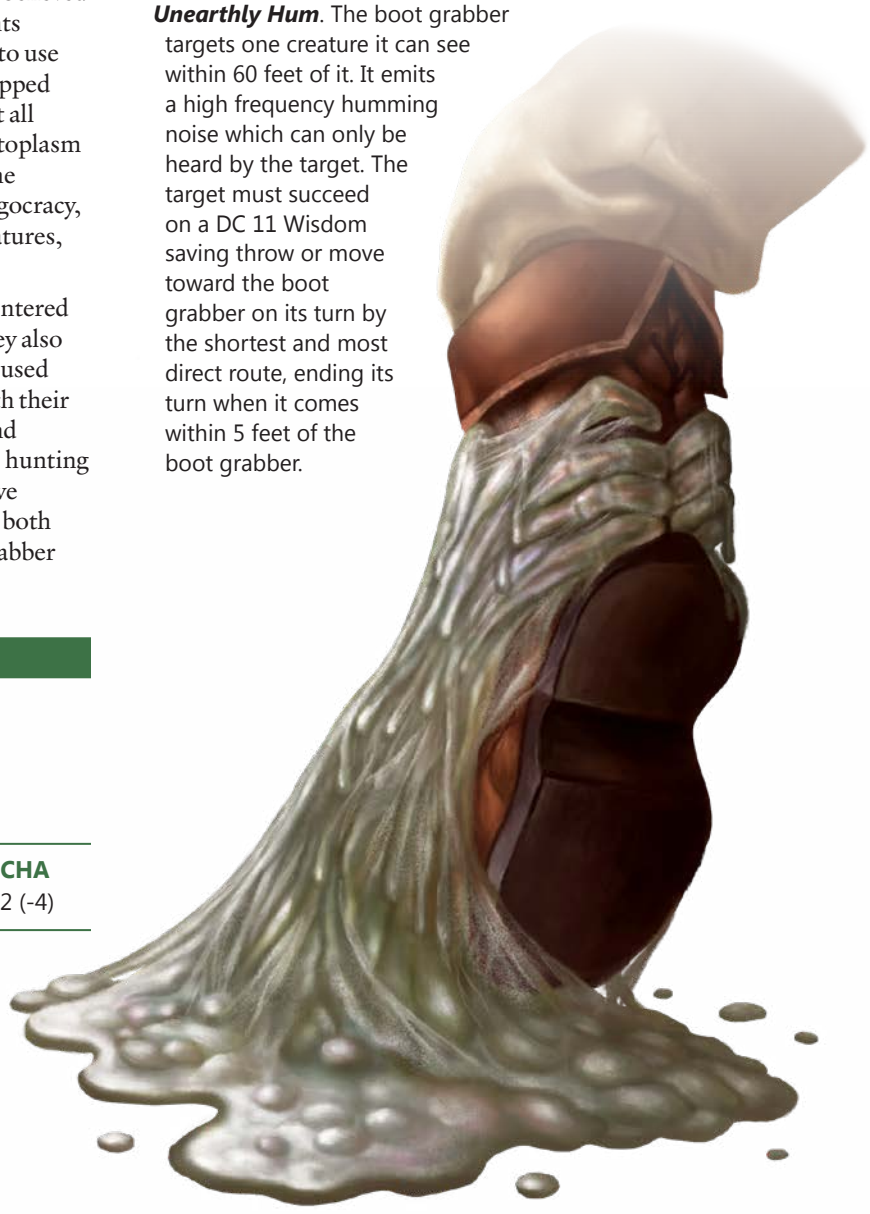
Amorphous. The boot grabber can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the boot grabber remains motionless, it is indistinguishable from a dirty puddle of water.

ACTIONS

Adhesive Hands. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage and the target is subjected to its Adhesive trait. Until this grapple ends, the target is restrained, and the boot grabber can't make adhesive hands attacks against other targets.

Unearthly Hum. The boot grabber targets one creature it can see within 60 feet of it. It emits a high frequency humming noise which can only be heard by the target. The target must succeed on a DC 11 Wisdom saving throw or move toward the boot grabber on its turn by the shortest and most direct route, ending its turn when it comes within 5 feet of the boot grabber.



Carbuncle



A glint of brilliant light shines from the forehead of a lithe cat-like creature covered in the vibrant plumage of a tropical songbird.

The carbuncle is a jungle-dwelling beast highly sought after by alchemists for the shining jewel embedded in its forehead. The carbuncle's body is not unlike an ocelot mixed with a bird of paradise; a lithe, four-legged quadruped with vibrant purple-and-crimson plumage instead of fur. Despite their bestial appearance, carbuncles possess great cunning and build villages of their own in caves deep in the jungle.

Bearers of Precious Gems. The glimmering garnet in this creature's forehead—the carbuncle for which it is named—is more than just a precious stone. Alchemists and other arcanists spend exorbitant amounts on carbuncle hunters because the gem is rumored to hold the power to amplify magic like light through a magnifying lens. What few wizards understand is that the carbuncle's garnet only holds magical power if given willingly; a garnet pried from the skull of a slain carbuncle still shines beautifully (and is worth 300 gp in most markets) but is devoid of magic. If a carbuncle willingly removes the gem from its forehead and gives it to another creature, the gem regrows in 1d4 weeks.

Capricious Tricksters. Carbuncles are well aware of how much their precious gem is valued by humans and their ilk and rightly fear humanoids for their cruelty and greed. However, particularly courageous carbuncles fight back against the hunters. They are not large or powerful creatures and instead use their cunning mind to trick hunters into following them into pits of quicksand, the lairs of deadlier creatures, or into piranha-infested waters.

CARBUNCLE

Small monstrosity, chaotic good

Armor Class 12
Hit Points 36 (8d6 + 8)
Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	14 (+2)	12 (+1)	11 (+0)	16 (+3)	12 (+1)

Skills Perception +5, Stealth +6
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 15
Languages Carbuncle, Common
Challenge 1 (200 XP)

Gem Illumination. As a bonus action, the carbuncle can cause its garnet to glow or not. While glowing, the garnet sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Jungle Camouflage. The carbuncle has advantage on Dexterity (Stealth) checks made to hide in jungle terrain.

ACTIONS

Multiattack. The carbuncle makes one bite attack and one claw attack.

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

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

Light Beam (Recharge 5–6). The carbuncle shoots a 30-foot-long, 5-foot-wide line of scintillating light from the garnet on its forehead. Each creature in that line must make a DC 13 Dexterity saving throw, taking 10 (3d6) radiant damage on a failed save, or half as much damage on a successful one.

CARBUNCLE'S GARNET

Wondrous item, uncommon

This gem has 3 charges. When you cast a spell that deals damage or requires you to roll dice as part of the effect (such as *sleep*), you can expend 1 charge as part of the action to cast the spell to roll one extra die of that type and add it to the total result. Once all 3 charges are expended, this gem becomes a nonmagical garnet worth 300 gp.

Cats of Ulthar

The silent rippling muscles of the clowder slip by unnoticed until nothing remains but gnawed bones and fat stomachs.

A Convergence of Felines. Seeing a group of cats (called a clowder) slinking down an alley barely registers in the minds of busy city-dwellers. Pests to some, pets to others, and invisible to most, the domestic housecat does not seem much of a threat. However, any beast with tooth and claw poses a threat on some level. And hundreds of those beasts, inspired and working together, can be a terrifying prospect.

The Cats and the Weather. The first sign a victim of the cats of Ulthar sees is cloudy, violent weather. The bluest, clearest daytime skies or the finest moonlit nights become stormy nightmares when the cats of Ulthar are on the prowl.

A Hissing, Seething Mass. Through the darkness provided by the suddenly darkened skies, the cats of Ulthar come together, some from their comfortable homes and others from their wild dens. The call spares no feline, and all types of cats join together to form the swarm. The victims often do not see the cats until it is too late. The only thing the victims notice is a single hiss that rises up from the mass of fur and death.



CATS OF ULTHAR

Huge swarm of Tiny beasts, unaligned
Armor Class 14
Hit Points 55 (10d10)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (−1)	18 (+4)	10 (+0)	2 (−4)	14 (+2)	3 (−4)

Skills Stealth +6
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 30 ft., passive Perception 12
Languages —
Challenge 4 (1,100 XP)

Feline Terror. Each creature in the swarm must succeed on a DC 12 Wisdom saving throw or fall prone and become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the swarm's Feline Terror for the next 24 hours.

Keen Senses. The swarm has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

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

ACTIONS

Bites. *Melee Weapon Attack*: +6 to hit, reach 0 ft., up to two creatures in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

Cauldronborn



A humanoid made of clods of earth, worn stones, and fragments of metal roams a forgotten battlefield. When it spies a potion, faint light flares in its eye sockets and the creature rushes toward it.

Sometimes mistaken for solitary earth elementals, cauldronborn arise from potions, corrupted by time or magic, that infuse nearby materials. The material animates with the potion's fluid holding the body together. They appear around ancient battlefields or magical ruins, searching for more potions to absorb and fuel their growth. Since a cauldronborn is only interested in potions, scavengers can search the same areas for other magic items the cauldronborn ignores. Having a lead-lined chest to safely store the magical items is vital to avoid the creature's attention.

Corruption Given Form. Nearly all cauldronborn arise from the common *potion of healing*, thus their forms regenerate slowly. It is possible for other potions to grant cauldronborn corresponding benefits.

Fueled Growth. Absorbing more potions increases a cauldronborn's resilience and eventually leads to gaining additional permanent benefits. The additional magical fluid also allows it to add more pieces onto its form and grow in size. It continues this cycle of searching, absorbing, and growing as long as it exists.

Magically Obsessed. Cauldronborn are innately aware of magic and fixate on absorbing potions. They become increasingly frantic and dangerous when they sense potions nearby. A farmer may only need to engage in a brisk walk to stay safely out of reach of a creature on the hunt, while an alchemist carrying several potions will be run to ground by the desperate construct.

Construct Nature. A cauldronborn doesn't require air, food, drink, or sleep.

CAULDRONBORN

Small construct, unaligned

Armor Class 13 (natural armor)

Hit Points 13 (3d6 + 3)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	7 (–2)	12 (+1)	3 (–4)	6 (–2)	1 (–5)

Damage Resistances piercing and slashing from nonmagical attacks not made with adamantine

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 2 (450 XP)

Consumption. As a bonus action, a cauldronborn can consume one potion within 5 feet of it that is not being worn or carried. Along with the potion's effect, the cauldronborn's hp maximum increases by 3 (1d6) and it gains the same number of hp.

Detect Elixir. The cauldronborn can pinpoint the location of potions and magic items within 60 feet of it. Outside of 60 feet, it can sense the general direction of potions within 1 mile of it.

Regeneration. The cauldronborn regains 2 hp at the start of its turn if it has at least 1 hp.

Sprint. The cauldronborn triples its speed until the end of its turn when moving toward a potion it has detected.

Actions

Multiattack. The cauldronborn makes two slam attacks.

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

Call Potion (Recharge 5-6). The cauldronborn releases a hungry screech, magically reaching out to nearby potions. All potions within 10 feet of the cauldronborn magically move toward the cauldronborn by rolling out of backpacks, hopping off of belts, unburying themselves, etc. A creature wearing or carrying a potion must succeed on a DC 13 Dexterity saving throw or its potion moves to within 5 feet of the cauldronborn. The target must make a separate saving throw for each potion it is attempting to keep in its possession.

Centaur Chieftain



The chieftain's mane and hooves showed signs of long travel, the dust of the trail. But the light in his eyes was bright and the blue-feathered pike he shouldered seemed little more than a toothpick—the creature showed no sign of weariness.

Centaurs are not easily ruled. Centaur chieftains attain their status through superior strength, force of will, and a knack for sensing trouble early. All of these characteristics require frequent displays, which govern their brash, domineering approach to diplomacy.

Generous with Plunder. Centaur chieftains raid caravans, merchant carts, and small villages for fun and to win the devotion of their best warriors. The chieftains give most of the goods to the warriors as raiding is often the best way to buy centaur loyalty. Raids are especially common when a chieftain's position in a tribe is new or unstable.

Courting Herds. Humanoids accustomed to monogamous marriages and clear, permanent partnerships are often offended by centaur courting practices. Chieftains invariably retain a small courting-herd of male and female centaurs. The size of these courting-herds is as much a mark of status as anything, though outsiders often assume the herd's members are all wives or husbands to the chieftain. This assumption is incorrect as the honorable harem positions are more akin to squires, grooms, and ladies-in-waiting in a human or elven court—they dote upon the leader but are not necessarily lovers. The senior members of a courting-herd are often spouses to a centaur chieftain, though how to determine this is a puzzle to outsiders.

Drunken Raiding. While raiding can be honorable, centaur chieftains of both genders have an enormous appetite for alcohol and many are violent drunkards. This fuels their reputation as brawlers and impetuous raiders, though the chieftains who are less susceptible to bouts of drunkenness are highly regarded as leaders and mercenaries. Some chieftains turn to mercenary work largely to be paid in wine, beer, or other spirits.

CENTAUR CHIEFTAIN

Large monstrosity, chaotic neutral
Armor Class 16 (chain shirt, shield)
Hit Points 110 (17d8 + 34)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	14 (+2)	9 (–1)	14 (+2)	14 (+2)

Saving Throws Dex +4, Con +5, Wis +5 Cha +5
Skills Athletics +7, Perception +5, Survival +5
Senses passive Perception 15
Languages Centaur, Common, Sylvan
Challenge 5 (1,800 XP)

Charge. If the centaur moves at least 30 feet straight toward a target and then hits it with a pike attack on the same turn, the target takes an extra 14 (4d6) piercing damage.

ACTIONS

Multiattack. The centaur chieftain makes two attacks: one with its pike and one with its hooves or two with its longbow.

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

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

Longbow. *Ranged Weapon Attack*: +4 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the centaur chieftain can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the centaur chieftain. A creature can benefit from only one Leadership die at a time. This effect ends if the centaur chieftain is incapacitated.

Rearing Strike (Recharge 5-6). The centaur chieftain rears back on its hind legs and makes a powerful stomp with its hooves. Each creature within 15 feet of the chieftain must make a DC 15 Dexterity saving throw, taking 28 (8d6) bludgeoning damage on a failed save, or half as much damage on a successful one. The attack leaves the centaur chieftain vulnerable, reducing its Armor Class by 2 until the start of its next turn.

Child of Yggdrasil

Long ago, a ratatosk found some dragon eggs, smeared them with the sap of the World Tree, and rolled them into a safe, warm place for later devouring. The eggs hatched a race of hunters that have plagued the ratatosk ever since.

The children of Yggdrasil are sentient parts of the World Tree, saplings with long "hair" of ash leaves and radial symmetry. A child of Yggdrasil's four legs are rootlike and often planted in the ground. Its eyes sit at the center of flowers, and its "hands" resemble tentacles, though with twiggy branches rather than fingers.

Cliff-Lovers. The children of Yggdrasil climb vertical cliffs and steep slopes in search of warmth and sunlight, roosting in these places until thirst drives them to climb down to a stream or pond. They often devour bird eggs on cliffs and can catch unwary climbers by surprise.

Whispering Serpent Egg Horrors. Legends say the children of Yggdrasil came from a dragon's egg laid on the World Tree, which hatched a huge mass of serpents, each of them infused with the sap and cold wisdom of the World Tree itself. These larval forms of the children of Yggdrasil resemble a ball of serpents intertwined with leaves, and they feed on squirrels and mice until they grow large enough to lure bigger prey.

Hissing Wind. The snakelike tongues and forked leaves of a child of Yggdrasil are always in motion; they are never entirely silent. In groups of three or more, the sound of their hissing resembles an ill, disquieting wind.

Grove Gatherings. At night they come down from cliffs and hills and gather near streams to hiss, whisper, mate, and devour sacrifices left to them by druids or giants. At times like this, up to a dozen children of Yggdrasil may gather in one place, fusing their limbs and branches until shortly before dawn, when they go their separate ways.

CHILD OF YGGDRASIL

Large aberration, neutral evil

Armor Class 14 (natural armor)
Hit Points 112 (15d10 + 30)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	10 (+0)	18 (+4)	8 (-1)

Skills Perception +7, Stealth +3
Damage Vulnerabilities fire
Damage Immunities acid, cold; bludgeoning from nonmagical attacks
Senses darkvision 60 ft., passive Perception 17
Languages Common, Giant
Challenge 6 (2,300 XP)

Acid Touch. As an action, the child of Yggdrasil destroys one nonmagical object that isn't being worn or carried, such as a rope, plank, candlestick, or even an entire bronze cauldron.

Forest Camouflage. The child of Yggdrasil has advantage on Dexterity (Stealth) checks made to hide in forest terrain.

Keen Smell. The child of Yggdrasil has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The child of Yggdrasil makes three claw attacks.

Claw. *Melee Weapon Attack*. +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 7 (2d6) acid damage.



Chuhaister

A brutish forest-dwelling giant whose loathing for fey creatures is matched only by its love of power. It is a tall muscled humanoid with bark-like skin that wears animal skins and adorns itself with the skulls of its fey victims.

Imprisoner. Chuhaister detest fey creatures of any alignment, taking delight in capturing them and destroying their villages. Many chuhaister carry an unfortunate fey as a pet, which they keep in a wooden cage atop their heads. The giant's nullifying magic prevents the creature from using its spells to escape.

Chieftains. Chuhaister sometimes lead small clans of forest marauders (*Tome of Beasts*, p. 205), serving as chieftain to the dim-witted giants. In this role, they organize raids on fey communities within their territory and terrorize other settlements near their border. As chieftain, the chuhaister uses its clan to build great wooden fortifications in the deep recesses of the forest.

CHUHAISTER

Large giant, chaotic evil

Armor Class 16 (natural armor)
Hit Points 157 (15d10 + 75)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	10 (+0)	11 (+0)	12 (+1)

Saving Throws Con +8
Skills Athletics + 9
Damage Immunities poison
Condition Immunities charmed, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages Giant, Orcish, Sylvan
Challenge 7 (2,900 XP)

Feybane. Creatures of the fey type don't recover spells during a long rest while within 60 feet of the chuhaister. In addition, the chuhaister automatically sees through magical illusions created by spells of 3rd level or lower and has advantage on saving throws and ability checks to detect or see through illusion spells of 4th level or higher.

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

Actions

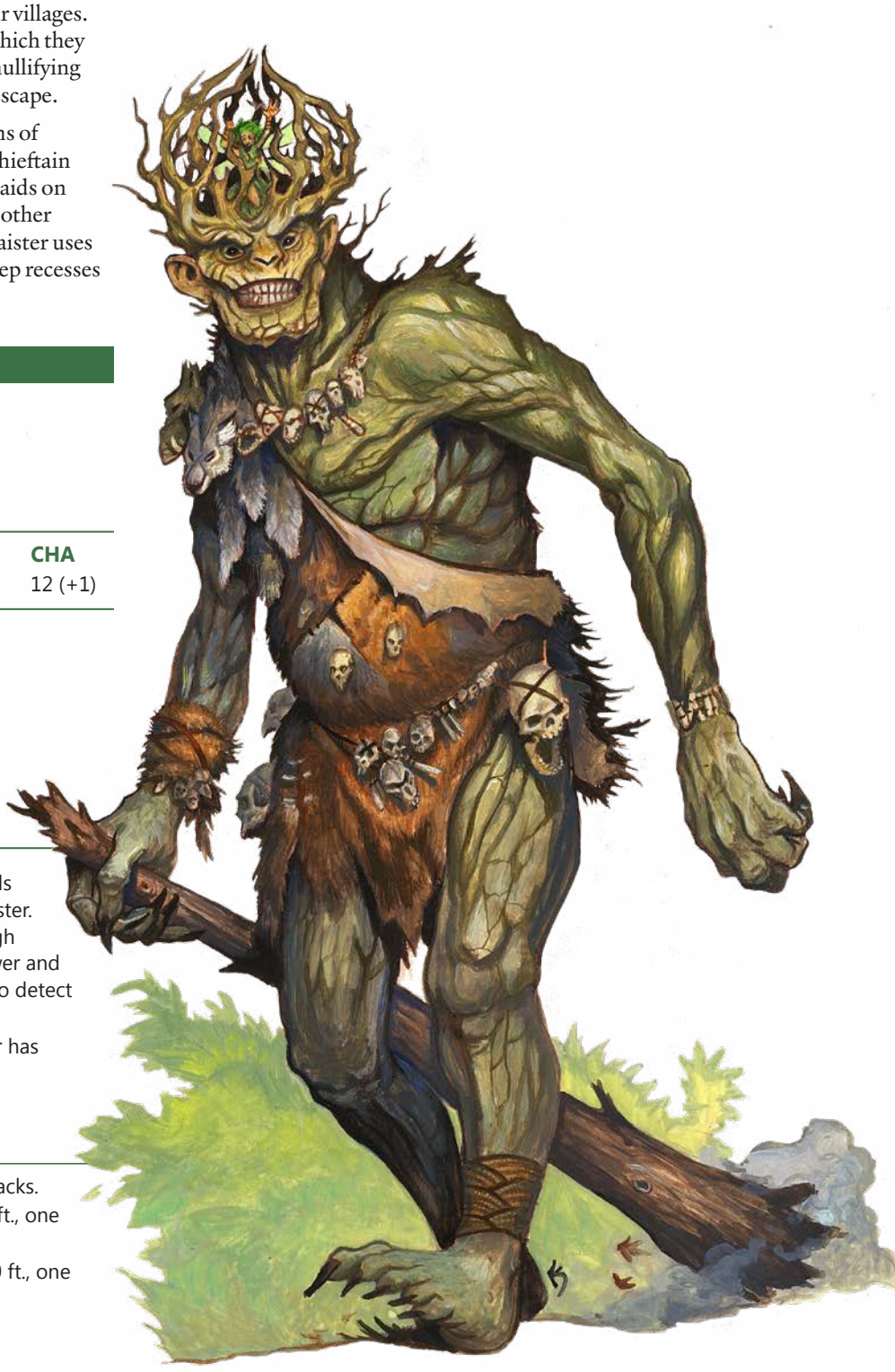
Multiattack. The chuhaister makes two greatclub attacks.

Greatclub. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 23 (5d6+6) bludgeoning damage.

Rock. *Ranged Weapon Attack*: +2 to hit, range 30/120 ft., one target. *Hit:* 33 (5d10 + 6) bludgeoning damage.

Reactions

Deadfall Shield (Recharge 5-6). When the chuhaister or one ally within 30 feet of it is hit by an attack, the chuhaister can create a magical, wooden barrier that interrupts the attack. The attack causes no damage. The shield splinters and disappears afterwards.



Chupacabra

This fearsome creature stands about three feet tall and looks like a cross between a dog and a reptile. Its body is covered in a leathery greenish-gray hide, and a crest of spines runs down its back. A pair of bulging, glowing eyes stare intently as it opens its mouth, revealing a set of razor sharp fangs.



Chupacabras wander remote hills and plains at night, alone or in small packs, in search of their prey. They will sometimes attack lone humans, but they prefer to feed on the blood of sheep and other domestic animals. Goats are a particular favorite.

Stealthy Hunters. The chupacabra stalks its quarry before leaping out and sinking its teeth into the creature's neck to drain its blood. When hunting in open ground, the chupacabra will use its terrible glowing eyes to paralyze its victim with fear before attacking. Creatures killed by chupacabra are found completely drained of blood with a triangular, almost bat-shaped, puncture wound in their necks. Superstitious farmers may blame vampires, but those brave enough, and who know of the chupacabra, may band together to hunt down the true culprit, using a caged goat as bait.

Servants of the Demon Bat. Chupacabras are sometimes bred underground by derro worshippers of Camazotz, the Demon Lord of Bats (*Tome of Beasts*, p. 85). The sudden appearance of the creatures in a locality may indicate the presence of Demon Bat cultists below ground. Worse, whispered rumors tell of chupacabras with bat-like wings created by the derro savants under direction from their dreaded mi-go (*Tome of Beasts*, p. 287) allies.

CHUPACABRA

Small monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 36 (8d6 +8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Acrobatics +4, Perception +3, Stealth +4
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 1/2 (100 XP)

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

Running Leap. With a 10-foot running start, the chupacabra can long jump up to 25 feet.

Actions

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, and the chupacabra attaches to the target. While attached, the chupacabra doesn't attack. Instead, at the start of each of the chupacabra's turns, the target loses 6 (1d6 + 3) hp due to blood loss. The chupacabra can detach itself by spending 5 feet of its movement. It does so after the target is reduced to 0 hp. A creature, including the target, can use its action to detach the chupacabra.

Fearful Gaze. The chupacabra fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 11 Wisdom saving throw or be paralyzed for 1 minute. A paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the chupacabra's Fearful Gaze for the next 24 hours.

Reactions

Malodorous Stench. When the chupacabra is reduced to less than half of its maximum hp, it releases a foul, sulphurous stench. Each creature within 5 feet of the chupacabra must succeed on a DC 11 Constitution saving throw or be poisoned until the end of its next turn.

Clockwork

Clockwork servants, soldiers, and even killers exist in societies with sufficiently advanced metallurgy and schools of clockwork magic.

Construct Nature. A clockwork creature doesn't require air, food, drink, or sleep.

Clockwork Assassin

The ticking of their gears is all the warning some victims ever hear.

Single-minded Killers. A deadly, sentient tool and a lucrative investment for those who would hire them out, a clockwork assassin is a cold and efficient killer with no concern for its own well being.

CLOCKWORK ASSASSIN

Medium construct, unaligned

Armor Class 16 (natural armor)
Hit Points 99 (18d8 + 18)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	12 (+1)	12 (+1)	12 (+1)	7 (–2)

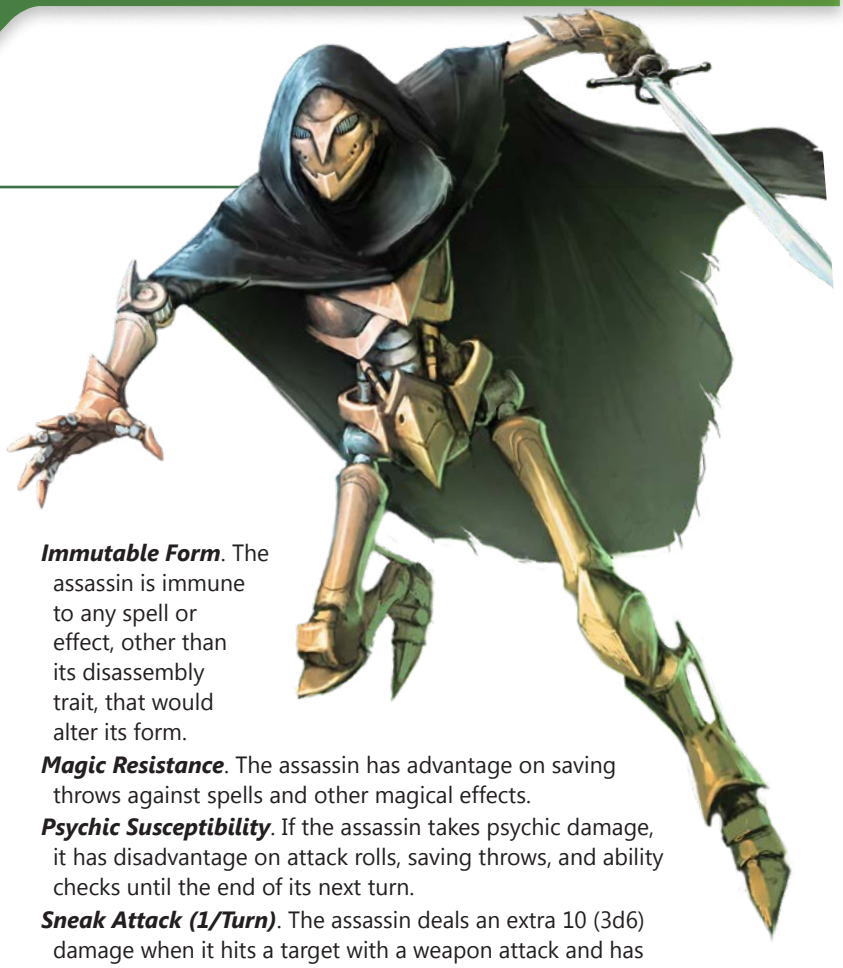
Saving Throws Dex +6, Con +4
Skills Acrobatics +6, Stealth +9, Investigation +4, Perception +4, Survival +4
Damage Immunities lightning, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages understands Common but can't speak
Challenge 6 (2,300 XP)

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

Explosive Core. When the assassin is destroyed, its core explodes, projecting superheated steam and shrapnel. Each creature within 5 feet of the construct must make a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

CLOCKWORK ASSASSINS IN MIDGARD

Creating or employing a clockwork assassin in the Free City of Zobeck is a capital crime. The gearforged oppose the creation of clockwork assassins not only because making an assassin requires the corruption of a soul gem, but also because the public might easily confuse honest gearforged with the look-alike assassins. The temple of Rava and the gearforged both make efforts to uncover and destroy these constructs and those who make or employ them.



Immutable Form. The assassin is immune to any spell or effect, other than its disassembly trait, that would alter its form.

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

Psychic Susceptibility. If the assassin takes psychic damage, it has disadvantage on attack rolls, saving throws, and ability checks until the end of its next turn.

Sneak Attack (1/Turn). The assassin deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Standing Leap. The assassin's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Multiattack. The clockwork assassin makes two rapier attacks.

Rapier. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage and the target must succeed on a DC 15 Constitution saving throw or take 11 (2d10) poison damage and be poisoned for 1 minute.

Disassembly. The assassin breaks its body down into a snakelike, segmented cylinder, which allows it to move through a space as narrow as 6 inches wide. It can reassemble itself into its true form by using this action again. While disassembled into its snake form, the assassin can't attack and attack rolls against it have advantage.

Clockwork Servant

The mechanical servant offers drinks and conversation, though it is prone to uncoordinated jerks and occasional graceless, lurching movements.

Advanced Social Skills. Clockwork servants have few defensive capabilities, though they boast enhanced minds compared to other clockwork automata. Particularly expensive clockwork servants can even carry on full conversations, though their memory gears must be routinely replaced or they

develop something quite close to emotion and free will. They understand the basic language, etiquette, and protocol of their country of creation.

CLOCKWORK SERVANT

Medium construct, unaligned
Armor Class 11
Hit Points 22 (4d8 + 4)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	8 (–1)	12 (+1)	7 (–2)

Skills Animal Handling +3, Investigation +3, Perception +5
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Common
Challenge 1/8 (25 XP)

Domestic Retainer. The servant can cast the *mending* and *prestidigitation* cantrips at will without requiring spell components.
Immutable Form. The servant is immune to any spell or effect that would alter its form.
Magic Resistance. The servant has advantage on saving throws against spells and other magical effects.

ACTIONS

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

Clockwork Soldier

The halberd-wielding soldier is made of brass and iron and stands head-and-shoulders taller than any human soldier. Steam hisses from valves at its joints, and its face is an iron mask of sharp angles and intimidating steel teeth.

Mighty but Linear. Clockwork soldiers are shock troops deployed by some human and dwarven societies. These soldiers can strike hard and quickly but are poorly armored and susceptible to burning out their internal furnace. Their rudimentary mechanical minds are sufficient for front-line fodder but wholly unsuited for more fluid situations—in these cases they require orders from living officers.

CLOCKWORK SOLDIER

Medium construct, unaligned
Armor Class 12 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

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

Skills Athletics +5, Intimidation –3
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 1 (200 XP)

Immutable Form. The soldier is immune to any spell or effect that would alter its form.
Intimidating Legions. A single clockwork soldier's rigid movements appear silly, but, when gathered in numbers, they become an inhuman terror. When the clockwork soldier makes a Charisma (Intimidation) check, it gains a bonus on that check equal to the number of other clockwork soldiers the target can see or hear.
Magic Resistance. The soldier has advantage on saving throws against spells and other magical effects.

ACTIONS

Halberd. *Melee Weapon Attack*: +3 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.
Overdrive Flurry (Recharge 6). The soldier makes four halberd attacks. After taking this action, it is stunned until the end of its next turn.



Corpse Thief

This thin, androgynous creature stands with a noticeable hunch. Its skin is patchy and discolored, and it wears dozens of trinkets on strings around its neck and shoulders.

Unable to feel strong emotion naturally, corpse thieves steal objects from other humanoids, reliving sensations tied to those possessions in an attempt to find some feeling of belonging.

Object Reading. By holding certain objects, a corpse thief can learn about the item's previous owner. It feels the sensations and emotions tied to the object, and such experiences are usually the only strong feelings it ever experiences in its life. The creature gets its name from its tendency to loot graves for such trinkets, although it is also adept at stealing them in the chaos of a battle.

Alien Minds. Corpse thieves cannot feel strong emotions such as joy, anger, and love without reading it on an object. They have a weak sense of personal identity, often confusing memories gained through stolen items with their own. A corpse thief that steals too many objects from one individual may start to believe it is that person. Always seeking emotional connection but forever unable to attain it, corpse thieves live in small communities on the edges of humanoid settlements in mock semblances of those humanoids' societies.

Unflattering Legends. In addition to the unfortunate name others have bestowed upon them, corpse thieves find themselves associated with several ugly myths. Some claim a corpse thief's discolored patches of skin come from the flesh of humanoid corpses sewn onto its body. Others believe the creatures sometimes disguise themselves as recently deceased humanoids. If somebody makes a miraculous recovery from illness but acts strangely afterward, people may believe the individual is really a corpse thief in disguise.

CORPSE THIEF

Medium humanoid, neutral
Armor Class 13
Hit Points 30 (4d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	16 (+3)	11 (+0)	13 (+1)	6 (–2)

Skills Sleight of Hand +5, Stealth +5
Senses darkvision 60 ft., passive Perception 11
Languages Common
Challenge 1/2 (100 XP)

Object Reading. By concentrating for 10 minutes on a specific object, a corpse thief learns more about the object's most recent owner. The effects of this trait are different depending on if the most recent owner is alive or dead. This trait only works once per object.

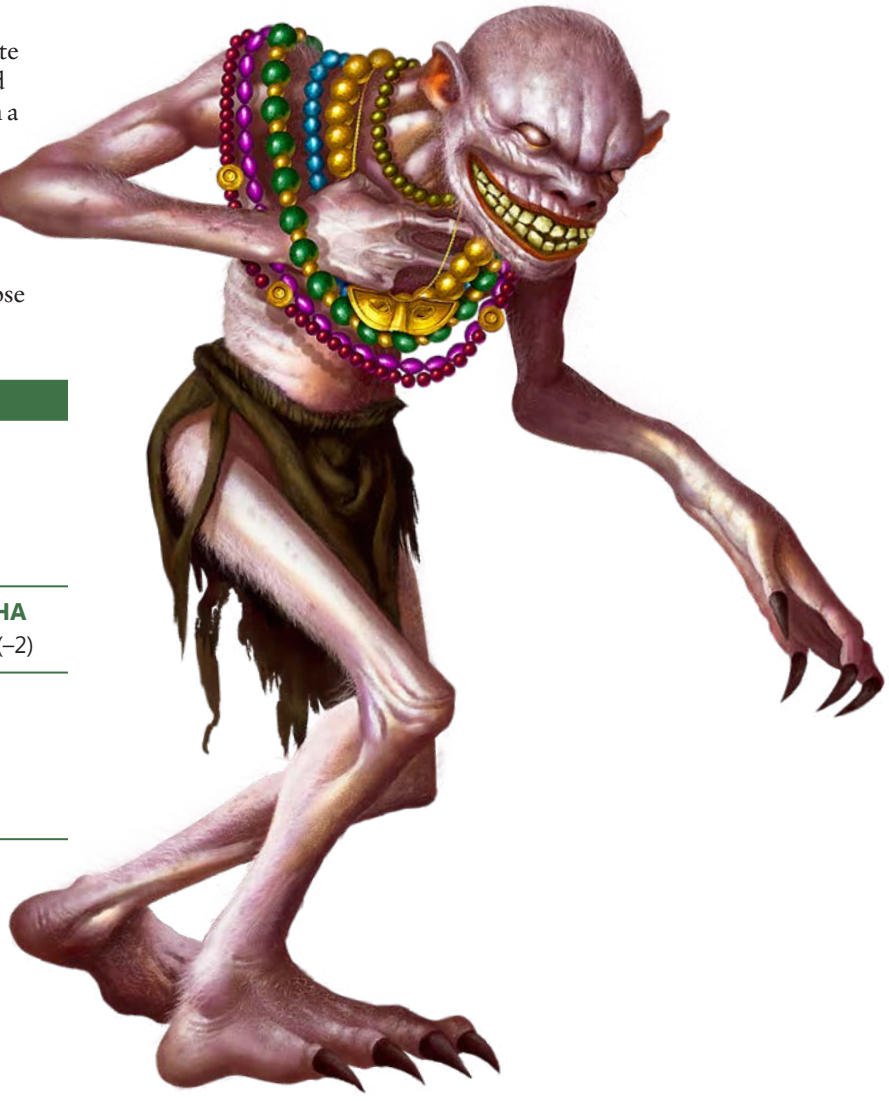
- If the most recent owner is alive, the corpse thief sees through that person's eyes for 10 minutes. This works like the *clairvoyance* spell, except the most recent owner is the sensor and controls which direction it is pointed, how far it can see, etc. The most recent owner must make a DC 13 Wisdom saving throw. On a success, it gets the sensation that it is being watched.
- If the most recent owner is dead, the corpse thief can learn five things about the person's life through dream-like visions and emotions. This works like the *speak with dead* spell, except the spirit can only answer questions about events in which the object was present.

ACTIONS

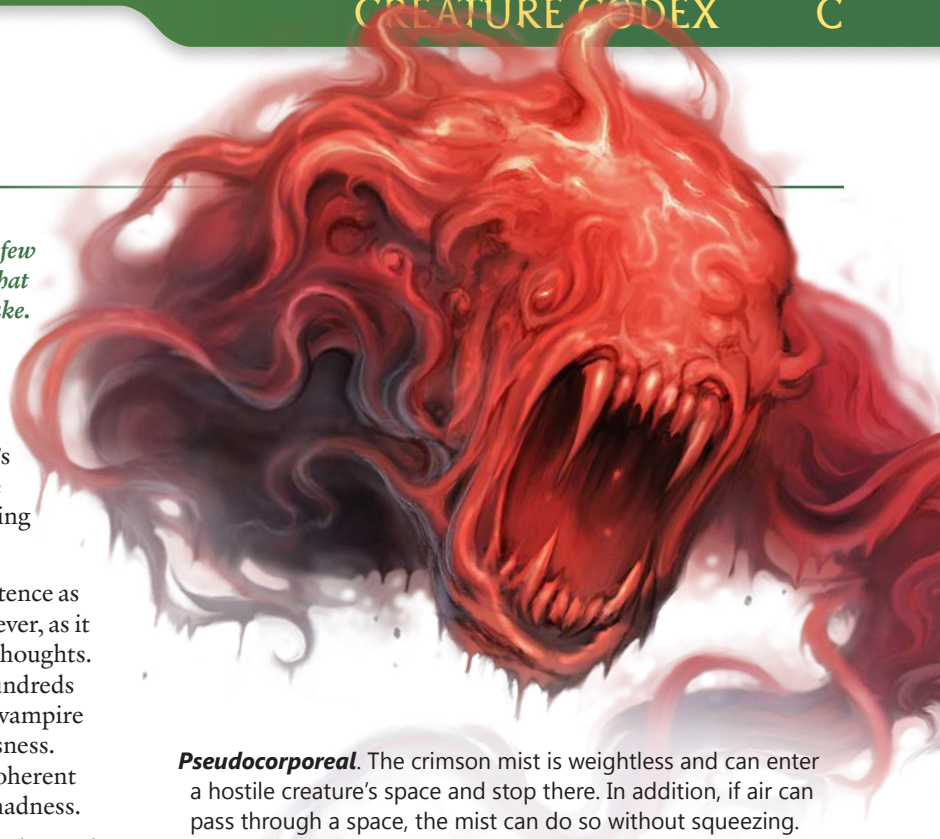
Multiattack. The corpse thief makes two claw attacks.

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

Steal. The corpse thief targets one creature within 5 feet of it and attempts to steal one small item. The target must succeed on a DC 13 Dexterity saving throw or lose one non-weapon, non-armor object that is small enough to fit in one hand.



Crimson Mist



A thick crimson haze floats lazily through the air. Every few seconds, some of the mist coalesces into a drop of liquid that spatters beneath it, leaving a thin trail of blood in its wake.

All vampires die horribly when exposed to the sun's golden rays. Yet when a vampire is killed by sunlight while feeding upon a living victim, its blood-fattened body explodes into a fine, crimson mist. The vampire's mind and personality are destroyed by the light of the sun, but its unholy lust for blood and hatred of the living persist in the form of a cloud of sanguine mist.

Bloody Thoughts. A crimson mist begins its existence as an unthinking creature of animalistic instincts. However, as it feeds on the blood of the living, it also feeds on their thoughts. Over years of feeding, fragmented memories from hundreds of victims—and sometimes even memories from the vampire that spawned it—congeal into a patchwork consciousness. The unending torment of fractured thoughts and incoherent schemes only drives the mist deeper into homicidal madness.

Reclaimed Memories. Some mists overcome the chaos of their thoughts and are able to create a cogent personality from the disparate snapshots of hundreds of lives. These mists gain the ability to speak any language their victims knew and can draw upon dozens of personas as they toy with their victims. They occasionally form into humanoid silhouettes, as if trying to regain their lost humanity. A mist that has reformed a personality has an Intelligence score of 17 (+3), a Wisdom score of 15 (+2), and a Charisma score of 18 (+4). Its Wisdom and Charisma saving throws increase to Wis +4 and Cha +6. It also gains the ability to speak all languages it knew in life.

Undead Nature. The crimson mist doesn't require air, food, drink, or sleep.

CRIMSON MIST

Medium undead, chaotic evil

Armor Class 15

Hit Points 68 (8d8 + 32)

Speed 0 ft., 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (–4)	20 (+5)	18 (+4)	5 (–3)	13 (+1)	8 (–1)

Saving Throws Dex+8, Wis +4, Cha +2

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 11

Languages understands all languages it knew as a vampire, but can't speak

Challenge 6 (2,300 XP)

Pseudocorporeal. The crimson mist is weightless and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing.

Sanguine Feast. Whenever the crimson mist deals necrotic damage to a living creature with blood in its body, the creature's hp maximum is reduced by the same amount and the mist regains hp equal to half the necrotic damage dealt. The reduction lasts until the creature finishes a long rest. The creature dies if this effect reduces its hp maximum to 0.

Vampire Weaknesses. The crimson mist has the following flaws:

Forbiddance. The crimson mist can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The crimson mist takes 20 force damage if it ends its turn above or within running water.

Sunlight Hypersensitivity. The crimson mist takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Engulf. The mist moves up to its speed. While doing so, it can enter a Medium or smaller creature's space. When the mist enters a creature's space, the creature must make a DC 15 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the mist. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the mist enters the creature's space, and the creature takes 15 (4d6) necrotic damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 15 (4d6) necrotic damage at the start of each of the mist's turns. When the mist moves, the engulfed creature doesn't move with it, and is freed. An engulfed creature can try to escape by taking an action to make a DC 14 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the mist. A creature within 5 feet of the mist can take an action to pull a creature out of the mist. Doing so requires a DC 14 Strength check, and the creature making the attempt takes 14 (4d6) necrotic damage. The mist can only engulf one Medium or smaller creature at a time.

Cueyatl

Deep in the coastal jungles, the frog-like cueyatl subjugate other humanoids, forcing them into labor or delivering them to enigmatic gods.

Deadly Poisons. Giant ants and venomous aquatic life in the cueyatl diet help them generate poisonous secretions from their skin and in their saliva. The cueyatl use this poison to coat their weapons both for hunting and war.

Savage Pirates. Knifing through the water in their outrigger canoes, the cueyatl attack ships that blunder into their coastal waters with great ferocity. The cargo is often left aboard if the cueyatl have no immediate use for it; the ships' crews are their main targets, sacrificed to appease their temperamental gods.

Fiercely Obedient. Their priesthoods work together closely under the cueyatl priest-kings. These priest-kings speak with the authority of the gods, and the cueyatl never waver in their obedience, even to the point of self-sacrifice.

CUEYATL

Small humanoid, lawful evil

Armor Class 11

Hit Points 21 (6d6)

Speed 30 ft., climb 20 ft., swim 30 ft.

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

Skills Stealth +3

Senses darkvision 60 ft., passive Perception 10

Languages Cueyatl

Challenge 1/2 (100 XP)

Amphibious. The cueyatl can breathe air and water.

Jungle Camouflage. The cueyatl has advantage on Dexterity (Stealth) checks made to hide in jungle terrain.



Slippery. The cueyatl has advantage on saving throws and ability checks made to escape a grapple.

Standing Leap. The cueyatl's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Spear. *Melee or Ranged Weapon Attack*: +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d6) piercing damage plus 7 (2d6) poison damage or 4 (1d8) piercing damage plus 7 (2d6) poison damage if used with two hands to make a melee attack.

CUEYATL MOON PRIEST

Small humanoid, lawful evil

Armor Class 13 (studded leather)

Hit Points 81 (18d6 + 18)

Speed 30 ft., climb 20 ft., swim 30 ft.

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

Saving Throws Con +4

Skills Medicine +6, Perception +6, Religion +3

Senses darkvision 60 ft., passive Perception 16

Languages Common, Cueyatl

Challenge 5 (1,800 XP)

Amphibious. The cueyatl can breathe air and water.

Jungle Camouflage. The cueyatl has advantage on Dexterity (Stealth) checks made to hide in jungle terrain.

Slippery. The cueyatl moon priest has advantage on saving throws and ability checks made to escape a grapple.

Standing Leap. The cueyatl's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Spellcasting. The cueyatl moon priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following cleric spells prepared:

- Cantrips (at will): *guidance, resistance, sacred flame, spare the dying*
- 1st level (4 slots): *bane, cure wounds, protection from evil and good*
- 2nd level (3 slots): *hold person, silence, spiritual weapon*
- 3rd level (2 slots): *bestow curse, spirit guardians*

ACTIONS

Morningstar. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) piercing damage plus 7 (2d6) poison damage.

Night's Chill (Recharge 5-6). The cueyatl moon priest harnesses moonlight, dispelling magical light in a 30-foot radius. In addition, each hostile creature within 30 feet must make a DC 13 Constitution saving throw, taking 16 (3d10) cold damage on a failed save, and half as much damage on a successful one. A creature that has total cover from the moon priest is not affected.



CUEYATL SEA PRIEST

Small humanoid, lawful evil
Armor Class 12 (leather armor)
Hit Points 45 (10d6 + 10)
Speed 30 ft., climb 20 ft., swim 30 ft.

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

Saving Throws Dex +3
Skills Medicine +4, Religion +2
Senses darkvision 60 ft., passive Perception 12
Languages Aquan, Cueyatl
Challenge 1 (200 XP)

Amphibious. The cueyatl can breathe air and water.
Jungle Camouflage. The cueyatl has advantage on Dexterity (Stealth) checks made to hide in jungle terrain.
Slippery. The cueyatl has advantage on saving throws and ability checks made to escape a grapple.
Speak with Sea Life. The cueyatl sea priest can communicate with amphibious and water breathing beasts and monstrosities as if they shared a language.
Spellcasting. The cueyatl sea priest is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:
Cantrips (at will): *guidance, poison spray*
1st level (3 slots): *animal friendship, create or destroy water, fog cloud, speak with animals*
Standing Leap. The cueyatl's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Trident. *Melee or Ranged Weapon Attack*: +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d6) piercing damage plus 7 (2d6) poison damage, or 4 (1d8) piercing damage plus 7 (2d6) poison damage if used with two hands to make a melee attack.

CUEYATL WARRIOR

Small humanoid, lawful evil
Armor Class 13 (leather armor)
Hit Points 36 (8d6 + 8)
Speed 30 ft., climb 20 ft., swim 30 ft.

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

Saving Throws Str +2
Skills Acrobatics +4, Survival +2
Senses darkvision 60 ft., passive Perception 10
Languages Cueyatl
Challenge 1 (200 XP)

Amphibious. The cueyatl can breathe air and water.
Jungle Camouflage. The cueyatl has advantage on Dexterity (Stealth) checks made to hide in jungle terrain.
Slippery. The cueyatl has advantage on saving throws and ability checks made to escape a grapple.
Standing Leap. The cueyatl's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Battleaxe. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage plus 7 (2d6) poison damage, or 7 (1d10 + 2) slashing damage plus 7 (2d6) poison damage if used with two hands.



Dakini, Simhamukha

Those who say that the good and wise are meek and gentle have never seen the simhamuka in her full rage, striking down evil with the fury of a raging lion.

The simhamukha is a dakini of great vengeance and wrath but also of vast enlightenment. It appears as a titanic woman with blue-black skin and the head of a white lion with a golden mane. The lion's face has three yellow or red eyes with the third in the center of its forehead.

Manifestations of Energy. Dakinis are lesser goddesses that take active roles in the world. They are an embodiment of enlightened awareness and wisdom and seek to help others to achieve a higher state of being. Of the dakinis, the simhamukha is the most wrathful, seeking to punish those who have harmed protected beings.

SIMHAMUKHA

Huge celestial (dakini), chaotic good
Armor Class 16 (natural armor)
Hit Points 115 (11d12 + 44)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	19 (+4)	12 (+1)	17 (+3)	19 (+4)

Saving Throws Cha +7, Str +8
Skills Perception +6
Damage Resistances cold, fire, lightning, psychic; bludgeoning, piericing, and slashing damage from nonmagical attacks
Damage Immunities necrotic, poison, radiant
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 16
Languages all, telepathy 120 ft.
Challenge 8 (3,900 XP)

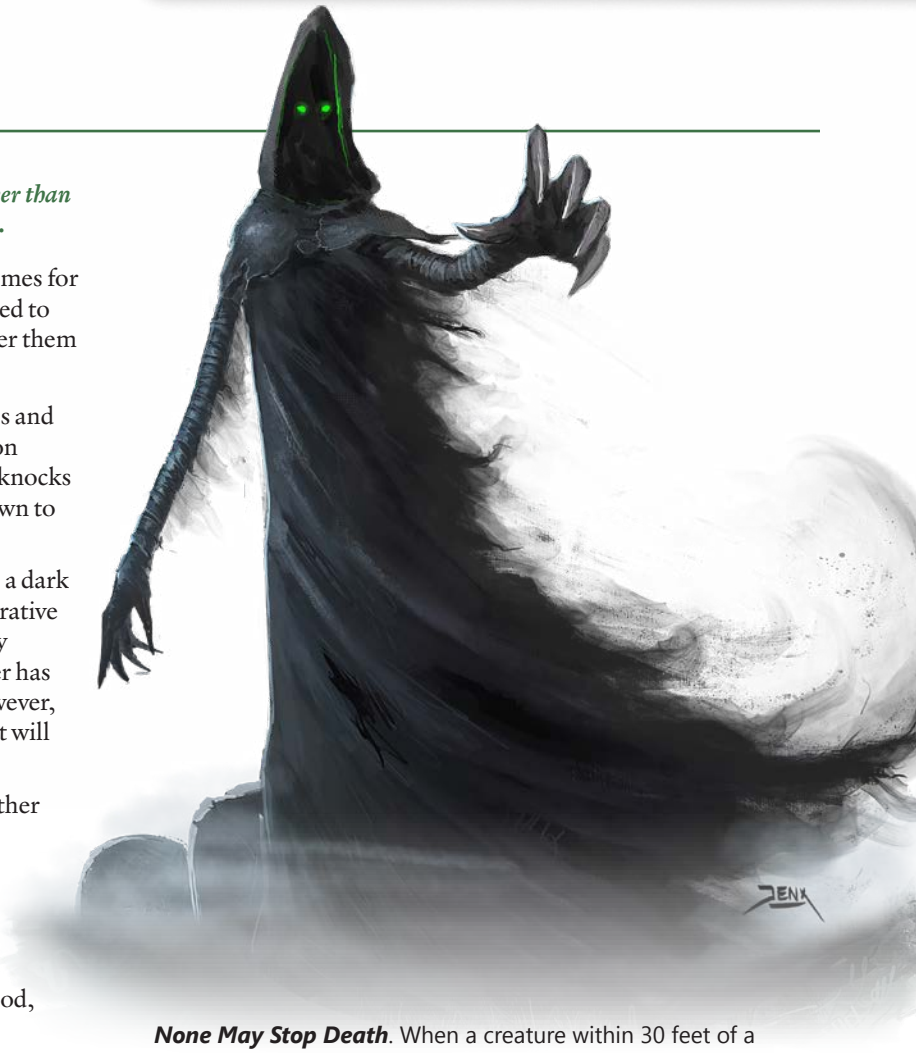
Magic Weapons. The simhamukha's weapon attacks are magical.
Magic Resistance. The simhamukha has advantage on saving throws against spells and other magical effects.
Smite (3/Day). When the simhamukha hits a creature with a melee attack, it can choose to deal an additional 9 (2d8) radiant damage.
Innate Spellcasting. The simhamukha's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:
At will: *aid, guidance, spiritual weapon*
2/day each: *confusion, searing smite, thunderous smite*

ACTIONS

Multiattack. The simhamukha makes two attacks with its kartika, or one with its kartika and one with its bite.
Bite. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage. If this damage reduces the target to 0 hit points, the simhamukha kills the target by decapitating it.
Kartika. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage.
Staff Sweep (Recharge 5-6). Each creature within 15 feet of the simhamukha must succeed on a DC 16 Strength saving throw. On a failure, a creature takes 13 (3d8) bludgeoning damage and is knocked prone. On a success, it takes half the damage and isn't knocked prone.
Weird (Recharge 6). The simhamukha draws upon the deepest fears and regrets of the creatures around it, creating illusions visible only to them. Each creature within 40 feet of the simhamukha, must succeed on a DC 15 Charisma saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, taking 11 (2d10) psychic damage on a failure or ending the effect on itself on a success.



Dark Father



This towering humanoid is shrouded in a heavy cloak darker than night. Color drains from the world as it silently approaches.

An embodiment of the finality of death, a dark father comes for those soon to die. These vultures of the living are attracted to those lingering on the steps to the afterlife and watch over them to hasten their deaths.

Funereal Origins. Dark fathers frequent graveyards and sepulchers. A dark father may take up a dormant position among the dead, only making itself known when death knocks at a nearby creature's door. Shadows are sometimes drawn to the presence of a dark father.

Scales of Death. Unlike more bloodthirsty undead, a dark father gives up pursuit if its target receives healing or curative effects that stave off the threat of death. However, it may linger if others are in danger of dying soon. A dark father has no quarrel with healthy creatures and avoids them. However, if attacked while waiting for a dying creature to expire, it will defend itself and even slay the attacker, if necessary.

A Shade Apart. A dark father may be found among other powerful undead since creatures are more likely to face their mortality when confronting such foes. Just as often, a lone dark father may roam far and wide, finding itself in hospitals, battlefields, and among the houses of the poor and diseased.

Undead Nature. A dark father doesn't require air, food, drink, or sleep.

DARK FATHER

Large undead, lawful neutral

Armor Class 18 (natural armor)
Hit Points 65 (10d8 + 18)
Speed 40 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (–2)	14 (+2)	15 (+2)	8 (–1)	14 (+2)	8 (–1)

Skills Stealth +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 12
Languages the languages it knew in life
Challenge 4 (1,100 XP)

Death Waits. The dark father has disadvantage on melee attack rolls against any creature that has all of its hp.

Incorporeal Movement. The dark father 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.

None May Stop Death. When a creature within 30 feet of a dark father regains hp through any means other than resting, it must succeed on a DC 14 Constitution saving throw or take 3 (1d6) necrotic damage and have disadvantage on its next death saving throw.

ACTIONS

Life Drain. *Melee Spell Attack*. +4 to hit, reach 5 ft., one creature. *Hit:* 14 (4d6) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hp 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 hp maximum to 0.

Final Curtain. The dark father targets a corpse it can see within 30 feet that has been dead for no longer than 1 hour. A stream of dark energy flows between the corpse and the dark father. At the end of the dark father's next turn, the dark father absorbs the corpse and it vanishes completely. Any worn items or possessions are unaffected. A corpse destroyed in this manner can't be retrieved other than by a *wish* spell or similar magic.

REACTIONS

Banish Hope. When a spell from the evocation or necromancy school is cast within 30 feet of the dark father, the dark father can counter the spell with a successful ability check. This works like the *counterspell* spell with a +5 spellcasting ability check, except the dark father must make the ability check no matter the level of the spell.

Dark Folk



Dark folk arose when a line of human wizards swore allegiance to shadow gods and passed this shadow power to their children. Easily mistaken for humans at a glance, the dark folk long ago diverged from their ancestors.

Shadows among Light. Dark folk most often live near humanoid settlements. They worship the powers of darkness and shadow in secret, spreading their corruption in the dead of night and in darkened cellars. They often work nocturnal jobs as undertakers, night soil collectors, alchemists, or night watchmen, escaping the unrelenting glare of the sun.

Darkened Blood. Sometimes a family line carries the tiniest seed of darkness, and a dark folk is born. These pale children face difficult lives, often singled out and shunned by peers for the dark nature they can't ever fully hide. Though most dark folk look human, dark folk can descend from any humanoid (though they lose all traits associated with their heritage).

Dark Eye

This pale-skinned humanoid is swathed in dark robes. Beneath its hood, its face is a grotesque mask. Smooth, featureless flesh is where one eye would be; the existing eye is a black pit that swallows both light and hope.

Some dark folk carry a stronger measure of shadow in their souls, and it grants them the gift of sight, at the cost of one of their eyes. Staring into that eye threatens to draw the viewer in to its doom.

DARK EYE

Medium humanoid (dark folk), neutral evil
Armor Class 16 (breastplate)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	9 (–1)	13 (+1)	16 (+3)

Skills Perception +3
Senses blindsight 60 ft., passive Perception 13
Languages Common, Umbral
Challenge 3 (700 XP)

Dark Devotion. The dark eye has advantage on saving throws against being charmed or frightened.

Gaze of Shadows.When a creature that can see the dark eye's eye starts its turn within 30 feet of the dark eye, the dark eye can force it to make a DC 13 Wisdom saving throw if the dark eye isn't incapacitated and can see the creature. On a failure, the creature takes 7 (2d6) psychic damage and is incapacitated until the start of its next turn. On a success, the creature takes half the damage and isn't incapacitated.

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

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

ACTIONS

Multiattack.The dark eye makes two attacks with its dagger.

Dagger. *Melee or Ranged Weapon Attack*: +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 4 (1d8) cold damage.

Dark Servant

This figure is dressed in black robes, and every part of its body that isn't covered by robes is wrapped in gray bandages. It wields blood-stained sickles in each bandaged hand and moves with menace.

The lowliest of the dark folk, the dark servants are also the most numerous. They cover their skin completely to shield it from even a single mote of light. Dark servants are without empathy and prefer the company of other dark folk. Murderous and cruel, they have difficulty interacting with non-dark folk for long.

DARK SERVANT

Medium humanoid (dark folk), neutral evil
Armor Class 12 (leather armor)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 10



Languages Common, Umbral
Challenge 1 (200 XP)

Dark Devotion. Same as the dark eye.

Darksight. Magical darkness doesn't impede the dark folk's darkvision.

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

Sunlight Sensitivity. Same as the dark eye.

ACTIONS

Multiattack.The dark servant makes two attacks with its sickle.

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

Light Crossbow. *Ranged Weapon Attack*: +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Dark Voice

Shadows cling to the black chainmail draping this humanoid's form. Black cloth binds its eyes tightly, but it turns its face as if it can see. The figure's frost-rimmed mace leaves wisps of vapor in the air as the whispering begins, and the light starts to die.

The most powerful of the dark folk, a dark voice sacrifices both eyes to the truth lurking in the shadows. All dark folk instantly recognize the power and authority vested within a dark voice, though hearing two voices leads to bitter rivalry. Either the local dark folk turn on one another until only one voice remains, or the weaker dark voice sets off to establish a splinter group.

In the rare case that multiple dark voices work together, the dark folk become a terrifying force. A dark voice commands the essence of darkness itself, whispering secrets that snuff light and fill listeners with terror so profound it can be deadly.

DARK VOICE

Medium humanoid (dark folk), neutral evil
Armor Class 16 (chain mail)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	11 (+1)	16 (+3)	18 (+4)

Skills Intimidation +7, Persuasion +7
Senses blindsight 60 ft., passive Perception 13
Languages Common, Umbral
Challenge 5 (1,800 XP)

Dark Devotion. Same as the dark eye.

Regeneration. The dark voice regains 5 hp at the start of its turn if it is in an area of dim light or darkness. The dark voice only dies if it starts its turn with 0 hp and doesn't regenerate.

Sunlight Sensitivity. Same as the dark eye.

ACTIONS

Multiattack. The dark voice makes two attacks with its mace.

Mace. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 7 (2d6) cold damage.

Heavy Crossbow. *Ranged Weapon Attack*: +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage plus 7 (2d6) cold damage.

Whispers of Shadow (Recharge 5–6). The dark voice speaks in Umbral, whispering of what it sees beyond the dark. The area within 30 feet of the dark voice becomes dimly lit until the end of the dark voice's next turn. Only sunlight can illuminate the area brightly during this time. Each non-dark folk creature in the area must succeed on a DC 15 Charisma saving throw or take 13 (3d8) psychic damage and be frightened until the start of its next turn.



Demon Lord, Chemosh

Chemosh is a 30-foot-tall, shark-headed human covered in red scales. People with hatred or ambition in their hearts hear his whispers as they look across the sea, goading them towards slaughter and tyranny.

As Lord of Conquest, Chemosh longs for perpetual war, a world that knows no peace anywhere.

Architect of Destruction. Despite his savage appearance, the Lord of Conquest is not a brutish beast. He possesses a cunning intellect and an instinctive understanding of military tactics that he shares with mortal generals in dreams. But the greatest of his powers is his knowledge of military engineering. Chemosh's formidable mind is incessantly dreaming new ways to kill more efficiently, more indiscriminately, and more painfully. Whenever the Lord of Conquest dreams up a new weapon, he sends it to the mind of an evoker, an engineer, or a trapsmith, who he then trusts to test, perfect, and iterate upon it.

Leviathan of Legend. Chemosh rarely meddles directly, preferring to prey on mortals' lust for power. When Chemosh does appear on the Material Plane, it is usually because he was called by his most powerful cultists—human warlords, sahuagin barons, and druids who wish to see the civilizations of the world razed and nature reborn anew. Chemosh may one day come to the mortal world of his own accord, because he fears his dream of endless war will be permanently quashed if he does not. On the Material Plane, he might choose to disguise himself as a kraken or other monstrous leviathan to prevent the gods from learning of his involvement and destroying him.

Marshal of the Bloodstained Sea. Chemosh lurks in the Bloodstained Sea, a layer of the Abyss containing a jet-black ocean which extends infinitely in all directions. Above its inky waters hangs a blood-red moon in a perpetual lunar eclipse. The souls of warmongers and cruel soldiers war forever beneath the surface of the sea, and Chemosh, the secret leader of all armies, plants jealousy and suspicions of conspiracy in the minds of the soldiers to pit themselves against each other for all eternity.

Chemosh's Lair

Chemosh resides in a palace of iron at the bottom of the Bloodstained Sea in the Abyss. The palace is shaped like a massive hermit crab and slowly plods across the ocean floor, surveying the endless war of damned spirits that fills the Bloodstained Sea.

Lair Actions

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

- A raging whirlpool appears. Each creature within 60 feet of a point Chemosh can see within 120 feet of him must succeed on a DC 19 Strength saving throw or be pulled to the center of the whirlpool. If a creature starts its turn within 30 feet of the center of the whirlpool, it must succeed on a DC 19 Strength saving throw or be pulled to the center of the whirlpool. A creature in the center of the whirlpool can move out of the center by succeeding on a DC 19 Strength check. This whirlpool lasts until initiative count 20 on the next round.
- A 60-foot radius sphere of water Chemosh can see within 120 feet of him becomes poisonous. Each creature within the sphere must make a DC 19 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one. This poison lasts until initiative count 20 on the next round.
- A vertical wall of whirling, razor-sharp blades of magical energy appears at a point Chemosh chooses within 90 feet. The wall can be a straight wall up to 100 feet long, 20 feet high, and 5 feet thick, or a ringed wall up to 60 feet in diameter, 20 feet high, and 5 feet thick. The first time a creature enters the wall on a turn or starts its turn there, the creature must make a DC 19 Dexterity saving throw, taking 44 (8d10) slashing damage on a failed save, or half as much damage on a successful one. The wall provides three-quarters cover to creatures behind it, and its space is difficult terrain. Chemosh can choose to concentrate on maintaining this wall as if it were a spell for up to 10 minutes, if he chooses not to take another lair action while concentrating. If not, the wall disappears when Chemosh takes another lair action.

Regional Effects

The region containing Chemosh's lair is warped by his magic, which creates one or more of the following effects:

- Within 1 mile of the lair, the swim speed of creatures that have gained a swim speed through magic is reduced by half.
- All creatures within the Bloodstained Sea gain the ability to breathe water.
- No creature on the Bloodstained Sea can willingly retreat or call a truce. A creature that wishes to spare an unconscious target's life must make a DC 19 Wisdom saving throw. On a failure, the creature is compelled to kill its target.

If Chemosh dies, these supernatural effects disappear after 1d10 days.

CHEMOSH, DEMON LORD OF CONQUEST

Huge fiend (demon), chaotic evil

Armor Class 18 (natural armor)
Hit Points 175 (14d12 + 84)
Speed 50 ft., swim 100 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	11 (+0)	23 (+6)	23 (+6)	16 (+3)	21 (+5)

Saving Throws Str +14, Int +12
Skills Athletics +14, Deception +17, History +12, Persuasion +11
Damage Immunities cold, poison; bludgeoning, piercing, and slashing damage from nonmagical attacks
Condition Immunities charmed, exhaustion, poisoned
Senses truesight 120 ft., passive Perception 13
Languages all, telepathy 120 ft.
Challenge 19 (22,000 XP)

Amphibious. Chemosh can breathe air and water.

Aura of Fury. The *calm emotion* spell instantly fails when cast within 60 feet of Chemosh. In addition, any creature that starts its turn within 30 feet of Chemosh must succeed on a DC 19 Wisdom saving throw or enter a mad rage, attacking the nearest creature it can see until the start of its next turn. At the start of his turn, Chemosh can decide whether this aura is active.

Legendary Resistance (3/Day). If Chemosh fails a saving throw, he can choose to succeed instead.

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

Magic Weapons. Chemosh's weapon attacks are magical.

Innate Spellcasting. Chemosh's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *alter self, create or destroy water*
3/day each: *crown of madness, fear*
1/day each: *greater invisibility, teleport*

ACTIONS

Multiattack. Chemosh makes three longsword attacks and one shortsword attack, or three longbow attacks.

Longsword. *Melee Weapon Attack*: +14 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage or 24 (3d10 + 8) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack*: +14 to hit, reach 5 ft., one target. *Hit:* 18 (3d6 + 8) piercing damage.

Longbow. *Ranged Weapon Attack*: +6 to hit, range 150/600 ft., one target. *Hit:* 13 (3d8) piercing damage. The range and accuracy of Chemosh's arrows are not affected by water.

LEGENDARY ACTIONS

Chemosh 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. Chemosh regains spent legendary actions at the start of his turn.

Longsword. Chemosh makes one longsword attack.

Call Carrion-Eater (Costs 2 Actions). Chemosh summons a vrock at a point within 60 feet of him. The vrock has a swim speed equal to its fly speed. It remains for 1 minute, until it or Chemosh dies, or until Chemosh dismisses it as an action. Chemosh can summon up to three vrocks per day.

Swim. Chemosh swims up to his swim speed without provoking opportunity attacks.



Demon Lord, Chittr'k'k

Puffing on his faintly screaming pipe, the foul creature seemed almost contemplative as he disemboweled the humans, one by one. The air around him was thick with plague, with nibbling decay, and with the greasy shine of hideous dreams.

The demon lord is an upright and partly-humanoid large, red-eyed rat. His grey-white fur is sometimes spattered with offal and flecked with blood; other times, he is groomed constantly by swarms of ordinary rats. Chittr'k'k's tail is tipped with a strange greenish fire. His front paws are long-fingered in the manner of rats, fully capable of holding and manipulating wands, scrolls, and other objects. He has long gold incisors, a short snout, and large ears (often ornamented with black or golden rings). He often smokes a magical pipe filled with mortal souls, drawing necrotic energy from this unhallowed vessel.

Cunning and Malicious. Chittr'k'k finds human weakness amusing and delights in cruelty. While still given to unbridled destruction, he is sometimes more cunning than other demon lords. He is able to destroy a crop or a city with equal joy. He justifies this as "vengeance for my brethren"—for all rats are his worshippers and slaves.

Devourer of Souls. Chittr'k'k's power comes in part from eating entire legions of mortal souls, and he dreams of attaining godhood through the devouring of demons. Rattok demons (see page 90) are said to be his creations.

Lord of Shadows. Chittr'k'k keeps a vast network of spies in the mortal world. All red-eyed rats are his servants, chittering their knowledge of blood, sacrifice, and misery to their dark lord. Chittr'k'k uses this information to give his followers greater reach, to destroy granaries, to starve entire nations, and to spread disease and misery everywhere his long-fingered claws reach.

Chittr'k'k's Lair

Chittr'k'k's lair is a vast realm of tunnels and dank caverns with thousands, if not millions, of rats, ratfolk, rattok demons and other horrors, a noisy place of constant squeals and skittering filled with the rank smells of blood, offal, and sweat. It is filled with snarling creatures preying on one another in its narrow, bone-strewn passages. Its only illumination comes from unholy sigils and territorial markings made in multi-colored, pale luminous ink.

Lair Actions

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

- A cloud of filth and the smell of rotting garbage fills the lair. Each creature within 60 feet of Chittr'k'k must succeed on a DC 15 Constitution saving throw or be poisoned until initiative count 20 on the next round.
- Rats swarm together into miniature boulders and drop from the ceiling, striking up to three creatures beneath them that Chittr'k'k can see within 120 feet of him. Chittr'k'k makes one ranged attack roll (+11 to hit) against each target. On a hit, the target takes 10 (3d6) bludgeoning damage and has disadvantage on concentration checks until initiative count 20 on the next round as the rats scamper down the target.
- A swarm of ghostly rattok demons fills a 20-foot-radius sphere at a point Chittr'k'k chooses within 120 feet. The swarm of ghosts spreads around corners and remains until Chittr'k'k dismisses it as an action, uses this lair action again, or dies. The swarm is lightly obscured, and its area is difficult terrain. A creature in the swarm when it appears or that ends its turn in the swarm must make a DC 18 Dexterity saving throw, taking 39 (6d12) necrotic damage on a failed save, or half as much damage on a successful one.

Chittr'k'k, Demon Lord of Rats

Medium fiend (demon), chaotic evil
Armor Class 16
Hit Points 172 (23d8 + 69)
Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	22 (+6)	17 (+3)	21 (+5)	20 (+5)	10 (+0)

Saving Throws Dex + 11, Con +8, Int +10
Skills Insight +10, Perception +10, Stealth +11
Damage Resistances cold, lightning
Damage Immunities fire, necrotic, poison
Condition Immunities poisoned
Senses darkvision 120 ft., truesight 60 ft., passive Perception 20
Languages Abyssal, Common, Void Speech, telepathy 120 ft.
Challenge 13 (10,000 XP)

Fire Dancer. Whenever Chittr'k'k is subjected to fire or necrotic damage, he takes no damage and instead is unaffected by spells and other magical effects that would impede his movement. This trait works like the *freedom of movement* spell, except it only lasts for 1 minute.

Quick Escape. As a bonus action, Chittr'k'k teleports, along with any equipment he is wearing or carrying, up to 60 feet to an unoccupied space he can see.

Legendary Resistance (3/Day). If Chittr'k'k fails a saving throw, he can choose to succeed instead.

Actions

Multiattack. Chittr'k'k makes two Soul Bite attacks or three Necrotic Flame attacks.

Soul Bite. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage plus 7 (2d6) necrotic damage.



Necrotic Flame. *Ranged Magic Attack*: +10 to hit, 120 ft., one target. *Hit:* 13 (3d8) necrotic damage.

REACTION

Soul Devouring. When Chittr'k'k or a rattok demon within 120 feet of Chittr'k'k reduces a creature to 0 hp, the demon lord devours that creature's soul. Chittr'k'k gains 19 (3d12) temporary hp and the creature must succeed on a DC 18 Constitution saving throw or suffer two failed death saving throws.

LEGENDARY ACTIONS

The demon 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. Chittr'k'k regains spent legendary actions at the start of his turn.

Soul Bite. Chittr'k'k uses his soul bite attack.

Stumble. Chittr'k'k commands a rat to dash under the feet of a creature within 60 feet, causing it to stumble. The creature must succeed on a DC 15 Dexterity saving throw or it drops whatever it is holding and falls prone.

Plague Breath (Costs 2 Actions). Chittr'k'k surrounds himself with hideous vapors from his pipe, a screeching, pestilent mix of damned souls and poison gas. The gas spreads around corners, and its area is lightly obscured. Each creature that starts its turn within 10 feet of Chittr'k'k must make a DC 15 Constitution saving throw. On a failure, the creature takes 16 (3d10) necrotic damage and is poisoned. On a success, the creature takes half the damage and is not poisoned. The gas lasts until Chittr'k'k uses this legendary action again or until Chittr'k'k dies. Rats, rattok demons, wind demons, and Chittr'k'k are immune to the effects of Plague Breath.

THE CLOUD PIPES OF CHITTR'K'K

Chittr'k'k has a pipe of cracked bone inlaid with golden glyphs, a pipe of glowing green jade that shines in the night, a pipe of black glass etched with blasphemous demonic triumphs, and (richest of all) a ruby pipe with mithral inlay in various disturbing patterns, a work of pure chaos artistry. All four of these pipes are associated with a particular gaseous magical effect: *fog cloud* (bone pipe), *cloudkill* (jade pipe), *cloud of daggers* (black glass pipe), and *incendiary cloud* (ruby pipe). A creature smoking the pipe can cast the associated spell as a bonus action 1/day.

Demon Lord, Rangda

This giant, elderly woman, with long, unkempt hair, pendulous breasts, and horrific claws cracks a crooked smile. Her face is a horrifying, fanged mask with wild, protruding eyes, and her tongue is disturbingly long with curved spikes of bone along its edges.

Rangda, also known as the Wretched Lover and the Rot Within, is the demon queen of witches.

Sacrifice of Innocents. Worshippers of Rangda are required to deliver the babes of mortals unto her once a year. She delights in feasting upon these offerings, often swallowing them whole.

Cursed Enemies. Rangda, once the mortal lover of Barong, is now his eternal enemy. Her hate for Barong fuels her machinations, and she blames him for her misfortunes. In this, at least, she is correct—Barong did betray her to darkness long ago, though she has since embraced it as an instrument of her vengeance.

Friend to Hags. Rangda is often accompanied by a half-dozen green or sea hags, occasionally by a few night or sand hags (*Tome of Beasts*, p. 245), and very rarely by one or two blood hags (*Tome of Beasts*, p. 242). The hags are messengers, guards, and allies of the demon queen.



Rangda's Lair

Rangda's lair is nestled beneath an immense, twisted tree strewn with corpse flowers and surrounded by warlock's trumpetblooms (see page 372) deep in a vast bog of the Abyss. The tree must reshape itself to grant access to the Witch Queen's abode, an earthy, worm-ridden manse that reeks of decay.

Lair Actions

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

- Roots of the great tree burst through the ground to grasp at a creature that Rangda can see. The creature must succeed on a DC 15 Dexterity saving throw or be grappled (escape DC 15) until initiative count 20 on the following round.
- Water bubbles up from the ground in a 20-foot-radius from a point that Rangda can see, making the area difficult terrain for 1 minute or until Rangda uses this lair action again.
- The air in the lair shimmers in a disorienting way. Up to three creatures that Rangda can see must succeed on a DC 15 Constitution saving throw or have disadvantage on all attack rolls until initiative count 20 on the following round.

Regional Effects

The region containing Rangda's lair is warped by her magic, which creates one or more of the following effects:

- Within 1 mile of the lair, all terrain is considered difficult, as boggy ground sucks at the feet of those walking, and leafless trees are grown so thick as to make flight burdensome. Hags, warlocks who gain their power from Rangda, and creatures native to swamps are unaffected.
- Rangda can choose to see or hear through the senses of any beast or swarm within 3 miles of her lair.
- Water within 1 mile of the lair becomes tainted with the sight rot disease. Any non-native creature drinking water in this area, even water it brought in from outside the area, must succeed on a DC 15 Constitution saving throw or become infected. Holy water is not infected by this effect.

RANGDA, DEMON LORD OF WITCHES

Large fiend (demon), chaotic evil

Armor Class 19 (natural armor)
Hit Points 262 (25d10 + 125)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	19 (+4)	20 (+5)	22 (+6)	17 (+3)	21 (+5)

Saving Throws Int +12, Cha +11
Skills Arcana +12, Deception +11, Insight +9, Perception +9, Stealth +10
Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, poisoned
Senses darkvision 120 ft., truesight 60 ft., passive Perception 19
Languages Abyssal, Celestial, Common, telepathy 120 ft.
Challenge 17 (18,000 XP)

Legendary Resistance (3/Day). If Rangda fails a saving throw, she can choose to succeed instead.

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

Innate Spellcasting. Rangda's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *charm person, comprehend languages, eldritch blast* (4d10), *fly, mage hand, vicious mockery* (4d4)

3/day each: *bestow curse (8 hours), blight, counterspell, major image, remove curse, tongues, witch bolt* (5d12)

1/day each: *feeblemind, plane shift, true polymorph*

Actions

Multiattack. Rangda makes three attacks: two with her claws and one with her tongue lash.

Claw. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage. If the target is a humanoid, it must succeed on a DC 19 Constitution saving throw or become infected with cackle fever. If the target succeeds, it is immune to this effect for 24 hours.

Tongue Lash. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage. If the target is a creature, it must succeed on a DC 19 Constitution saving throw or its Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a long rest.

Hypnotic Sway (Recharge 5-6). Rangda sways her body and tongue in a mesmerizing rhythm. Each creature of her choice that is within 30 feet of her that can see her must succeed on a DC 19 Charisma saving throw or be stunned until the end of its next turn.

Teleport. Rangda magically teleports to an unoccupied space within line of sight. Alternatively, Rangda magically enters her home plane from the Material Plane, or vice versa.

Legendary Actions

Rangda 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. Rangda regains spent legendary actions at the start of her turn.

Claw. Rangda makes one claw attack.

Teleport. Rangda uses her Teleport ability.

Spell (Costs 2 Actions). Rangda casts a spell.

Hypnotic Sway (Costs 2 Actions). Rangda uses her Hypnotic Sway ability, if it is available.

Demon Lord, Typhon

The creature towers out of a nightmare. It is humanoid from the waist up and serpentine from the waist down with its lower body splitting into two tails. Great scaled, leathery wings sprout from its shoulders, and its arms fork into nests of hissing snakes just below the elbow. Its eyes are baleful flames, casting ugly shadows into its wild hair and beard.

Typhon is the Father of Monsters and Master of the Lamias. This towering demon lord lives in bitter exile, chained to his level of the Abyss by defeat in an ancient conflict against the powers of good. He broods in the depths of his cavern, hoarding stolen wealth and spawning ever more hideous creatures to unleash upon the multiverse.

Desperate for Escape. While most demon lords can't easily leave their demesnes within the Abyss for various reasons, Typhon's very essence is bound beneath his mountain by the powers of heaven. No known portal, spell, ritual, or even divine intervention yet attempted can release him. His influence can slip through the cracks in the planes in the form of his demons and spawn, but the Father of Monsters himself can find no such release. He is obsessed with finding the key to his prison and will spare no amount of effort nor show a shred of mercy in pursuit of the solution.

Eyes, Ears, and Claws. Of all the creatures that crawl into existence under Typhon's corrupted touch, his favorites are the lamia. Conventional demonology holds the lamia were created by a different demon lord originally, but Typhon delights in subverting that supposed truth. Lamia created or blessed by Typhon vary from the expected norm of a lower leonine body and sport a variety of bestial lower bodies. Snake tails are the most common, but the lower bodies of boars, crocodiles, sharks, and even spiders have been reported.

Many lamia abroad in the planes are servants of Typhon, actively seeking out information and power that might free their master from his prison. Besides the lamia, Typhon employs other spies that can often slip into places demons and monstrosities can't. Many planar explorers meet their end after being spared Typhon's fangs and pressed into his service to search out and steal some celestial artifact or demonic power that might lead to his release.



TYPHON'S LAIR

Typhon rules Tarkoros, a layer of the Abyss covered in dense forests and rocky hills that radiate out from a singular mountain. Within the mount is a honeycomb of tunnels and immense caverns that Typhon fills with beautiful treasure and hideous horrors. Monsters of all kinds spring up in the shadow of Typhon's wings. The creatures lurk in the halls of Tarkoros and spill out to seek portals to the Material Plane.

LAIR ACTIONS

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

- Typhon creates a creature at a point he can see within the lair. A single aberration, dragon, monstrosity, or ooze of challenge rating 10 or less or a demon of challenge rating 5 or less crawls out of a crack in the ground. It acts immediately and on initiative count 20 on subsequent rounds. The creature follows Typhon's commands and remains for 1 hour or until Typhon uses this lair action again.
- Typhon howls, causing blood-curdling echoes to reverberate through the lair. All Typhon's enemies within 300 feet that can hear the howl must succeed on a DC 15 Wisdom saving throw or be frightened until the end of its next turn.
- Typhon causes chains of rock to burst out of the ground, ceilings, or wall. Two creatures that Typhon can see within 120 feet of him must succeed on a DC 15 Strength saving throw or be restrained by the chains until initiative count 20 on the following round. A creature can be freed if it or another creature takes an action to make a DC 15 Strength check and succeeds. The chains crumble to dust if the creature is freed.

REGIONAL EFFECTS

The region containing Typhon's lair is warped by Typhon's magic, which creates one or more of the following effects:

- Within 5 miles of the lair, aberrations, beasts, dragons, monstrosities, and oozes are extremely common and highly aggressive.
- Typhon can communicate telepathically with any lamia within 5 miles of the lair.
- Clouds grow thick in the sky within 1 mile of the lair. Even in broad daylight the area is only dim light. Inside the lair itself, all light sources have their illumination radius reduced to half.

If Typhon dies, these effects fade over the course of 1d10 days.

TYPHON, FATHER OF MONSTERS

Gargantuan fiend (demon), chaotic evil

Armor Class 21 (natural armor)

Hit Points 314 (17d20 + 136)

Speed 50 ft., burrow 50 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	26 (+8)	17 (+3)	22 (+6)	19 (+4)

Saving Throws Dex +9, Con +15, Wis +13, Cha +11

Skills Arcana +10, Deception +11, Intimidation +11, Perception +13

Damage Resistances cold, fire, lightning

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 23

Languages all, telepathy 120 ft.

Challenge 22 (41,000 XP)

Legendary Resistance (3/Day). If Typhon fails a saving throw, he can choose to succeed instead.

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

Magic Weapons. Typhon's weapon attacks are magical.

Innate Spellcasting. Typhon's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *detect magic, major image*

3/day each: *dispel magic, dominate person, suggestion*

1/day each: *dominate monster, geas, true polymorph*

ACTIONS

Multiattack. Typhon makes three attacks: two with his snake bites and one with his or Enthralling Touch.

Snake Bites. *Melee Weapon Attack*: +17 to hit, reach 15 ft., one target. *Hit:* 23 (3d8 + 10) piercing damage and the target must succeed on a DC 23 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the creature takes 11 (2d10) poison damage at the start of its turn. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tail. *Melee Weapon Attack*: +17 to hit, reach 20 ft., one creature. *Hit:* 26 (3d10 + 10) bludgeoning damage and the target is grappled (escape DC 20) if it is a Large or smaller creature. Until this grapple ends, the creature is restrained. Typhon has two tails, each of which can grapple only one target.

Enthralling Touch. *Melee Spell Attack*: +11 to hit, reach 15 ft., one creature. *Hit:* The target is magically cursed. Until the curse ends, the target has disadvantage on Wisdom saving throws and all ability checks. The curse lasts until removed by the *remove curse* spell or other magic.

LEGENDARY ACTIONS

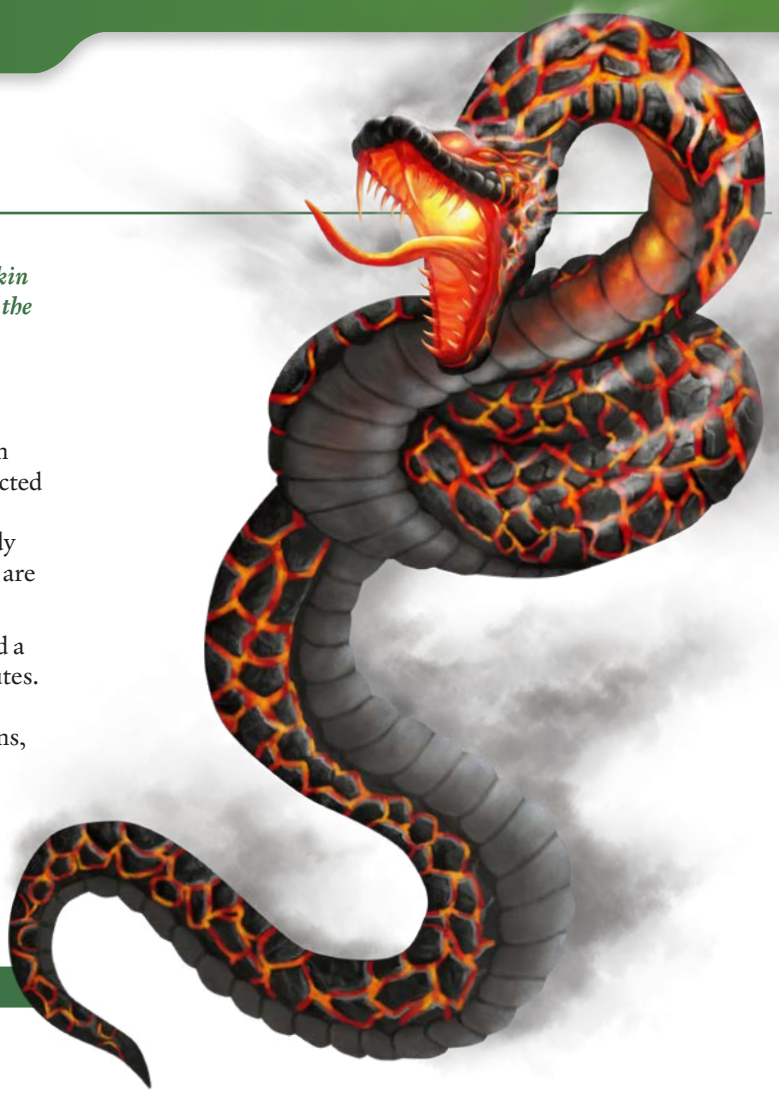
Typhon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Typhon regains spent legendary actions at the start of his turn.

Snake Bites. Typhon makes one snake bites attack.

Enthrall. Typhon makes one enthralling touch attack.

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

Demon, Alnaar



The creature resembles a great blackened asp with smoldering skin and white-hot serpentine eyes. It slithers as confidently through the air as across the ground.

Serpent of Suffering. Alnaar demons appear most commonly when a people, race, or species is experiencing suffering. There to hasten the process, the alnaar erupts from the Abyss, leaving massive holes in the firmament of the afflicted cities and towns. The alnaar's only wish is to partake in the suffering of others, and it thrives on tormenting those already beset by tragedy. Disease, calamity, misfortune, and disaster are dinner bells to the alnaar.

Devourers. These demons have an insatiable appetite, and a single alnaar has been known to devour a cattle herd in minutes. Alnaar who have not eaten recently become weakened and desperate. Some evil warlocks make pacts with alnaar demons, offering piles of meat for service as guardians or assassins.

Demonic Mounts. When war rages across the Abyss, the great fiery serpents sometimes serve as mounts for powerful demons. A lord of the Abyss streaking through the skies atop the slithering alnaar terrorizes all but the most stalwart foe.

ALNAAR

Large fiend (demon), chaotic evil
Armor Class 17 (natural armor)
Hit Points 212 (25d10 + 75)
Speed 40 ft., burrow 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	22 (+6)	17 (+3)	9 (-1)	12 (+1)	10 (+1)

Saving Throws Dex +10, Con +7
Skills Acrobatics +10, Perception +5
Damage Vulnerabilities cold
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities frightened, poisoned
Senses darkvision 120 ft., passive Perception 15
Languages Abyssal
Challenge 9 (5,000 XP)

Skin of the Forge. A creature that starts its turn within 5 feet of the alnaar must make a DC 16 Constitution saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one. A creature that touches the alnaar or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage. Nonmagical weapons and objects with Armor Class 15 or lower are immediately destroyed after coming into contact with the alnaar's skin. Weapons that hit the alnaar deal their damage before being destroyed. This trait is suppressed if the alnaar is starving.

Starving Wrath. If an alnaar hasn't fed on a Medium-sized or larger creature within the last 12 hours, it is starving. While starving, the alnaar's Armor Class is reduced by 2, it has advantage on melee attack rolls against any creature that doesn't have all of its hp, and will direct its attacks at a single foe regardless of tactical consequences. Once it feeds on a Medium-sized or larger corpse or brings a Medium-sized or larger creature to 0 hp, it is no longer starving.

Actions

Multiattack. The alnaar makes three fiery fangs attacks.

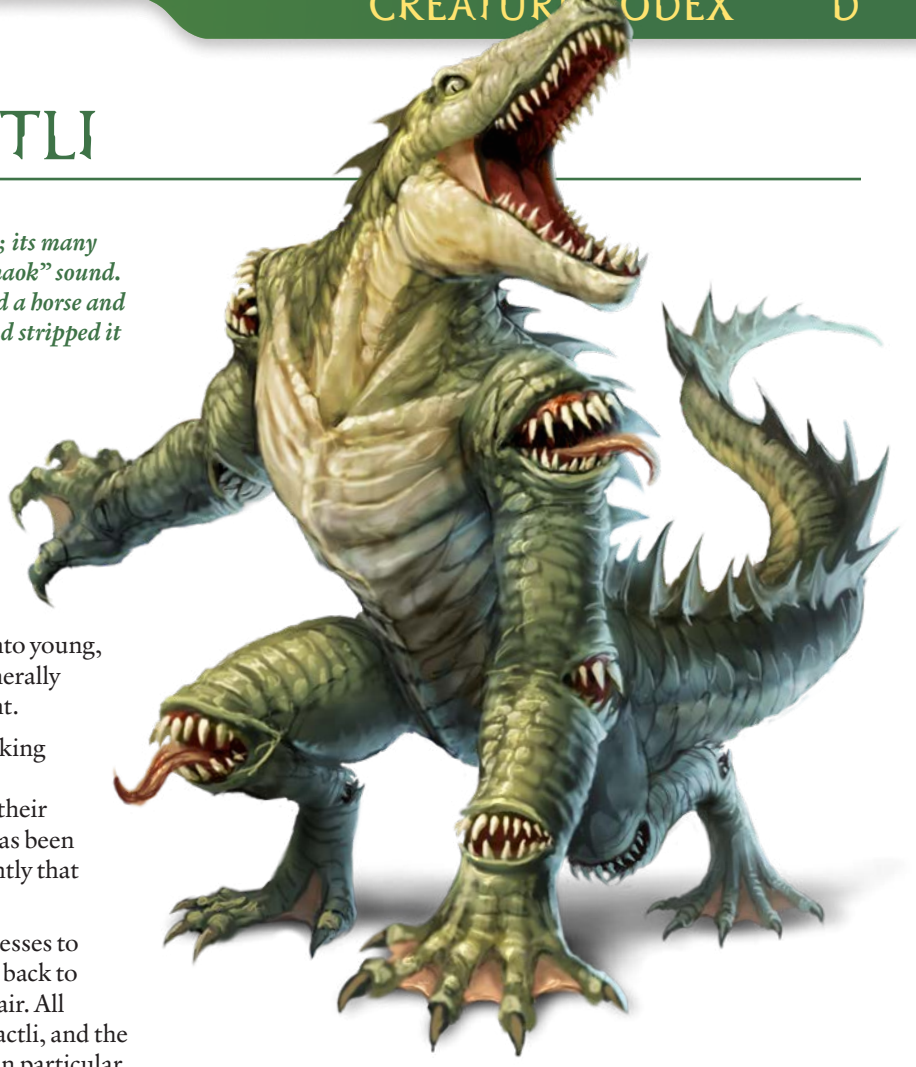
Fiery Fangs. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage and 3 (1d6) fire damage.

Flare (Recharge Special). The alnaar becomes super-heated, expelling momentous energy outwards in a 20-foot radius blast around it. Each creature caught in the blast must make a DC 17 Dexterity saving throw. On a failed save, a creature takes 22 (4d10) fire damage and 22 (4d10) force damage and is knocked prone. On a success, a creature takes half the fire and force damage but isn't knocked prone. The fire ignites flammable objects that aren't being worn or carried. After using Flare, the alnaar is starving. It can't use Flare if it is starving.

Reactions

On the Hunt. When a creature the alnaar can see moves, the alnaar can move up to 20 feet toward the moving creature. If the alnaar moves within 10 feet of that creature, it can make one fiery fangs attack against the creature.

Demon, Cipactli



The first one hopped out of the stream with a foul noise; its many mouths chirping with a disquieting "reepmaok, reepmaok" sound. All might have died if not for the captain, who smacked a horse and drove it to sudden movement; the cipactli swarmed and stripped it to bones while our party fled.

Cipactli are a hideous, demonic blend of the worst elements of crocodilians and deepwater fish with some of the coloration of a poisonous frog. They have scaled hide, a spiked tail with a spine, and toothy maws at each joint.

Swift Spawning. The cipactli are all hermaphrodites or of indefinite gender, laying eggs in their fallen foes. These fiendish eggs hatch into young, froggish cipactli within a week, and their parent generally leaves them at least one large carcass as nourishment.

Ravenous Raiders. Always hungry and ever-seeking easy prey, a cipactli demon steals blood and animal sacrifices from temples, devours goats and cattle in their barns, consumes carrion, demands sacrifices, and has been known to hypnotize then eat human victims so silently that others sleeping nearby never wake.

Friends of Elementals. The cipactli were witnesses to the creation of the world, and their bloodline traces back to the earliest instances of fire, water, earth, void, and air. All elementals are at least somewhat respectful to a cipactli, and the two occasionally form alliances. Water elementals, in particular, often inhabit the same rivers, wells, and oceans as cipactli.

CIPACTLI

Medium fiend (demon), chaotic evil
Armor Class 15 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 20 ft., swim 30 ft.

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

Skills Stealth +5
Damage Vulnerabilities fire
Damage Resistances lightning
Damage Immunities cold, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Primordial
Challenge 5 (1,800XP)

Amphibious. The cipactli can breathe air and water.

Underwater Camouflage. The cipactli has advantage on Dexterity (Stealth) checks made while underwater.

Water Step. As a bonus action, the cipactli can liquefy itself, disappearing from its current location and reappearing in an unoccupied space it can see within 20 feet. Its current location and the new location must be connected by water in some way: a stream, ooze, soggy ground, or even runoff from a drain pipe.

ACTIONS

Multiattack. The cipactli makes two bite attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the cipactli uses its Devouring Embrace.

Bite. *Melee Weapon Attack*. +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+ 3) piercing damage.

Devouring Embrace. The cipactli devours a Medium or smaller creature grappled by it. The devoured target is blinded, restrained, it has total cover against attacks and other effects outside the cipactli, and it takes 14 (4d6) piercing damage at the start of each of the cipactli's turns as the fiend's lesser mouths slowly consume it.

If the cipactli moves, the devoured target moves with it. The cipactli can only devour one target at a time. A creature, including the devoured target, can take its action to pry the devoured target out of the cipactli's many jaws by succeeding on a DC 14 Strength check.

Ancient Lullaby (Recharge 5-6). A cipactli sings a soporific, primordial song of eternal rest and divine repose from its many mouths. Each creature within 100 feet of the cipactli that can hear the song must succeed on a DC 14 Charisma saving throw or fall asleep and remain unconscious for 10 minutes. A creature awakens if it takes damage or another creature takes an action to wake it. This song has no effect on constructs and undead.

Demon, Echo

This vaguely humanoid creature has a bat-like face and large claws of twisted, rusting iron at the end of winged arms. Strangely soft rust-colored fur covers its body.

Like an echo, some monsters can appear to come from everywhere at once.

Liar's Destiny. Nearly every evil soul told lies during its mortal life—some petty, some bold, and some deadly. It is said when a truly despicable liar's soul passes to the Abyss, it sometimes takes the form of an echo demon. The tormented creature is surrounded by a constant echoing chatter that repeats every lie ever told, surrounding the demon with a cacophonous aura of noise that disorients and demoralizes foes.

Acoustic Lairs. Echo demons are dangerous hunters that love nothing more than to prowl near empty halls in cavernous dwellings in search of creatures to torment and kill. They use their sound based powers to sow discord and confusion, picking off groups of adventurers one at a time. Their ability to appear anywhere within earshot allows them to launch attacks from surprising angles, often catching their prey off guard. Ironically, the claws of an echo demon deafen their victims, rendering them immune to the creature's potent sonic powers.

Temporary Packs. Though they can see as well as other demons, echo demons often rely on their batlike echolocation to find their foes. Even more deadly than a single demon, a cluster of the monsters can use their ability to be seemingly everywhere at once to set up ambushes and vicious surrounding attacks. Thankfully, like most demons, echo demons rarely cooperate for long, finding the noise generated by their brethren to be the most grating sound they can imagine.

ECHO

Medium fiend (demon), chaotic evil
Armor Class 15
Hit Points 102 (12d8 + 48)
Speed 30 ft., fly 20 ft.

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

Skills Stealth +8, Persuasion +6
Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Abyssal, Celestial
Challenge 6 (2,300 XP)

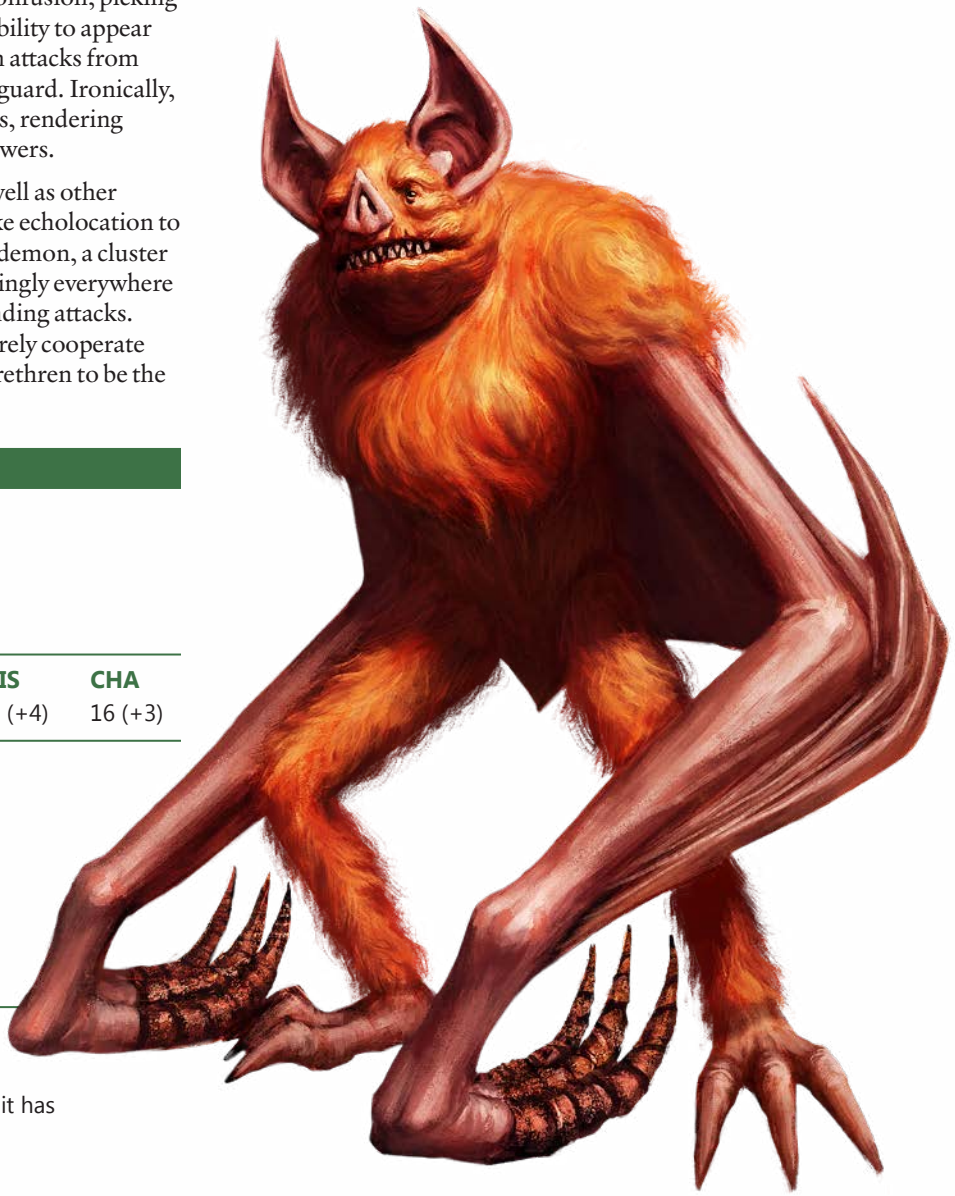
Aura of Cacophony. The demon's presence is extremely distracting. Each creature within 100 feet of the echo demon and that can hear it has disadvantage on concentration checks.

ACTIONS

Iron Claws. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage and if the creature is wearing metal armor, it must make a successful DC 15 Constitution saving throw or be deafened until the end of its next turn.

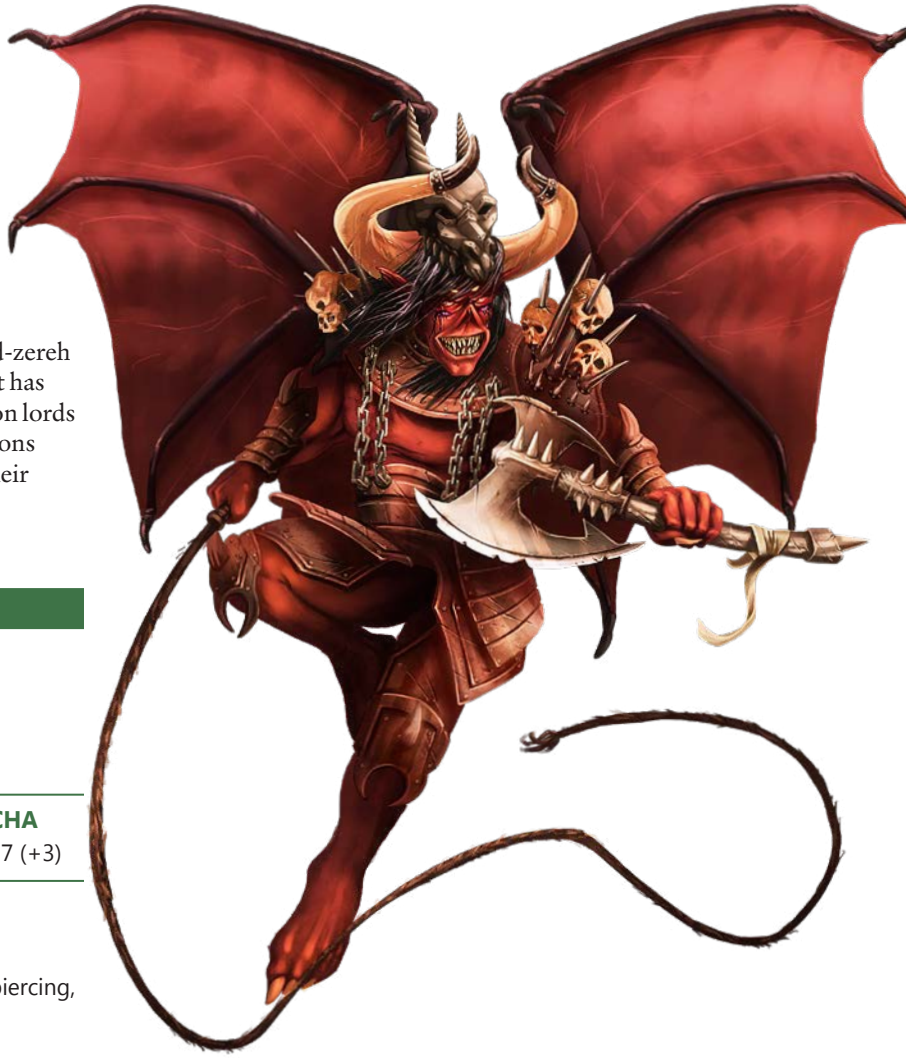
Everywhere at Once (Recharge 5-6). The echo demon teleports up to 60 feet to an unoccupied space. Immediately after teleporting, it can make an iron claws attack with advantage as a bonus action.

Echoes of the Abyss (1/Day). The echo demon summons horrible wails from the deep crevasses of the Abyss. Creatures within 60 feet who can hear the wails must succeed on a DC 15 Wisdom saving throw or be stunned until the start of the echo demon's next turn. An affected creature continues hearing the troubling echoes of these cries until it finishes a long rest, and it has disadvantage on Intelligence checks until then.



Demon, Fulad-Zereh

An enormous horned demon with a hide the color of burnt blood, a fulad-zereh's body is encased in red armor that has blackened through the ages.



Abyssal Officers. Lieutenants of demon armies, fulad-zereh tower over their allies and enemies alike. Fulad-zereh are violent and bloodthirsty demons who have fought for centuries to attain their forms and power, or who are elevated by demon lords during times of war.

Marked for Service. The armor that bolsters a fulad-zereh is forged to reflect the demon lord to which it is bound. It has been said that some fulad-zereh will abandon their demon lords rather than being demoted after battle. These rogue demons forge their own terrifying, nightmarish armor and sell their services to those willing to pay in souls.

FULAD-ZEREH

Huge fiend (demon), chaotic evil

Armor Class 18 (plate)

Hit Points 115 (10d12 + 50)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	20 (+5)	17 (+3)	15 (+2)	17 (+3)

Saving Throws Str +8, Con +9, Wis +6, Cha +7

Skills Insight +6, Intimidation +7

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 12

Languages Abyssal, telepathy 120 ft.

Challenge 9 (5,000 XP)

Petrifying Gaze. When a creature that can see the fulad-zereh's eyes starts its turn within 30 feet of the demon, the fulad-zereh can force it to make a DC 16 Constitution saving throw if the demon isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the saving throw begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or similar magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the demon until the start of its next turn, when it can avert is eyes again. If the creature looks at the demon, it must immediately make the save.

Weeping Acid. A creature that touches the fulad-zereh or hits it with a melee attack while within 5 feet of it must succeed on a DC 16 Dexterity saving throw or take 9 (2d8) acid damage.

ACTIONS

Multiattack. The demon makes two attacks: one with its barbed whip and one with its battleaxe.

Barbed Whip. *Melee Weapon Attack*: +8 to hit, reach 30 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage, and, if the target is Large or smaller, it is pulled up to 25 feet toward the demon. If the target is a creature other than an undead or a construct, it must succeed on a DC 16 Constitution saving throw or take 5 (1d10) necrotic damage at the start of each of its turns as a barb of pure Abyssal energy lodges itself in the wound. Each time the demon hits the barbed target with this attack, the damage dealt by the wound each round increases by 5 (1d10). Any creature can take an action to remove the barb with a successful DC 14 Wisdom (Medicine) check. The barb crumbles to dust if the target receives magical healing.

Battleaxe. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage.

Demon, Neophron



This creature has the sallow skin and sharp features of a ghoul, but its mouth unhinges impossibly wide, the lower jaw reaching almost to its waist. It has a ruff of reddish feathers around its neck and black, hook-like claws on its fingers and toes.

Neophron are shapechanging, ghoulish demons that favor deserts and other areas where giant vultures are common, so they draw less attention when they change their shape. With a little care and a lot of luck, a neophron in its true form can pass as a ghoul, at a distance.

Eyes and Teeth. Servants of the Unsated God, neophron demons are direct extensions of his will and influence. Employed as trackers, neophron bring their keen sense to bear, sniffing out particular victims.

Impossible Hunger. Neophron ravenously devour any flesh they find, living and dead alike. No matter how much they eat, hunger gnaws at them, driving them to find new victims. Neophron can unhinge their maws to an impossible gape, and their guts defy all understanding of space, allowing them to swallow creatures their size.

Fonts of Undeath. Humanoids who die in the gullet of a neophron are doomed to serve dark gods of hunger without end. The demon vomits a newly-created undead to spread hunger across the world.

NEOPHRON

Medium fiend (demon, shapechanger), chaotic evil

Armor Class 16 (natural armor)
Hit Points 114 (12d8 + 60)
Speed 40 ft. (10 ft., fly 90 ft. in giant vulture form)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	20 (+5)	8 (–1)	16 (+3)	14 (+2)

Saving Throws Dex +6, Con +8, Wis +6
Skills Survival +6
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 13
Languages Abyssal, telepathy 120 ft.
Challenge 8 (3,900 XP)

Shapechanger. The neophron can use its action to polymorph into a Large giant vulture, or back into its true form. Its statistics, other than its size and speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

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

ACTIONS

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

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 16 Dexterity saving throw or be swallowed. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the neophron, and it takes 14 (4d6) acid damage at the start of each of the neophron's turns.

The neophron can only swallow one creature at a time. If a humanoid dies while swallowed, it transforms into a ghast. At the start of its next turn, the neophron regurgitates the ghast into an unoccupied space within 10 feet. The ghast is under the neophron's control and acts immediately after the neophron in the initiative count.

If the neophron takes 20 or more damage in a single turn from a creature inside it, the neophron must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 10 feet of the neophron. If the neophron dies, a swallowed creature is no longer restrained by it and can escape the corpse by using 5 feet of movement, exiting prone.

Claw. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. The target must succeed on a DC 16 Constitution saving throw or be poisoned until the end of its next turn.

NEOPHRON DEMONS AND DEATH CULTS

As their vulture-like appearance suggests, neophron demons are found devouring carrion and blood sacrifices in hideous dark rites in deserts and across plains. Their ability to create undead makes them especially popular with vampires, ghouls, and other intelligent undead, and their flight and shapeshifting make them common scouts for evil armies. The following examples are drawn from the Midgard setting (though applicable elsewhere).

For the Blood Goddess. The Red Goddess Marena seems quite fond of the neophron, though primarily as temple servants and plague bearers. The demons have been known to live in the belltowers of her cathedrals, creating nests of bone similar (at a distance) to stork nests. Being demons, the nests never contain eggs but are supplied with rounded, egglike skulls in profusion. On some occasions, a pair of neophron demons might carry a priestess swiftly through the sky from one place to another for some unholy purpose.

The Twelve Horse Bargain. While horses find a neophron's presence unsettling, Khazzaki khans and centaur chieftains have long struck bargains with the demons in exchange for a blood sacrifice of twelve horses or an entire herd of other animals. This is a notable amount of flesh and blood, but the power of the neophron to scout in darkness grants the upper hand to those who employ them in raiding, surprise attacks, and even the wholesale clash of armies. The ritual is known as an evil one, and the nomads avoid the summoning when they can. Those leaders who employ it are always somewhat suspect.

In the Ghoul Empire. Surprisingly, neophron demons thrive underground among the ghouls, where they often serve as bodyguards for darakhul nobles, evil high priests, and other notables. Their darkvision makes it possible for them to fly along underground passages with tremendous speed, tracking and often overtaking small bands of derro raiders, kobold merchants, or other underworld travelers.

In Desert Oases. Neophron work with gypsosphinxes (*Tome of Beasts*, p. 359) in desert territories, acting as scouts and spies for the creatures. They operate as guardians of temples and religious sites of Set and Anu Akma, the god of the underworld. When a herald of undeath (see page *218*) draws near, a neophron's cries of adulation are loud, often the only warning those nearby get of the herald's approach.

The Throne of Bone. In one of the outer planes devoted to flesh, bone, and suffering, the neophron are constructing an enormous throne of bones and gristle stained red with blood and surrounded by a cathedral made of living and undead creatures. It is said a creature connected to the neophron will ascend the throne, look out over the multiverse, and assume the mantle of godhood.

Demon, Pishacha



This ghoul-like demon has blue-black skin covered in bulging red veins that glow like embers. A long, lascivious tongue snakes forth from a mouth filled with jagged teeth.

Cursed by the Gods. Originating in eastern lands, pishacha are created when the souls of the greedy and lustful are deemed too wicked to be reincarnated by the gods. Unable to redeem themselves, the pishacha are cursed to remain on the Material Plane and feed on the living.

Graveyard Dwellers. Pishacha demons haunt remote places where they can lure a living creature to its doom. They often share space with ghouls, and some pishacha can be found dwelling near darakhul settlements. Those living near a pishacha lair make offerings of rice at the crossroads on holy days to appease the demons and keep them away.

Bloodthirsty and Cruel. Pishacha seek to spread fear and mayhem among the living. They seek to possess humanoid bodies, driving their victims insane from the inside out.

PISHACHA

Medium fiend (shapechanger), chaotic evil

Armor Class 13 (natural armor)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	10 (+0)	16 (+3)	7 (−2)

Skills Arcana +2, Perception +5
Damage Vulnerabilities radiant
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60ft., passive Perception 15
Languages Abyssal, Common, Darakhul; telepathy 60 ft.
Challenge 3 (700 XP)

Shapechanger. The pishacha can use its action to polymorph into a tiger or a wolf, or back into its true form. Other than its size, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Multiattack. The pishacha 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:* 12 (2d8 + 3) piercing damage.

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

Demonic Possession (Recharge 6). One humanoid that the pishacha can see within 5 feet of it must succeed on a DC 13 Wisdom saving throw or be possessed by the pishacha; the pishacha then disappears, and the target is incapacitated and loses some control of its body, succumbing to a random short-term madness (see the System Reference Document 5.1) each round for 3d6 rounds. At the end of the 3d6 rounds, the pishacha becomes dormant within the body.

While possessing a victim, the pishacha attempts to seize control of the body again every 1d4 hours. The target must succeed on a DC 13 Wisdom saving throw or succumb to another 3d6 round period of random short-term madness. Even if the target succeeds, it is still possessed. If the target is still possessed at the end of a long rest, it must succeed on a DC 13 Wisdom saving throw or gain a long-term madness.

While possessing a victim, the pishacha can't be targeted by any attack, spell, or other effect, except those that can turn or repel fiends, and it retains its alignment, Intelligence, Wisdom, and Charisma. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hp, the pishacha ends it as a bonus action, or the pishacha is turned or forced out by an effect like the *dispel evil and good* spell. The pishacha can also be forced out if the victim eats a bowl of rice that has been cooked in holy water. When the possession ends, the pishacha reappears in an unoccupied space within 5 feet of the body.

The target is immune to possession by the same pishacha for 24 hours after succeeding on the initial saving throw or after the possession ends.

Invisibility. The pishacha magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell).

Demon, Plaresh



A squelching mass of fleshy worms twists and writhes. Thousands of thin bodies twine together, smooth skin and barbed segments giving way to eyeless heads with screeching, hissing maws. Green ichor drools from the mouths where tiny, needle-like teeth gleam.

Plaresh demons arise from the slime and offal left behind in the wake of Qorgeth, Demon Lord of the Devouring Worm (*Tome of Beasts*, p. 90). Individually, these tiny worm demons are little more than a disgusting nuisance. When they band together into writhing masses hundreds or even thousands strong, the story changes drastically. The plaresh is an amalgamation of these demonic slivers, each linked into a cruel hive mind driven to common purpose in the service of the Writhing Prince.

Devoured Tribute. Plaresh demons are more intelligent than any mortal vermin, but their lord's insatiable hunger overwhelms complex thought. Sometimes they act with a disturbing purpose which hints at a greater intelligence or plan, but mostly they exist to eat. When they devour a humanoid corpse, they send the unfortunate creature's soul to Qorgeth's tunnel-realm, and a new plaresh slips through in the wake of the soul's passing.

PLARESH

Medium swarm of Tiny fiends (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 30 ft., burrow 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	17 (+3)	16 (+3)	6 (–2)	12 (+1)	3 (-4)

Damage Resistances cold, fire, lightning; bludgeoning, slashing, and piercing

Damage Immunities poison

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

Senses blindsight 30 ft. (blind beyond this radius), tremorsense 60 ft., passive Perception 11

Languages understands Abyssal but can't speak

Challenge 3 (700 XP)

Grinding Maws. The plaresh can burrow through harder substances such as wood, stone, or even metal. While doing so its burrow speed is reduced to half, and it creates a cluster of bore holes that leaves the material porous and weak. The material has –5 to its AC and half the usual hp.

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

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

Actions

Bites. *Melee Weapon Attack*: +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 13 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the target is wearing nonmagical armor, the armor takes a permanent and cumulative –1 penalty to the AC it offers. Armor reduced to an AC of 10 is destroyed.

Infest Corpse (Recharges after a Long Rest). The plaresh targets one dead humanoid in its space. The body is destroyed, and a new plaresh rises from the corpse. The newly created plaresh is free-willed but usually joins its creator.

Demon, Rattok



Wearing filthy hoods to hide their snouts, these small, ratlike demons squeaked with delight as they tore apart the innkeeper's cat. Everything they left behind was dead, injured, or befouled with their urine and scat.

Thoroughly gross and decadent, rattok demons sport patchy fur, sharp whiskers, notched ears, dangling charms and amulets, and long claws. They delight in manipulating souls and are fond of both necrotic energy and pure flames.

Servants of Chittr'k'k. Often called rat demons, the rattok do serve Chittr'k'k, Demon Lord of Rats (see page 76), though many also serve other demons. They are greasy, sneering, smug and horrible bullies to lesser demons and enjoy tormenting those they catch. At the same time, they are complete toadies to larger and more powerful demons—though bold enough to sometimes play tricks on their masters. They spend most of their time in narrow tunnels, sewers, and caverns of the Abyss.

Necrotic Connoisseurs. Rattok demons collect, bottle, and often distill and flavor souls, trading them and generating abhorrent bottled spirits from them. These bottled souls resemble potions. Consuming a bottled soul destroys a portion of a living soul and floods the drinker's mind with some of the soul's memories.

Mishappen Claws, Black Hearts. A rattok demon's peculiar claws are a visible sign of its foulness, but its true evil lies within. Rattoks are famous as torturers, cannibals, slavers, and connivers—they constantly strive to outdo one another in vileness, and, among demonkind, they are known for their especially inventive evil deeds.

RATTOK

Small fiend(demon), chaotic evil

Armor Class 14 (natural armor)
Hit Points 66 (12d6 + 24)
Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	14 (+2)	6 (-2)	9 (-1)

Skills Stealth +5
Damage Resistances cold, lightning
Damage Immunities fire, necrotic, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages Abyssal, Common, Void Speech
Challenge 4 (1,100 XP)

Bottled Soul (3/Day). As a bonus action, the rattok demon consumes one of the bottled souls in its possession, regaining 7 (2d4 + 2) hp and gaining advantage on all attack rolls and ability checks for 1 round. Any non-fiend who consumes a bottled soul regains 7 (2d4 + 2) hit points and must make a DC 14 Constitution saving throw. On a failure, the creature is stunned for 1 round and poisoned for 1 hour. On a success, the creature is poisoned for 1 hour.

Fire Dancer. Whenever the rattok demon is subjected to fire or necrotic damage, it takes no damage and instead is unaffected by spells and other magical effects that would impede its movement. This trait works like the *freedom of movement* spell, except it only lasts for 1 minute.

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

Actions

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

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 3 (1d6) necrotic damage.

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

Necrotic Rush (Recharge 5-6). The rattok unleashes a wave of shadowy versions of itself that fan out and rake dark claws across all creatures within 15 feet. Each creature in that area must make a DC 13 Dexterity saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one.

Demon, Spree

This wild gnome's shaggy hair is matted on one side with blood. It has razorlike claws, and its teeth are filed to points.

Gnomes who die while succumbing to vile, homicidal desires sometimes return as murderous, demonic creatures.

Instigators of Madness. Spree demons have a similar appearance to gnomes, but they look even more deranged. They seek to infect others with their murderous desires and inflict curses on those they harm. A single spree demon can incite violence that cripples a city for weeks, but they prefer to group up to spread mayhem all the quicker.

SPREE

Small fiend (demon), chaotic evil
Armor Class 15 (natural armor)
Hit Points 84 (13d6 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	16 (+3)	10 (+0)	8 (−1)	15 (+2)

Saving Throws Dex +6, Wis +2
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities frightened, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages Abyssal, Common, Gnomish
Challenge 5 (1,800 XP)

Frothing Rage. The spree demon has advantage on attacks if it saw another spree demon make a successful attack within the last minute.

Spree Madness. If a creature confused by the spree demon's claw attack reduces a target to 0 hp, the confused creature must make a successful DC 14 Wisdom saving throw or gain a short-term madness (see the *System Reference Document 5.1*). If a creature fails this saving throw again while already suffering from a madness, it gains a long-term madness instead.

ACTIONS

Multiattack. The spree demon makes two claw attacks. If both attacks hit the same target, the target must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. While frightened this way, the creature believes it has shrunk to half its normal size. All attacks against the creature do an extra 7 (2d6) psychic damage, and the creature's attacks do half damage. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 10 (3d6) poison damage, and the creature must make a DC 14 Constitution saving throw. On a failure, the target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn for 1 minute. This works like the *confusion* spell. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours.



Demon, Vellso

This lanky, gray, hairless fiend grins widely, revealing a mouth full of long, sharp teeth and a lolling tongue, dripping saliva. Four short, black horns crown its temples and forehead above a pair of shining black eyes. The creature's hunched posture makes it hard to gauge its true size.

Cruel Hunters. Vellso demons chase after their quarry in a loping crouch, employing their wiry arms and the claws on their fingers to gain a purchase as they run up vertical surfaces as quickly as they do on level ground. These fiends love nothing more than hunting intelligent creatures, scraping their claws loudly against stone as they stalk their prey. They also enjoy biting their prey a single time then releasing it, sometimes for days, allowing the wound to fester and torment the hunted.

Summoned to the Chase. For all their love of hunting, vellso eat little of what they kill. This makes the vellso of great use to ghouls and other creatures capable of summoning them, as prey is either left to be devoured or to rise as undead, usually marked in some way to show it was slain by the demon.

Telepaths. Vellso have difficulty with speech due to their dagger-like teeth and long, lolling tongues. They rely on their telepathy for communication.

VELLSO

Medium fiend (demon), chaotic evil

Armor Class 15 (natural armor)
Hit Points 120 (16d8 + 48)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	9 (–1)	14 (+2)	7 (–2)

Saving Throws Dex +5, Con +6
Skills Perception +5, Stealth +8, Survival +5
Damage Resistances cold, fire, lightning
Damage Immunities necrotic, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Abyssal, telepathy 120 ft.
Challenge 7 (2,900 XP)

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

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

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

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

ACTIONS

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

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage and the target must succeed on a DC 15 Constitution saving throw or take 13 (3d8) necrotic damage and contract the carrion curse disease (see sidebar).

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



CARRION CURSE

Within a day, a dark discoloration around the wound is accompanied by the smell of putrefying flesh. Unless serious measures are taken to mask the smell, carrion eaters of all kinds will be drawn to the infected creature, gaining advantage on Wisdom (Perception) checks to track the creature by smell within their usual range.

While infected with carrion curse, a creature can't be healed magically and can only heal naturally through rest and by spending hit dice. At the end of each long rest, a creature infected with carrion curse must succeed on a DC 13 Constitution saving throw or gain one level of exhaustion. If an infected creature succeeds on the saving throw, it no longer gains exhaustion levels each day. A second successful save at the end of a long rest cures the disease. The abyssal disease resists many efforts at treatment and can only be cured by a *greater restoration* spell or similar magic.

A living creature that dies from the effects of carrion curse has a 75% chance of rising again as a blood zombie (see page *393*) within 24 hours.

Demon, Wind

The marshy reek of rotting vegetation was everywhere. Even above that rank scent, though, the arrival of the demons was clear: howling, pestilent, and enough to make our horses and dogs vomit and paw their noses.



Half-corporeal and half a miasma of pestilent stench, wind demons are minor fiends that delight in foul odors, rank gasses, and poisonous air. They live in swamps, marshes, sewers and near volcanic vents—wherever a natural or synthetic stench reeks.

Shrieking Servants of Cold and Death. Cold and foul-smelling, wind demons delight in serving other demons or gods of cold and decay. They often attend dark rituals to such divine beings, howling hideous prayers at a volume that can be heard over hills and valleys. They are sometimes found around wind harp devils, a rare instance where demons and devils tolerate one another's company.

Rushing Motion. Wind demons have great difficulty sitting still for more than a moment. They are always in constant motion: speaking, manipulating small objects, blowing out torches and candles, and generally making a nuisance of themselves around larger, slower demons or among humans who wish to attend to some urgent plot or scheme.

Connoisseurs of Rot. Wind demons are utterly delighted by foul smells of all kinds; rotting corpses, decaying plant matter, and raw sewage are all equally appealing to them. They often form small globes of concentrated stench to share with their own kind or to offer as gifts to summoners and to other demons.

WIND DEMON

Small fiend (demon), chaotic evil
Armor Class 15 (natural armor)
Hit Points 28 (8d6)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	10 (+0)	10 (+0)	7 (-2)	8 (-1)

Skills Stealth +8
Damage Resistances fire, lightning
Damage Immunities cold, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages Abyssal, Common, Void Speech
Challenge 2 (450 XP)

Arrow Bane. When the wind demon is targeted by an attack or spell that requires a ranged attack roll, roll a d6. On a 1 to 5, the attacker has disadvantage on the attack roll. On a 6, the wind demon is unaffected, and the attack is reflected back at the attacker as though it originated from the wind demon, turning the attacker into the target.

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

ACTIONS

Multiattack. The wind demon makes two frost claw attacks.

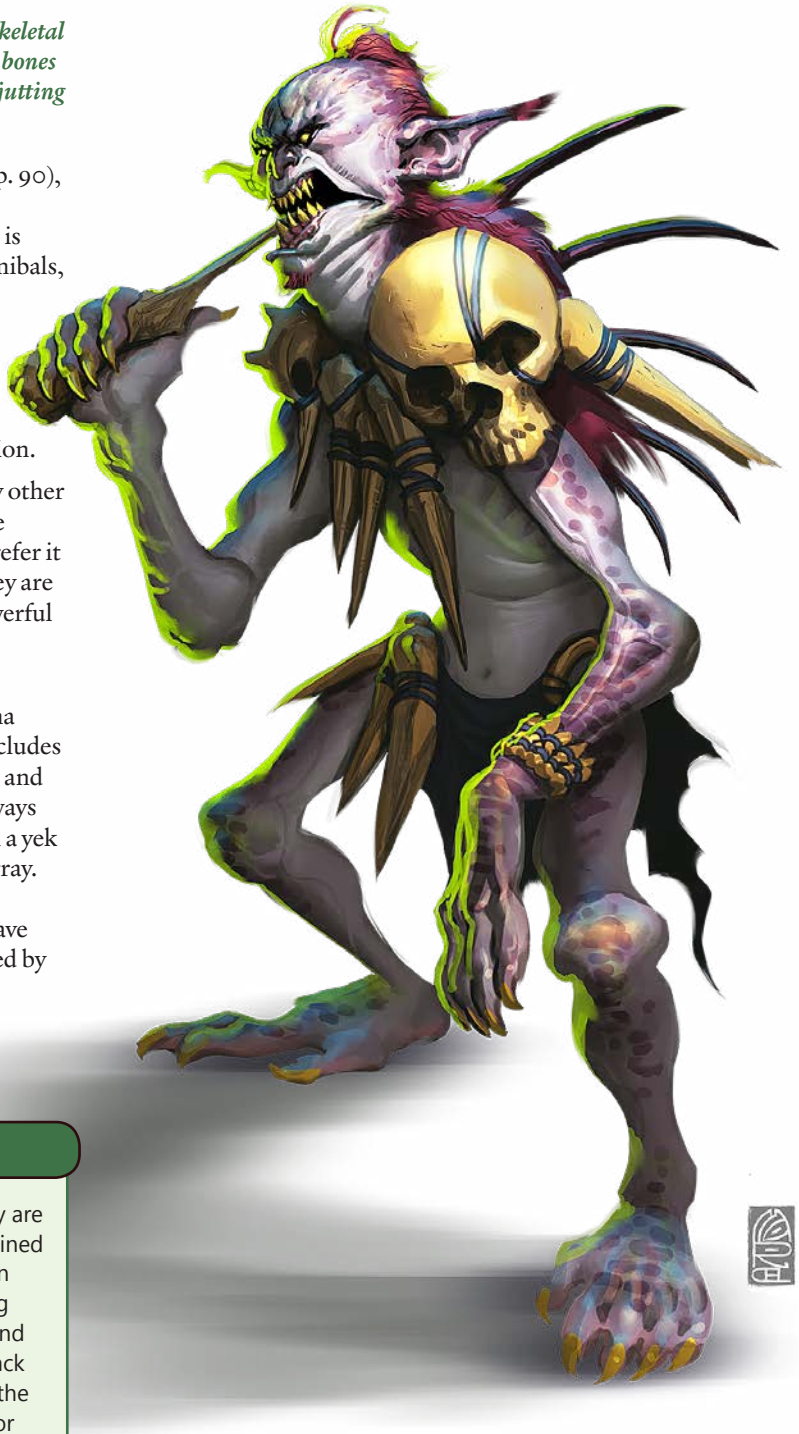
Frost Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage plus 3 (1d6) cold damage.

REACTIONS

Swift as Frost. After a creature the wind demon can see damages it with an attack, the wind demon can move up to its speed without provoking opportunity attacks.

Demon, Yek

With a flattened, lupine face and skin pulled taught over its skeletal frame, the creature is terrible to behold. It wears entrails and bones of previous victims over its dark red fur and has black spikes jutting from its spine.



Favor Warlike Lords. While Qorgeth (*Tome of Beasts*, p. 90), Chittr'k'k (see page 76), and similar demonic figures are popular overlords for yek demons, their greatest reverence is usually given to Mechuiti (*Tome of Beasts*, p. 88), lord of cannibals, and to Typhon (see page 80), lord of monsters, for the lords' sheer constant states of war. At other times they swear themselves to hierophant liches (see page 251), umbral vampires (*Tome of Beasts*, p. 397), or anyone else who can guarantee them a steady supply of fresh, strong bone, frequent combat, and wanton destruction.

Pack of Cannibals. Yek are loathsome fiends, hated by other demons because of their cannibalistic tendencies. They are creatures that do not care what flesh they feed upon but prefer it to be raw and wriggling. Though vicious fighters alone, they are rarely encountered without their pack. Even the most powerful of fiends can be brought down by a pack of yek.

Pack Loyalties. The lesser yek demons are completely subservient to their pack leader, sometimes called the alpha yek, and follow that leader's direction in all things. This includes targets to attack, to which demon lord to swear obeisance, and when to betray one demonic warlord for another. They always move together as a group, directed by the strongest. When a yek pack leader is slain, the lesser yek scatter in complete disarray. They choose another leader within a few days, celebrating the occasion with an unholy feast. Some demonologists have confirmed that the weakest member of the pack is devoured by the new leader during this feast.

YEK DEMONS AS MERCENARIES

While yek demons usually choose their own masters, they are among the most mercenary of demons and can be bargained with to a greater degree than most. An evil spellcaster can perform a yek summoning ritual (its details shared among malign warlords and wizards) offering "blood and bone and a stream of rich and constant plunder" to the demons' pack leader, in exchange for service against a particular foe. If the plunder and cartloads of bone are not forthcoming (as, for instance, when a foe withdraws from the battlefield), the yek demons invariably take their fee out of their summoner or that summoner's troops and followers.

This practice sometimes spreads to merely rapacious and opportunistic armies seeking an edge. For instance, in a controversial move, the armies of the Dragon Empire have begun using yek as shock troops, summoning the fiends behind enemy lines and letting them do the dirty work.

YEK

Small fiend (demon), chaotic evil
Armor Class 16 (natural armor)
Hit Points 77 (14d6 + 28)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	9 (-1)	13 (+1)	10 (+0)

Saving Throws Str +5, Dex +5, Con +4, Int +1
Skills Perception +3, Stealth +5
Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 13
Languages Abyssal, telepathy 120 ft.
Challenge 4 (1,100 XP)

Devouring Swarm. If a creature has three or more yek attached to it from a bite attack at the end of its turn, the creature must succeed on a DC 12 Constitution saving throw or its Constitution score is reduced by 1d4 as the demons feast upon the creature's flesh.

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

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

ACTIONS

Multiattack. The yek makes one bite attack and one claw attack.

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage, and, if the target is Large or smaller, the yek demon attaches to it. While attached, the yek demon can make this attack only against the target and has advantage on the attack roll. The yek demon can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the yek demon by succeeding on a DC 13 Strength check.

Claw. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 10 (3d4 + 3) slashing damage.

ALPHA YEK

Medium fiend (demon), chaotic evil
Armor Class 16 (natural armor)
Hit Points 129 (16d8 + 48)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	15 (+2)	13 (+1)	10 (+0)

Saving Throws Str +7, Dex +7, Con +7, Int +6
Skills Perception +5, Stealth +7
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 15
Languages Abyssal, telepathy 120 ft.
Challenge 9 (5,000 XP)

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

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

ACTIONS

Multiattack. The alpha yek makes one bite attack and two claw attacks. It can make a bone shard attack in place of a claw attack if it has a bone shard available.

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) piercing damage.

Claw. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 13 (4d4 + 3) slashing damage.

Bone Shard. *Melee or Ranged Weapon Attack*: +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage and the target must make a DC 17 Constitution saving throw. On a failure, a piece of the bone breaks and sticks in the target's wound. The target takes 5 (2d4) piercing damage at the start of each of its turns as long as the bone remains lodged in its wound. A creature, including the target, can take its action to remove the bone by succeeding on a DC 15 Wisdom (Medicine) check. The bone also falls out of the wound if the target receives magical healing

A yek typically carries 3 (1d6) bone shards, which are destroyed on a successful hit. It can use its action to tear a bone shard from a corpse within 5 feet.

Derro

Speaker to the Darkness

Guano stains the bat fur robe and flayed-skin cloak of this creature. Its mustache is braided with beads of carved bone and its balding head is circled in straw-like white hair.

The speaker to the darkness wears a mask and a cloak of flayed skin over a robe of bat fur. Its bare feet are caked with dried guano, while its clothing is spattered with fresher samples.

Priest of Camazotz, Demon Lord of Bats. The speaker to the darkness oversees the religious aspects of the derro bat cult, leading rituals and sacrifices, consulting with Lord Camazotz (*Tome of Beasts*, p. 85), and organizing expeditions to the surface for prisoners. It often squabbles with other derro priests and leaders over how to divide such prisoners between them. The howling winds of the outer dark soothe its troubled mind, reminding it of the great destiny before it and its ultimate gift to its Lord Camazotz: eternal darkness.

SPEAKER TO THE DARKNESS

Small humanoid (derro), chaotic evil
Armor Class 16 (scale mail)
Hit Points 135 (18d6 + 72)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	18 (+4)	10 (+0)	9 (–1)	18 (+4)

Saving Throws Dex +6, Cha +7
Skills Perception +2
Damage Vulnerabilities radiant
Condition Immunities frightened
Senses darkvision 60 ft., passive Perception 12
Languages Abyssal, Deep Speech, Undercommon
Challenge 5 (1,800 XP)



Boon of the Bat. A creature struck by one of the speaker to the darkness' attacks must succeed on a DC 15 Wisdom saving throw or be frightened until the start of the speaker's next turn.

Actions

Multiattack. The speaker to the darkness makes two quarterstaff attacks or two sling attacks.

THE EBON SHARDS

If using the Midgard setting, add the following trait and the *ebon shards*, gifts from Camazotz, to the speaker to the darkness:
Bearer of the Ebon Shard. The speaker to the darkness is attuned to the *ebon shards* and has advantage on saving throws to resist the shards' negative effects. Its spell save DC is 15 and it has a +7 to hit with spell attacks.

Ebon Shards

Wondrous item, very rare (requires attunement by a spellcaster of evil alignment)

These obsidian shards are engraved with words in Deep Speech, and their presence disquiets non-evil, intelligent creatures.

The writing on the shards is obscure, esoteric, and possibly incomplete.

The shards give you access to a powerful array of void magic spells. You can cast the following spells (see "Fifth Edition Appendix" in *Midgard Worldbook*) without material components and using Charisma as your spellcasting ability.

At will: *crushing curse*
3/day each: *maddening whispers, void strike*
1/day each: *living shadows*

Each time you use the *ebon shards* to cast a spell, you must succeed on a DC 12 Charisma saving throw or take 7 (2d6) psychic damage.

Quarterstaff. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands, plus 9 (2d8) necrotic damage.

Sling. *Ranged Weapon Attack*: +6 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Drawn from Beyond (Recharge 5-6). The speaker conjures up to 3 ghasts. The ghasts appear in unoccupied spaces within 30 feet of the speaker that the speaker can see. The ghasts follow the speaker's commands, and it is immune to their Stench. It can't have more than 3 ghasts conjured at one time.

Extinguish Light (1/rest). The speaker creates a 15-foot-radius sphere of magical darkness on a point it can see within 60 feet. This darkness works like the *darkness* spell, except creatures inside it have disadvantage on saving throws and the speaker and its conjured ghasts are unaffected by the darkness.

Witch Queen

The unfocused dark eyes and twisted smile of the small, dwarf-like creature at first make her seem insane, yet harmless. Then the magic that pours from her proves that assumption terribly wrong.

Cold, Calculating Insanity. The derro witch queen sits at the center of an entire clan of derro, turning the mad dreams and odd behaviors of each individual into action. Like the rest of her clan, the inscrutable thoughts and actions of the derro witch queen may seem random and chaotic, but at their core the derro find themselves moving toward a common goal.

Ruler and Servant. The witch queen looks different from other derro. Her pale skin and dark raven hair set her apart, as do her cold, black-pupiled eyes. These changes come over the witch queen upon the death of the previous witch queen, when the mad soul of the witch queen transfers from one host to the next. While outsiders may think the witch queen rules her clan, the opposite is true. The witch queen responds to the unfocused, rambling thoughts of each member of her clan. Her synchronicity with every member of the clan informs all her actions and decisions, making her the maddest of the mad.

WITCH QUEEN

Small humanoid (derro), chaotic evil
Armor Class 15 (studded leather armor)
Hit Points 77 (14d6 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (−1)	16 (+3)	14 (+2)	11 (+0)	9 (−1)	16 (+3)

Skills Arcana +3, Stealth +6
Senses darkvision 120 ft., passive Perception 9
Languages Common, Dwarvish, Undercommon
Challenge 5 (1,800 XP)

Heightened Spell (3/Day). As a bonus action, a target of the witch queen's choice within 60 feet of her has disadvantage on its saving throw against her next spell.

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

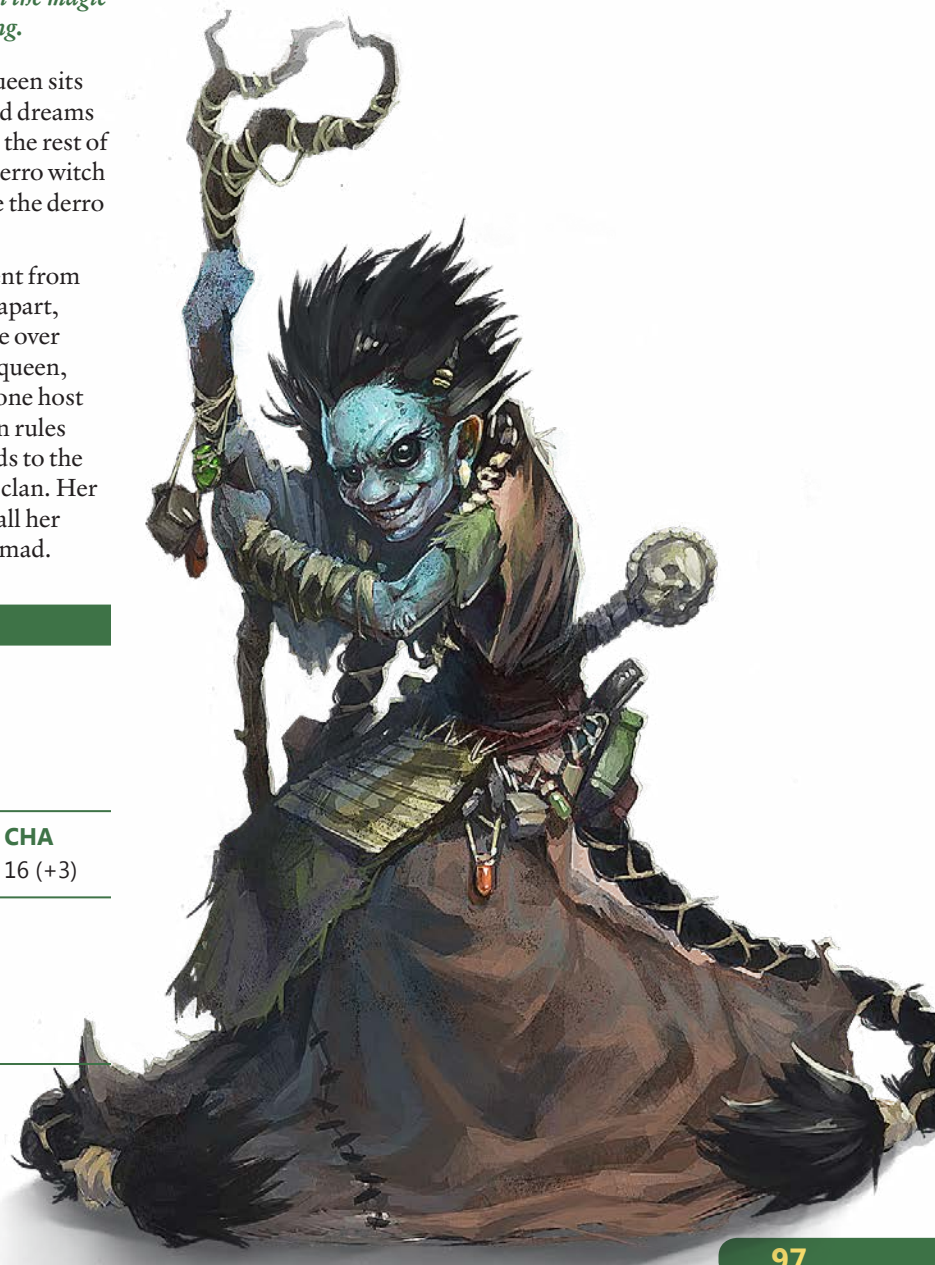
Sunlight Sensitivity. While in sunlight, the witch queen has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Spellcasting. The witch queen is an 8th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *acid splash, mage hand, message, ray of frost*
1st level (4 slots): *burning hands, magic missile, sleep*
2nd level (3 slots): *invisibility, spider climb, suggestion*
3rd level (3 slots): *blink, fear, lightning bolt*
4th level (2 slots): *blight, confusion*

ACTIONS

Maddening Scimitar. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage. If the target is a creature, it must succeed on a DC 14 Charisma saving throw or use its reaction to move up to its speed and make a melee attack against the nearest enemy of the witch queen.



Devil Shark



With a fang-filled maw and the glimmer of malevolent intelligence in its ruby red eyes, this shark-like creature glides through the depths in complete silence.

Relentlessly Territorial. This terrifying creature possesses a cunning and devious mind which it uses to bend others to its will. The devil shark considers itself superior to all other creatures of the sea and goes to great lengths to prove it. A merciless, vicious predator when active, a devil shark carves out and defends a territory for itself measured in leagues, relentlessly hunting down any creature it considers a competitor for primacy.

Slumbering Evil. The creature relies in part on the terror it spreads during its periods of activity to keep it safe and undisturbed during its long periods of dormancy. While dormant, it sleeps in deep undersea caves or ancient submerged structures of unknown artifice.

Object of Veneration. The devil shark is a solitary creature, though it sometimes enjoys the worship of sahuagin. As rapacious as the hungriest shark, the devil shark enjoys consuming the flesh of sentient creatures and looks kindly on those providing it with such sacrifices, though it will just as soon eat those same admirers should such offerings cease.

DEVIL SHARK

Gargantuan monstrosity, neutral evil

Armor Class 16 (natural armor)

Hit Points 198 (12d20 + 72)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	22 (+6)	14 (+2)	20 (+5)	14 (+2)

Saving Throws Dex +7, Con +11, Wis +10

Skills Intimidation +7, Religion +7, Perception +10, Stealth +7, Survival +10

Damage Resistances fire

Damage Immunities cold

Senses blindsight 60 ft., passive Perception 20

Languages Aquan, Deep Speech, telepathy 120 ft.

Challenge 13 (10,000 XP)

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

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

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

Shark Telepathy. The devil shark can magically command any shark within 120 feet of it, using a limited telepathy. This command is limited to simple concepts such as "come here," "defend me," or "attack this target."

Water Breathing. The devil shark can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack*: +12 to hit, reach 5 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage and the target is grappled (escape DC 18).

Swallow. The devil shark makes one bite attack against a Large or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the devil shark, and it takes 21 (6d6) acid damage at the start of each of the devil shark's turns. A devil shark can have two Large, four Medium, or six Small creatures swallowed at a time.

If the devil shark takes 30 damage or more on a single turn from a swallowed creature, the devil shark must succeed on a DC 18 Constitution saving throw or regurgitate all swallowed creatures, which fall prone within 10 feet of the devil shark. If the devil shark dies, a swallowed creature is no longer restrained by it and can escape by using 20 feet of movement, exiting prone.

Freezing Breath (Recharge 5–6). The devil shark exhales a 60-foot cone of supernaturally cold water. Each creature in that area must make a DC 18 Constitution saving throw. On a failed save, a target takes 54 (12d8) cold damage and is pushed 20 feet away from the devil shark. On a success, a target takes half the damage but isn't pushed.

Devil, Arch-Devil, Belphegor

A whirring clatter of gears, bone, and tormented cries speeds across the skies of hell.

Once, a lesser-devil named Belphegor ruled a spit of Hell known as the Plane of Openings. There, the devil oversaw great chasms that appeared each morning in the thick blood-clay; chasms filled daily with the excrement of the denizens of Hell. Belphegor and his minions sealed the chasms at day's end, and thusly were the bodily wastes of Hell returned to its unhallowed ground. Though he did as was commanded by the Lords of Hell, the stooped and wretched devil desired power and rank. He began to conceive of ways to reduce the labor of his task. He built a great contraption from the bones of the damned to perform his toilsome task in his stead and named it Prime. Belphegor hoped it would impress his master, who might deliver him from his menial work.

Before he could share his invention, Belphegor became entranced by Prime. Lost in its gears of bone, the devil soon forgot the original purpose of the invention. He continued building intricate parts that seemed like strokes of genius but, in reality, performed no useful function. The Plane of Openings overran with the bilious excrement of the planes of Hell, and soon the stench sank to the lowest pits, befouling the nose of his master. When he arrived to rend the delinquent devil into pieces as punishment for abandoning the task, the Arch-Devil saw Belphegor's machine and smiled wickedly. Through the busywork of self-indulgent invention, Belphegor had managed to produce nothing on a never-before seen scale. Belphegor was immediately made a lieutenant and given domain over tempting brilliant mortals into fruitless ingenuity and invention. He rides upon Prime as his infernal mount, its endless complexities whirring as he passes.

In Hell, Belphegor is a massive, bent humanoid. His face is covered in small, horned protrusions, and his eyes are two endless spiralling voids. In combat, he wields a great flail whose head is held in place by a chain of damned humanoids. The sides of Prime are decorated with the useless inventions of mortals he has corrupted. On the Material Plane, he appears as a wizened, old man who carries a pack filled with tinkerer's tools. His symbol is a laborer's hammer with a shattered head.



Corruptor of Invention. Belphegor spreads Hell's corruption by tempting mortal ingenuity into endless complexities and fruitless obsessions. A brilliant alchemist attempting to concoct an epic healing draught might be tempted to pursue increasingly rare ingredients--until the draught is forgotten, and the hunt for ingredients takes precedence. An engineer building a massive and glorious span might find herself suddenly obsessed with cladding the bridge in an overly complex way; construction grinds to a halt as the builders iterate endlessly. Wherever ingenuity threatens to make progress, there is Belphegor, steering it towards wasteful tinkering.

Wasted Gifts. Belphegor delights in good-hearted mortals ignoring their own gifts and pursuing goals that are beneath their abilities. He revels in social, religious, and political systems that prevent beings from fulfilling their destinies. Self-pitying paralysis is one of the devil's strongest powers; Belphegor longs to watch a hero wallow in drink and doubt while their town is pillaged around them.

BELPHEGOR, HELL'S INVENTOR

Huge fiend (devil), lawful evil
Armor Class 18 (natural armor)
Hit Points 402 (35d12 +175)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	22 (+6)	18 (+4)	14 (+2)

Saving Throws Con +12, Int +13
Skills Insight +11, Perception +11, Persuasion +9
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silver
Damage Immunities fire, poison
Condition Immunities frightened, poisoned
Senses darkvision 120ft., passive Perception 21
Languages Infernal, telepathy 120 ft.
Challenge 22 (41,000)

Builder of Hell. During a long rest, Belphegor can create three flesh golems or three gorgons. The creatures are made from various fleshy and metal parts stored on Prime. The constructs obey his commands until they are slain or disassemble into pieces after 24 hours.

Legendary Resistance (3/Day). If Belphegor fails a saving throw, he can choose to succeed instead.

Lord of Openings. Belphegor retains his humble roots. Creatures in his presence find they don't have full control of their body's orifices. A creature that starts its turn within 20 feet of Belphegor must succeed on a DC 20 Constitution saving throw or suffer one of the following effects until the end of its next turn (rolled randomly or chosen by the GM):

1 **Tears**: The creature's eyes swell with tears, causing the creature to become blinded.
2 **Vomit**: The creature vomits uncontrollably and is considered poisoned and can't speak.
3 **Defecation**: The creature's insides cramp as it voids its bowels, becoming incapacitated in the process.
4 **Discharge of Wax**: A thick wax fills the creature's ears, causing the creature to become deafened.

Magic Weapons. Belphegor's weapon attacks are magical.

Pitted Sockets. Mist swirls in the depths of Belphegor's pit-like eyes. Creatures who look upon Belphegor lose all benefits from their next long rest as they struggle to expel the devil's hollow gaze from their minds.

Prime. Belphegor rides a grand, floating palanquin named Prime. This overly complex device-turned-vehicle is immune to damage and can't be the target of spells or effects. It provides the demon lord partial cover from ranged attacks. Belphegor doesn't provoke an opportunity attack when he flies out of an enemy's reach while on Prime. If Belphegor is knocked prone, stunned, or incapacitated while flying on Prime, it will gently set him on the ground and disappear for 1 hour.

ACTIONS

Multiattack. Belphegor makes three soul flail attacks.

Soul Flail. *Melee Weapon Attack*: +12 to hit, reach 10ft., one target. *Hit:* 32 (5d10 + 5) bludgeoning damage and 14 (4d6) fire damage. Each creature trapped in his flail by Form the Chain must succeed on a DC 20 Constitution saving throw or take 10 (3d6) psychic damage.

Endless Complexity (1/Day). Belphegor activates the many complexities built atop Prime. All creatures who can see Belphegor must succeed on a DC 19 Wisdom saving throw or be stunned for 1d4 rounds as fruitless comprehension takes hold of their minds. A creature affected by this ability feels compelled to tinker, conceive, or otherwise invent an overly complex object related to its class and background. Any downtime taken during the next seven days after failing this saving throw is spent toiling on this object until ultimately, nothing comes of it.

REACTIONS

Form the Chain. When Belphegor is hit by an attacker he hit with his soul flail in the past minute, the attacker must succeed on a DC 19 Wisdom saving throw or the attack does no damage and the attacker takes the place of a damned soul, teleporting to its location on the flail instantly. The attacker is paralyzed and experiences tremendous psychic suffering as it helps to hold the head of the flail to the handle. At the end of its next turn, it returns to the space it previously occupied or to the nearest unoccupied space. If a creature's saving throw is successful or the effect ends for it, the creature can't be affected by Belphegor's Form the Chain again until Belphegor hits it with another Soul Flail attack.

LEGENDARY ACTIONS

Belphegor 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. He regains any spent legendary actions at the start of his turn.

Move. Belphegor moves up to half his speed.

Soul Flail. Belphegor makes one soul flail attack.

Endless Complexity (Costs 2 Actions). Belphegor uses his Endless Complexity if it is available.

Devil, Arch-Devil, Parzelon

This hulking fiend has a frightening leonine head atop the preternatural physique of a huge human body. A pronged crown sits upon his maned skull, and his eyes burn with a deep labradorite iridescence.



Saint of Vile Soothsayers. Parzelon is a formidable warrior as well as a patron of scholars. His ashen left hand wields an enormous immortal viper like a whip, while his right brandishes a terrible silver trumpet that heralds his coming (he loves to announce himself in lavish style). When summoned, the King of Secrets travels upon the back of a massive, fiendish black bear (treat as an adult red dragon with no fly speed, tail, wings, or legendary actions), who serves the Arch-Devil for eternity as his steed and companion.

Lord of Fallen Houses. The King of Secrets is a cunning monarch among devils, who attends mortals only to further his elusive, infernal agendas. A retinue of twenty two devils obey his will, belonging to both the Order of Virtues and the Order of Thrones. Two ancient orobas devils (*Tome of Beasts*, p. 111) serve him as spies and advisers.

PARZELON, KING OF SECRETS

Huge fiend (devil), lawful evil
Armor Class 20 (natural armor)
Hit Points 378 (28d12 + 196)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	24 (+7)	26 (+8)	22 (+6)	18 (+4)

Saving Throws Dex +12, Con +15, Wis +14, Cha +12
Skills Animal Handling +14, Arcana +24, History +24, Intimidation +12, Investigation +16, Medicine +22, Perception +14, Persuasion +12, Religion +24
Damage Resistances cold, lightning, psychic
Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with silver
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses truesight 120 ft., passive Perception 24
Languages all, telepathy 120 ft.
Challenge 25 (75,000 XP)

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

Legendary Resistance (3/Day). If Parzelon fails a saving throw, he can choose to succeed instead.

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

Magic Weapons. Parzelon's weapon attacks are magical.

Spellcasting. Parzelon is a 20th-level spellcaster who uses Intelligence as his spellcasting ability (spell save DC 24, +16 to hit with spell attacks). He requires no material components to cast his spells. Parzelon has the following wizard spells prepared:

Cantrips (at will): *fire bolt, minor illusion, prestidigitation, ray of frost, shocking grasp*
1st level (4 slots): *charm person, detect magic, disguise self, magic missile, sleep*
2nd level (3 slots): *darkness, hold person, locate object, suggestion*
3rd level (3 slots): *bestow curse, clairvoyance, haste, lightning bolt*
4th level (3 slots): *dimension door, greater invisibility, locate creature, phantasmal killer, polymorph*
5th level (3 slots): *dominate person, scrying, telekinesis, wall of force*
6th level (2 slots): *chain lightning, disintegrate*

7th level (2 slots): *plane shift, prismatic spray*
8th level (1 slot): *feeblemind*
9th level (1 slot): *foresight*

ACTIONS

Multiattack. Parzelon makes two melee attacks.

Bite. *Melee Weapon Attack*: +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 +5) piercing damage plus 14 (4d6) necrotic damage.

Serpentine Lash. *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit:* 15 (4d4 +5) piercing damage plus 21 (6d6) poison damage.

Summon Devil (1/Day). Parzelon summons 1d4 barbed devils or 1d4 spawn of Parzelon. A summoned devil appears in an unoccupied space within 60 feet of Parzelon, acts as an ally, and can't summon other devils. It remains for 1 minute, or until Parzelon dismisses it as an action.

LEGENDARY ACTIONS

Parzelon 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. Parzelon regains spent legendary actions at the start of his turn.

Serpentine Lash. Parzelon makes one serpentine lash attack.

Spell (Costs 2 Actions). Parzelon casts one spell.

Horn of Nessus (Costs 3 Actions). Parzelon blows his accursed, silver horn, which emits a sickening blast in a 30-foot cone that is audible 600 feet away. Each creature in the cone must make a DC 20 Constitution saving throw. On a failure, a creature takes 32 (5d12) poison damage and is incapacitated for 1 minute. On a success, a creature takes half as much damage and isn't incapacitated. An incapacitated creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spawn of Parzelon

A drape of long hair obscures the countenance of this shapely woman. As she turns, her sharp-toothed leonine visage is revealed. Suddenly, long needlelike claws protrude from her lithe fingertips, and her dark blue feline eyes narrow in hungry anticipation.

Daughters of the Dread Prophet. Born from accursed liaisons with mortal bloodlines, these amalgams of lioness and lady are the insidious progeny of the Arch-Devil Parzelon, King of Secrets. The fiendishly graceful spawn of Parzelon live only to serve their infernal father and his hideous whims.

SPAWN OF PARZELON

Medium fiend (devil), lawful evil
Armor Class 16 (natural armor)
Hit Points 77 (14d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	13 (+1)	12 (+1)	10 (+0)	15 (+2)

Saving Throws Dex +7, Con +4, Wis +3, Cha +5
Skills Deception +5, Insight +6, Perception +6, Stealth +10
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silver
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., truesight 60 ft., passive Perception 16
Languages Infernal, telepathy 120 ft.
Challenge 5 (1,800 XP)

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

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

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

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

Pounce. If the spawn moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the spawn can make one bite attack against it as a bonus action.

Innate Spellcasting. The spawn's innate spellcasting ability is Charisma (spell save DC 13). The spawn of Parzelon can innately cast the following spells, requiring no material components:
At will: *disguise self*
3/day: *expeditious retreat*

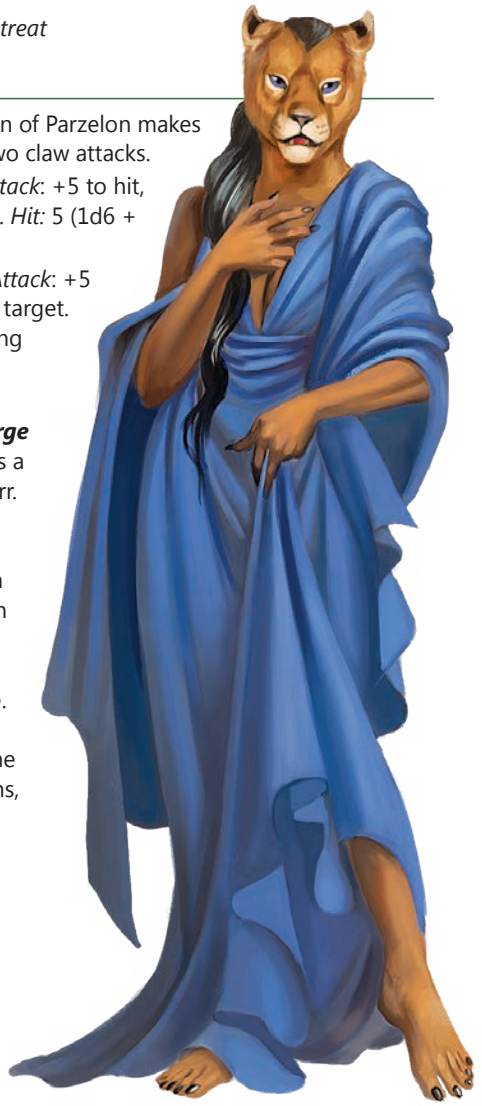
ACTIONS

Multiattack. The spawn of Parzelon makes one bite attack and two claw attacks.

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

Claw. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus 7 (2d6) necrotic damage.

Tranquil Roar (Recharge 4-6). The spawn emits a dreadfully alluring purr. Each creature within 20 feet of it that can hear it and that isn't a devil must succeed on a DC 15 Constitution saving throw or be charmed 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.



Devil, Fire Imp



A tiny devil with red scales and wings of fire flits around the area, laughing as it ignites everything with a touch. The creature reeks of sulfur and brimstone.

Fire imps are one of the lowest forms of devils, below even common imps. They are mischievous troublemakers who desire only to ignite the multiverse.

Contained Insanity. While fire imps are demented arsonists, they are still devils and follow the chain of command. When the imps are not starting fires, they fidget, play with nearby utilitarian flames, and beg for permission to use their destructive abilities like whiny children. Glee strikes when the imps set something on fire, and they often go overboard, burning anything they can get away with.

Distract and Weaken. Devils send fire imps to a fortified location to cause chaos and weaken defenses. Demons recognize the havoc the tiny fiends cause and know to expect a devil attack soon after the arrival of fire imps.

Favored by Efreeti. Efreeti commonly hire fire imps as henchmen. The devils serve as spies, saboteurs, and guards in exchange for trips to the Plane of Fire, the most beautiful place in the multiverse to a fire imp. Efreeti often make the imps set fires to the property of nobles so that the genie can save the day…for a price.

FIRE IMP

Tiny fiend (devil), lawful evil

Armor Class 13 (natural armor)
Hit Points 14 (4d4 + 4)
Speed 20 ft., fly 40 ft.

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

Skills Deception +3, Stealth +4
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silver
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 10
Languages Common, Infernal
Challenge 1/2 (100 XP)

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

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

Heat Metal (1/Day). As a bonus action, the imp casts the *heat metal* spell without expending any material components (spell save DC 12).

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

Actions

Fire Touch. *Melee Spell Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) fire damage and if the target is a flammable object that isn't being worn or carried, it also catches fire. If the target is a creature, it must succeed on a DC 12 Dexterity saving throw or take another 2 (1d4) fire damage at the start of its next turn.

Hurl Flame. *Ranged Spell Attack:* +4 to hit, range 150 ft., one target. *Hit:* 5 (2d4) fire damage and if the target is a flammable object that isn't being worn or carried, it also catches fire.

Devil, Infernal Knight



The edges of the figure's black armor plates glow red hot with the glare of hellfire leaking from them. The figure's eyes, glowing with that same hellfire, gleam from within its helmet as it swings its mighty sword.

Few devil souls hold the necessary dedication and temperament to become an infernal knight. The knight is a trusted advisor and servant to a powerful pit fiend or arch-devil.

Soul Stealer. An infernal knight's most terrifying aspect is its ability to steal the souls of its victims. The devil draws these souls into its dark blade and carries them back to its infernal master.

Tireless Pursuer. Powerful beings who make contracts with devils sometimes think they can avoid the worst consequences of infernal bargains. Infernal knights exist primarily to prove them wrong. A knight dispatched to reclaim an indebted soul stalks tirelessly across the multiverse in search of its quarry.

Relentless Nature. An infernal knight doesn't require food, drink, or sleep.

INFERNAL KNIGHT

Medium fiend (devil), lawful evil

Armor Class 18 (plate)
Hit Points 247 (26d8 + 130)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	20 (+5)	17 (+3)	21 (+5)	20 (+5)

Saving Throws Dex +7, Con +10, Wis +10
Skills Athletics +12, Insight +10, Perception +10
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses truesight 60 ft., passive Perception 20
Languages Infernal, telepathy 120 ft.
Challenge 16 (15,000 XP)

Faultless Tracker. If the infernal knight is given a quarry by its lord, the knight knows the direction and distance to its quarry as long as the two of them are on the same plane of existence.

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

Magic Weapons. The infernal knight's weapon attacks are magical.

Regeneration. The infernal knight regains 10 hp at the start of its turn if it has at least 1 hp.

ACTIONS

Multiattack. The infernal knight makes two melee attacks or uses its Hellfire Bolt twice. It can replace one attack with Reave Soul.

Greatsword. *Melee Weapon Attack*: +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage plus 17 (5d6) necrotic damage. A creature hit by the sword must succeed on a DC 18 Constitution saving throw or suffer disadvantage on attack rolls and ability checks based on Strength or Dexterity until the end of its next turn.

Hellfire Bolt. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 10 (3d6) fire damage plus 17 (5d6) necrotic damage. A creature hit must succeed on a DC 18 Constitution saving throw or its hp maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0.

Reave Soul (Recharge 5–6). The infernal knight targets a creature with 0 hp that it can see within 60 feet of it. If the creature is alive, it must succeed on a DC 18 Constitution saving throw or die and have its soul drawn into the infernal knight's greatsword. If the creature is dead and has been dead for less than 1 minute, its soul is automatically captured. When the infernal knight captures a soul, it regains 30 hp, and Reave Soul recharges at the start of its next turn. While a creature's soul is trapped, that creature can't be returned to life by any means short of a *wish* spell.

A *banishment* spell targeted at the greatsword forces the infernal knight to make a Charisma saving throw against the spell. On a failed save, any souls trapped in the blade are released instead of the spell's normal effect. Trapped souls are also released when the infernal knight dies.

Planar Rift (1/Day). The infernal knight magically tears a rift in the fabric of the multiverse. The rift is a portal to a plane of the infernal knight's choice. The portal remains open for 1 hour, during which time any creature can pass through it, moving from one plane to the other. A *dispel magic* spell targeting the rift can destroy it if the caster succeeds on a DC 18 spellcasting ability check.

Devil, Wind's Harp

Among the more bizarre products of diabolic fleshwarping, the wind's harp is a living object. Though a few might mistake it for an ordinary instrument, once a wind's harp devil squirms and plucks forth a jarring note, its bizarre, living shape is impossible to mistake for anything else.

Loud, harsh, and prone to unleashing their racket at every possible opportunity, wind's harp devils serve the courts of Hell as background music and as instruments of sonic and psychic torture. Devas and kinnara (see page 17) are particular targets of wind's harp devils.

Arcane Counters. Intelligent devils often bring along a wind's harp devil to counter the spells of a wizard, bard, sorcerer, or other spellcaster. Devils in this position leave the wind's harp devil in the back ranks, protected by a few minor underlings.

Friend to Winds. Wind's harp devils are on good terms with air elementals, wind demons, and similar creatures of air and song. They often work together against foes.

Rich Materials of Disguise. The body of a wind's harp devil often resembles fine rosewood or mahogany. To enhance this appearance, they often glue mother-of-pearl or silver ornaments on themselves to appear more like an inanimate object. Once their red eyes open and their strings and mouths utter their screaming wails, this illusion cannot be sustained.

WIND'S HARP

Medium fiend (devil), lawful evil
Armor Class 12 (natural armor)
Hit Points 63 (14d8)
Speed 30 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	10 (+0)	10 (+0)	10 (+0)	19 (+4)

Saving Throws Wis +2, Cha +6
Skills Stealth +5
Damage Immunities cold, fire, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common, Infernal
Challenge 4 (1,100 XP)

False Appearance. While the wind's harp devil remains motionless, it is indistinguishable from an ordinary object.

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

Strong Winds. The wind's harp devil has advantage on attack rolls against a creature if at least one of its allies is an air elemental, wind demon, or similar creature of air, is within 20 feet of the target, and isn't incapacitated.

ACTIONS

Multiattack. The wind's harp devil makes two infernal noise attacks.

Infernal Noise. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 9 (2d8) psychic damage plus 3 (1d6) thunder damage.

Hellish Chorus (Recharge 5-6). The wind's harp devil creates an infernal cacophony. Each creature within 30 feet of it must make a DC 14 Dexterity saving throw, taking 13 (3d8) psychic damage and 7 (2d6) thunder damage on a failed save, or half as much damage on a successful one. Devils are immune to the hellish chorus.

REACTION

Diabolical Countersong. When a spell is cast within 60 feet of it, the wind's harp devil plays a single, infernal note, interrupting the spell. This reaction works like the *counterspell* spell, except it only works on spells of 3rd level or lower.



Dhampir

A lithe being of dark beauty appears human, though its movements, intensity, and charm are so powerful and coordinated it seems almost supernatural.

Dhampirs are the half-living children of vampires and living mothers, born into a world that fears and rejects them. Thanks to their human-like appearance, many dhampirs hide in plain sight, spending their lives concealing their identities.

Blood Ties. For most dhampirs, their mother's family is all they have since even those who do not know of a dhampir's true nature are generally put off by their supernatural presence. As a result, families with a dhampir withdraw from the world, becoming reclusive. Most dhampirs strike out on their own when they mature to spare their families further burden, but the half-living remember what their loved ones sacrificed. Dhampirs will return to aid their families at a moment's notice.

Inner Darkness. Dhampirs constantly struggle with their vampiric heritage. They thirst for blood and experience a disturbing urge to control others. Many fight these desires by focusing on other all-consuming pursuits, like adventuring, military, or religious service. Others give in and become children of the night.

DHAMPIR

Medium humanoid (dhampir), any alignment
Armor Class 15 (leather, shield)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	10 (+0)	10 (+0)	16 (+3)

Saving Throws Dex +4, Cha +5
Skills Athletics +3, Deception +5, Persuasion +5, Stealth +4
Damage Resistances necrotic
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 1 (200 XP)

Undead Resistance. The dhampir has advantage on saving throws against disease.

Actions

Multiattack. The dhampir makes two rapier or two shortbow attacks. It can make a grapple attack or Dark Thirst attack in place of any attack.

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

Shortbow. *Ranged Weapon Attack*: +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



Dark Thirst. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one creature that is grappled by the dhampir, incapacitated, or restrained. *Hit:* 1 piercing damage plus 3 (1d6) necrotic damage. The dhampir regains hp equal to the amount of necrotic damage dealt.

Predatory Charm. The dhampir magically beguiles the mind of one humanoid it can see within 30 feet for 1 hour. The target must succeed on a DC 13 Charisma saving throw or the dhampir has advantage on Charisma checks against the target. If the dhampir or any of its allies damage the target, the effect ends. If the target's saving throw is successful or the effect ends, the target is immune to this dhampir's Predatory Charm for the next 24 hours. A creature immune to being charmed is immune to this effect. A dhampir can have only one target affected by its Predatory Charm at a time. If it uses its Predatory Charm on another target, the effect on the previous target ends.

Dhampir Commander

The thin, dark-haired commander wades into the throng of enemy soldiers. The leader's troops come rushing in, inspired by the courageous example.

Dhampirs in military service fly up the ranks and use their natural charisma to inspire the soldiers beneath them to acts of heroism and violence.

Inspiring Leaders. Dhampir commanders lead by example on the battlefield, wading into combat and leading charges. A dhampir's troops die for their leader and offer their own necks for feeding if the commander is injured. Good dhampirs rely on this loyalty to fight malevolent forces, while evil half-living commanders relish the power they have over soldiers, pushing them to acts of depravity.

DHAMPIR COMMANDER

Medium humanoid (dhampir), any alignment

Armor Class 17 (studded leather, shield)
Hit Points 97 (13d8 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	16 (+3)	14 (+2)	12 (+1)	19 (+4)

Saving Throws Str +5, Dex +6, Wis +4, Cha +7
Skills Athletics +5, Deception +7, Intimidation +7, Persuasion +7, Stealth +6
Damage Resistances necrotic
Senses darkvision 60 ft., passive Perception 11
Languages Common
Challenge 7 (2,900 XP)

Inspiring Savagery. Each ally within 30 feet of the dhampir that can see it can make one melee attack as a bonus action.

Undead Resistance. The dhampir has advantage on saving throws against disease.

Actions

Multiattack. The dhampir makes four rapier or four shortbow attacks. It can make a grapple attack or Dark Thirst attack in place of any attack.

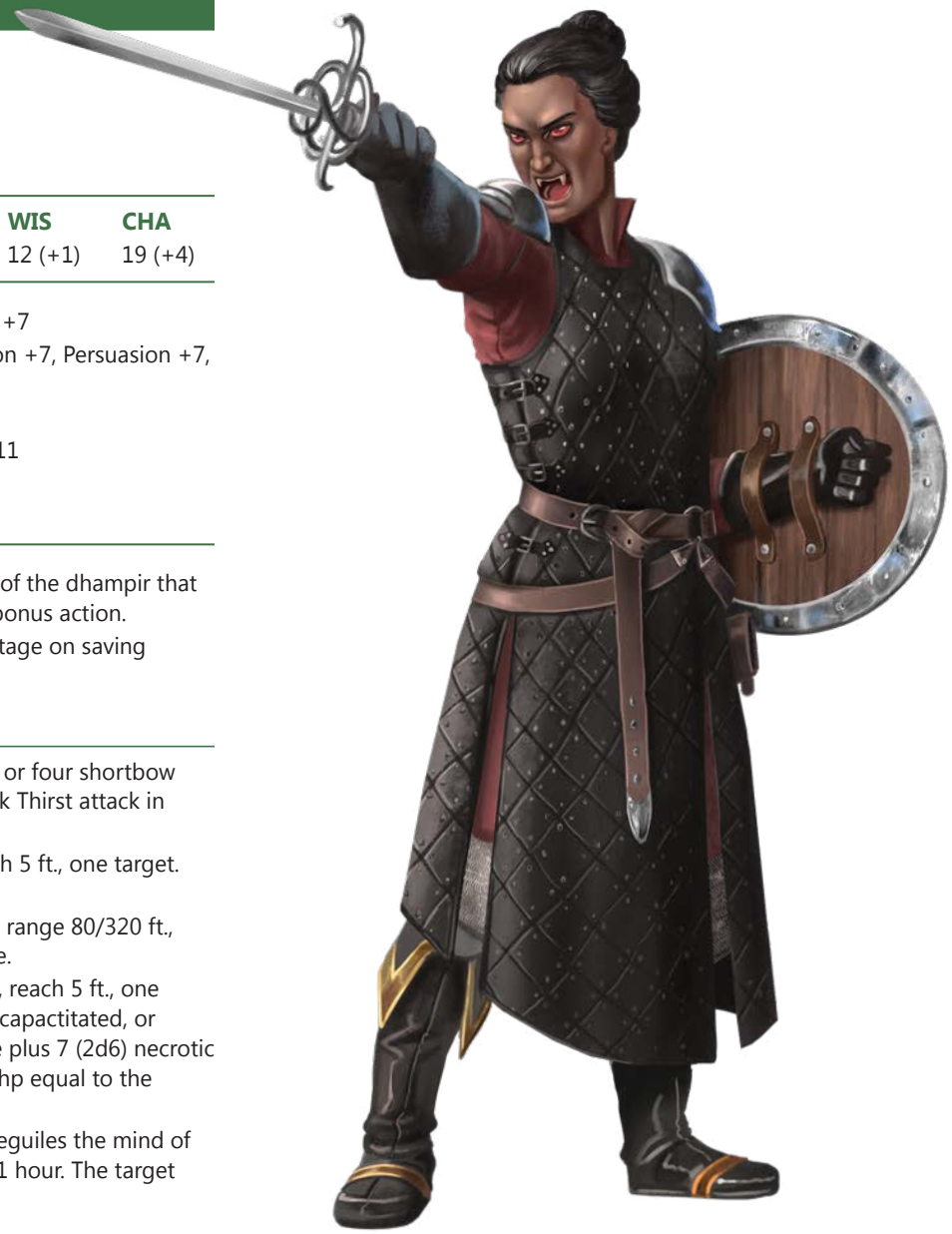
Rapier. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack*: +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Dark Thirst. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one creature that is grappled by the dhampir, incapactitated, or restrained. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) necrotic damage. The dhampir commander regains hp equal to the amount of necrotic damage dealt.

Predatory Charm. The dhampir magically beguiles the mind of one humanoid it can see within 30 feet for 1 hour. The target must succeed on a DC 15 Charisma saving throw or the dhampir has advantage on Charisma checks against the target. If the dhampir or any of its allies damage the target, the effect ends. If the target's saving throw is successful or the effect ends, the target is immune to this dhampir's Predatory Charm for the next 24 hours. A creature immune to being charmed is immune to this effect. A dhampir can have only one target affected by its Predatory Charm at a time. If it uses its Predatory Charm on another target, the effect on the previous target ends.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the dhampir can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the dhampir. A creature can benefit from only one Leadership die at a time. This effect ends if the dhampir is incapacitated.



Dinosaur

Archaeopteryx

This flying creature looks to be a foot-long cross between a bird and a reptile, having both a beak and visible teeth. A fan-like tail flares open when it lands.

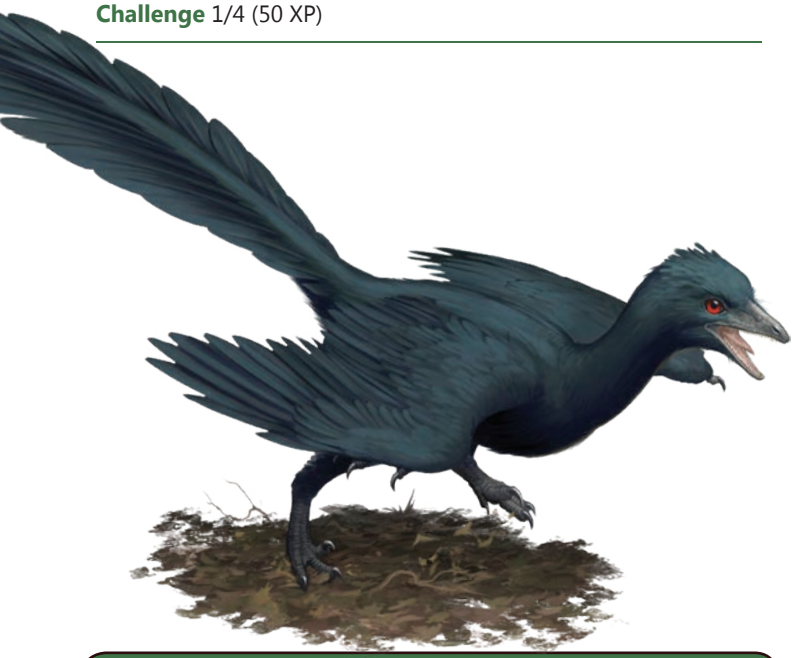
The archaeopteryx is either a feathered lizard which flies or a bird with teeth and small claws on its wings; opinions vary. It is about the size of a raven with similar black plumage, long legs ending in talons, and a long, fan-like tail. Its beak is lined with small, sharp teeth. The archaeopteryx favors warm, coastal areas, swamps, and jungles.

ARCHAEOPTERYX

Tiny beast, unaligned
Armor Class 12 (natural armor)
Hit Points 7 (3d4)
Speed 5 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	13 (+1)	10 (+0)	2 (–4)	14 (+2)	6 (–2)

Senses passive Perception 12
Languages —
Challenge 1/4 (50 XP)



ARCHAEOPTERYX IN MIDGARD

Scaled citizens of the Mharoti Empire have domesticated the archaeopteryx, training them in a similar fashion to falconry, though the preferred prey consists of small land mammals instead of birds in flight. Ownership of a trained archaeopteryx carries with it something of an air of sophistication and luxury, particularly among dragonborn.

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

ACTIONS

Multiattack. The archaeopteryx makes two attacks: one with its beak and one with its talons.

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

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

Dinosaur, Lystrosaurus

This creature, roughly the size of a hog, roots in the soil with tusks pointing downward from its upper jaw. The middle joints of its forelimbs point outward, like a lizard, and its thick, gray hide is sparsely covered with wiry hair down its back to its stubby tail. It makes a grunting, muttering sound to itself.

Often used as guard animals by kobolds in warmer climes, the lystrosaurus has a reputation as a sturdy and self-sufficient companion. When not working in some capacity, it rips up vegetation and masticates the day away. At night, it digs shallow burrows in the ground to sleep, which are occasionally expanded upon by its masters.

LYSTROSAURUS

Medium beast, unaligned
Armor Class 14 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	2 (–4)	9 (–1)	6 (–2)

Skills Athletics +5, Perception +3
Saving Throws Con +5, Wis +1
Senses passive Perception 13
Languages —
Challenge 2 (450 XP)

Headbutt. If the lystrosaurus moves at least 10 feet straight toward a creature and then hits it with a ram attack on the same turn, the target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the lystrosaurus can make one bite attack against it immediately as a bonus action.

ACTIONS

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

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage.



NODOSAURUS

Large beast, unaligned
Armor Class 13 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	14 (+2)	2 (–4)	12 (+1)	5 (–3)

Senses passive Perception 11
Languages —
Challenge 1 (200 XP)

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

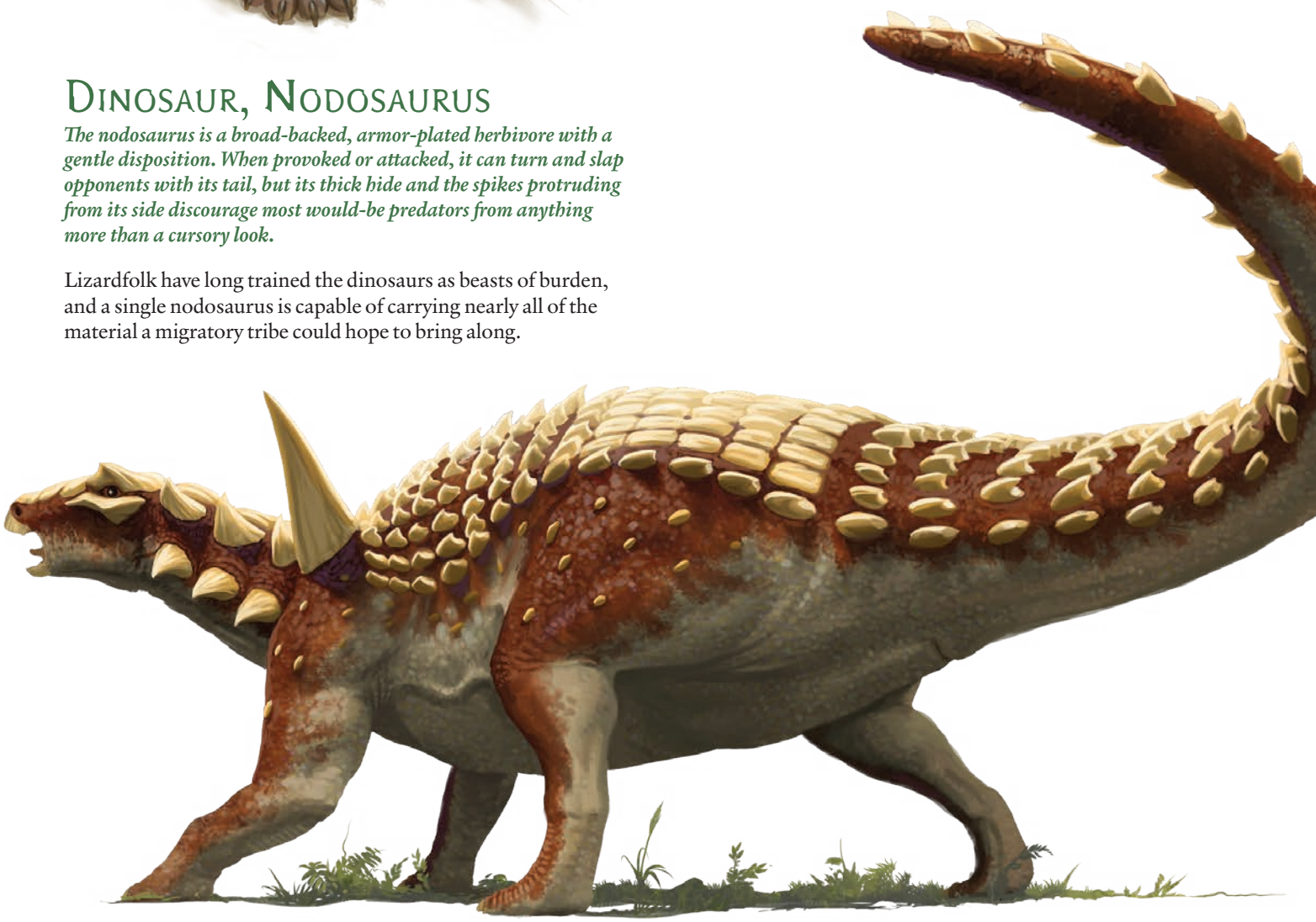
ACTIONS

Tail. *Melee Weapon Attack*: +5 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

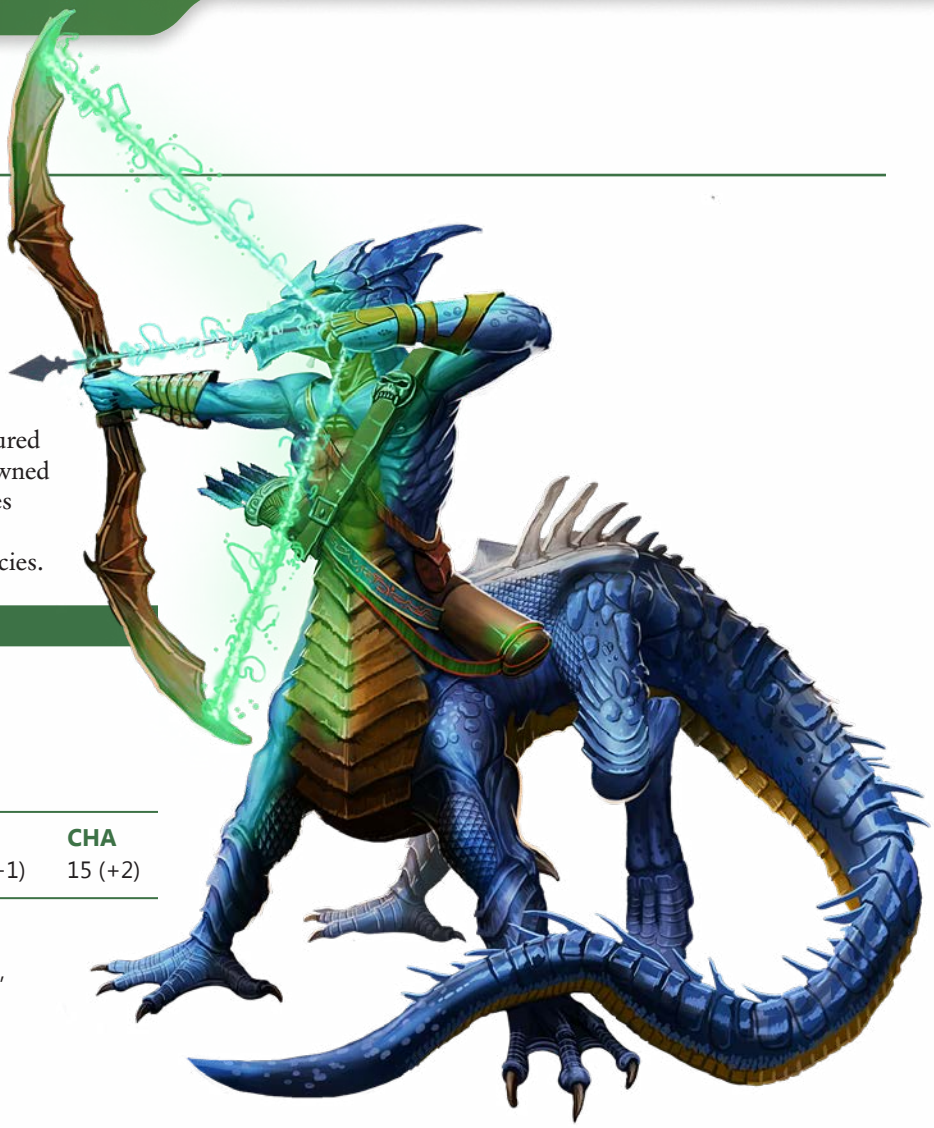
Dinosaur, Nodosaurus

The nodosaurus is a broad-backed, armor-plated herbivore with a gentle disposition. When provoked or attacked, it can turn and slap opponents with its tail, but its thick hide and the spikes protruding from its side discourage most would-be predators from anything more than a cursory look.

Lizardfolk have long trained the dinosaurs as beasts of burden, and a single nodosaurus is capable of carrying nearly all of the material a migratory tribe could hope to bring along.



Dracotaur



The creature stood as tall as three strong warriors, armored from horned head to clawed foot in azure scales, and aimed a bow that hurled thunderbolts.

Countless stories surround the cloudy origins of the dracotaur, though most of them involve centaurs. Dragonborn believe that a dragon captured centaurs during a skirmish on the plains and drowned them in its blood centuries ago. When their bodies were fished out, they had been transformed into perfect, draconic warriors and a new, distinct species.

DRACOTAUR

Large dragon, chaotic neutral

Armor Class 17 (natural armor)
Hit Points 110 (13d10 + 39)
Speed 50 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Saving Throws Con +6, Cha +5
Skills Athletics +8, Intimidation +5, Perception +4, Survival +4
Damage Immunities lightning
Senses darkvision 60 ft., passive Perception 14
Languages Common, Draconic, Elvish
Challenge 6 (2,300 XP)

Charge. If the dracotaur moves at least 30 feet straight toward a target and then hits it with a bite attack on the same turn, the target takes an extra 14 (4d6) piercing damage.

Actions

Multiattack. The dracotaur makes two attacks: one with its bite and one with its claws or two with its longbow.

Bite. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 7 (2d6) lightning damage.

Claws. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Longbow. *Ranged Weapon Attack*: +6 to hit, range 150/600 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Lightning Arrow (Recharges after a Short or Long Rest). The dracotaur shoots an arrow at a point it can see within 150 feet where it explodes into a 20-foot-radius sphere of lightning. Each creature in that area must make a DC 15 Dexterity saving throw, taking 28 (8d6) lightning damage on a failed save, or half as damage much on a successful one.

Lightning Breath (Recharge 5–6). The dracotaur exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 33 (6d10) lightning damage on a failed save, or half as much damage on a successful one.

VARIANT DRACOTAUR

Four types of dracotaur exist, lending credence to the theory that the first dracotaurs were created by the dragon Azuran, God of the Four Winds. This dracotaur represents the blue-scaled dracotaur of the Northern Wind; the other variants are the following:

Southern Wind (red-scaled). The dracotaur's damage immunity and type is fire, and its arrow deals fire damage. Its breath weapon is a 30-foot cone for 28 (8d6) fire damage. It has a climbing speed of 30 feet.

Eastern Wind (yellow-scaled). The dracotaur's damage immunity and type is thunder, and its arrow deals thunder damage. Its breath weapon is a 20-foot-radius sphere centered on itself for 32 (5d12) thunder damage. It has scaled wings and a flying speed of 30 feet.

Western Wind (green-scaled). The dracotaur's damage immunity and type is poison, and its arrow deals poison damage. Its breath weapon is a 30-foot cone for 28 (8d6) poison damage. It has a swimming speed of 30 feet. The dracotaur also gains the following trait.

Hold Breath. While underwater, the dracotaur can hold its breath for 1 hour. It loses this trait until the end of its next turn if it uses its breath weapon.

Dragon, Clockwork

An orange glow burns in the eyes of an enormous mechanical dragon. Gears whir as the black-plated war machine spreads steel wings, spewing flames over a battalion of screaming knights.

Clockwork dragons are siege machines fashioned after their namesake. The one-headed variety stands roughly twelve feet tall, while the three-headed dragon exceeds twenty.

Weapons of War. Only the most developed nations can afford to build clockwork dragons, but they are worth the cost. A single machine easily turns the tide of most battles and lasts decades. Their mace-tipped fists can breakdown any structure, while mechanical wings give them flight. The dragons' bladed tails kill enemies in a single sweep and a special oil cannon in their chest makes any target vulnerable to the dragon's fiery breath.

Group Control. A clockwork dragon is created and controlled by a team of three engineers that wear special circlets. While just one of these engineers can control a dragon for a short period of time, any sustained period of solo control is so taxing it kills the engineer. If all the engineers remove their headbands while the dragon is active, the construct attempts to massacre every creature it can see.

Construct Nature. A clockwork dragon doesn't require air, food, drink, or sleep.

ONE-HEADED CLOCKWORK DRAGON

Large construct, unaligned
Armor Class 16 (natural armor)
Hit Points 178 (17d10 + 85)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	10 (+0)	10 (+0)	1 (–5)

Saving Throws Str +9, Con +8
Skills Athletics +9, Perception +6
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 16



Languages understands Common but can't speak
Challenge 8 (3,900 XP)

Bound. The dragon is magically bound to three circlets. As long as the dragon is within 1 mile of a circlet wearer on the same plane of existence, the wearer can communicate telepathically with the dragon. While the dragon is active, the wearers see through its eyes and hear what it hears. During this time, the wearers are deaf and blind with regard to their own senses.

If only two circlet wearers are within 1 mile of the active dragon, each hour spent wearing the circlets imposes one level of exhaustion on those wearers. If only a single wearer is within 1 mile of the active dragon, each minute spent wearing the circlet gives that wearer one level of exhaustion. If no circlet wearers are within 1 mile of the dragon, it views all creatures it can see as enemies and tries to destroy them until a circlet wearer communicates with the dragon or the dragon is destroyed. A circlet wearer can use its action to put the dragon in an inactive state where it becomes incapacitated until a wearer uses an action to switch the dragon to active.

Each circlet is a magic item that must be attuned.

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

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

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

ACTIONS

Multiattack. The dragon can use its Oil Spray. It then makes three attacks: one with its bite and two with its fists.

Bite. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 3 (1d6) fire damage.

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

Fire Breath (Recharge 6). The dragon exhales fire in a 30-foot cone. Each creature in that area 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.

Oil Spray. The dragon sprays oil in a 30-foot-cone. Each creature in the area must succeed on a DC 16 Dexterity saving throw or become vulnerable to fire damage until the end of the dragon's next turn.

Tail Sweep. The dragon swings its bladed tail. Each creature within 10 feet of the dragon must make a DC 17 Dexterity saving throw, taking 15 (2d8 + 6) slashing damage on a failed save, or half as much damage on a successful one.

THREE-HEADED CLOCKWORK DRAGON

Huge construct, unaligned
Armor Class 18 (natural armor)
Hit Points 275 (22d12 + 132)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	10 (+0)	10 (+0)	1 (–5)

Saving Throws Str +12, Con +11
Skills Athletics +12, Perception +10
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 20
Languages understands Common but can't speak
Challenge 14 (11,500 XP)

Bound. The dragon is magically bound to three circlets. As long as the dragon is within 1 mile of a circlet wearer on the same plane of existence, the wearer can communicate telepathically with the dragon. While the dragon is active, the wearers see through its eyes and hear what it hears. During this time, the wearers are deaf and blind with regard to their own senses.

If only two circlet wearers are within 1 mile of the active dragon each hour spent wearing the circlets imposes one level of exhaustion on those wearers. If only a single wearer is within 1 mile of the active dragon, each minute spent wearing the circlet gives that wearer one level of exhaustion. If no circlet wearers are within 1 mile of the dragon, it views all creatures it can see as enemies and tries to destroy them until a circlet wearer communicates with the dragon or the dragon is destroyed. A circlet wearer can use its action to put the dragon in an inactive state where it becomes incapacitated until a wearer uses an action to switch the dragon to active.

Each circlet is a magic item that must be attuned.

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

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

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

ACTIONS

Multiattack. The dragon can use its Oil Spray. It then makes five attacks: three with its bite and two with its fists.

Bite. *Melee Weapon Attack*: +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 3 (1d6) fire damage.

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

Fire Breath (Recharge 6). The dragon exhales fire in three separate 60-foot cones. Each creature in one of these cones must make a DC 19 Dexterity saving throw, taking 45 (13d6) fire damage on a failed save, or half as much damage on a successful one. A creature in overlapping cones has disadvantage on the saving throw, but it takes damage from only one breath.

Oil Spray. The dragon sprays oil in a 30-foot-cone. Each creature in the area must succeed on a DC 19 Dexterity saving throw or become vulnerable to fire damage until the end of the dragon's next turn.

Tail Sweep. The dragon swings its bladed tail. Each creature within 15 feet of the dragon must make a DC 19 Dexterity saving throw. On a failure, a creature takes 16 (2d8 + 7) slashing damage and is knocked prone. On a success, a creature takes half the damage but isn't knocked prone.

Dragon, Light

Dragons who wandered across the Ethereal and Astral Planes and the godly outer planes became a breed unto themselves eons past.

The forms of light dragons are no longer entirely physical, and they use this adaptation to pursue lives of reverence for beauty in places deadly to others—the high places among stars and dark voids.

Lovers of Light. Motivated in their travels by a love and fascination for bright places of singular beauty, they often bask in a trancelike state for long years in close orbit around celestial structures they find pleasing to look upon or in the shimmering lights of planar conjunctions. In time, the desire to share the experience with their kin moves them on.

Reclusive and Remote. When birthing and rearing their young, who lack their elders' ethereal bodies, light dragons seek out remote terrestrial places, often known only to others of their kind. Aware of the ruinous effects of their presence over the long term, light dragons avoid making their lairs near farmlands and places of sensitive vegetation. Deserts and inhospitable, rocky coastlines serve as their earthly homes.

During such periods when they do interact with other intelligent beings, they maintain a benevolent but remote approach, wishing all creatures well, but preferring to only interact with others of their kind or creatures who exhibit and appreciate beauty.

A Network of Mutual Protection and Intelligence. Light dragons maintain amiable connections with one another, telling tales of their travels and sharing information of notable dangers. In particular, void dragons despise light dragons, and light dragons warn one another of a void dragon's approach. If one of their nemeses can be located and confronted with minimal danger to other creatures, the light dragons join forces to destroy it. Light dragons fear the unpredictable insanity of the void dragons and the dangerous knowledge the creatures attain in their studies. They seek to bring the volatile creatures down before the void dragons bring about cataclysmic harm. Many light dragons die in such attempts, and the fear of reprisal against the survivors makes light dragons one of the more reclusive and secretive types of dragon.

Lair Actions

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

- A 30-foot-radius sphere of water in its lair boils. Each creature in the area must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.
- A 60-foot-radius sphere of glowing stardust bursts on a point the dragon can see within 120 feet of it. The burst spreads around corners, illuminating objects and creatures in the area. Each creature in the area must succeed on a DC 15 Dexterity saving throw or be outlined in twinkling starlight. This starlight works like the *faerie fire* spell, except it doesn't require concentration and lasts until the dragon uses this lair action again or until the dragon dies.

Regional Effects

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

- Fires and nonmagical light sources burn twice as long as they would otherwise while within 1 mile of a light dragon's lair.
- Clouds never gather within 3 miles of a light dragon's lair, leading to a lack of vegetation.
- Creatures that can see in natural darkness can also see in areas of magical darkness while within 1 mile of a light dragon's lair.

If the dragon dies, these effects fade over the course of 1d10 days.

Light Dragon Wyrmling

Medium dragon, neutral good

Armor Class 13 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	12 (+1)	14 (+2)	13 (+1)

Saving Throws Dex +2, Con +4, Wis +4, Cha +1
Skills Perception +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks



Damage Immunities radiant
Condition Immunities blinded
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 2 (450 XP)

Illumination. The dragon sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

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

ACTIONS

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Breath Weapon (Recharge 5–6). The dragon uses one of the following breath weapons:

Radiant Breath. The dragon exhales radiant energy in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 16 (3d10) radiant damage on a failed save, or half as much damage on a successful one.

Flaring Breath. The dragon emits a flash of dazzling light from its maw in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw or be blinded. Undead within the area of effect must also make a DC 12 Wisdom saving throw or be turned for 1 minute. Undead of CR 1/2 or lower who fail the saving throw are instantly destroyed.

YOUNG LIGHT DRAGON

Large dragon, neutral good
Armor Class 15 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	19 (+4)	14 (+2)	16 (+3)	15 (+2)

Saving Throws Dex +3, Con +7, Wis +6, Cha +5
Skills Perception +6, Persuasion +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities radiant
Condition Immunities blinded
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16
Languages Draconic
Challenge 7 (2,900 XP)

Illumination. The dragon sheds bright light in a 15-foot radius and dim light for an additional 15 feet.

Incorporeal Movement. The dragon 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.

Void Traveler. The light dragon travels from star to star and does not require air, food, drink, or sleep. When flying between stars, the light dragon magically glides on solar winds, making the immense journey through the void in an impossibly short time.

ACTIONS

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

Breath Weapon (Recharge 5–6). The dragon uses one of the following breath weapons:

Radiant Breath. The dragon exhales radiant energy in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 44 (8d10) radiant damage on a failed save, or half as much damage on a successful one.

Flaring Breath. The dragon emits a flash of dazzling light from its maw in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw or be blinded. Undead within the area of effect must also make a DC 15 Wisdom saving throw or be turned for 1 minute. Undead of CR 1 or lower who fail the saving throw are instantly destroyed.

ADULT LIGHT DRAGON

Huge dragon, neutral good
Armor Class 17 (natural armor)
Hit Points 212 (17d12 + 102)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	23 (+6)	16 (+3)	18 (+4)	17 (+3)

Saving Throws Dex +5, Con +11, Wis +9, Cha +8
Skills Arcana +8, Nature +8, Perception +9, Persuasion +8, Religion +8





Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities radiant
Condition Immunities blinded
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19
Languages Celestial, Draconic
Challenge 16 (15,000 XP)

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

Illumination. The dragon sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

Incorporeal Movement. The dragon 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.

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

Void Traveler. The light dragon travels from star to star and does not require air, food, drink, or sleep. When flying between stars, the light dragon magically glides on solar winds, making the immense journey through the void in an impossibly short time.

ACTIONS

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

Bite. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack*: +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5–6). The dragon uses one of the following breath weapons:

Radiant Breath. The dragon exhales radiant energy in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 55 (10d10) radiant damage on a failed save, or half as much damage on a successful one.

Flaring Breath. The dragon emits a flash of dazzling light from its maw in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw or be blinded. Undead within the area of effect must also make a DC 19 Wisdom saving throw or be turned for 1 minute. Undead of CR 2 or lower who fail the saving throw are instantly destroyed.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



ANCIENT LIGHT DRAGON

Gargantuan dragon, neutral good

Armor Class 22 (natural armor)

Hit Points 407 (22d20 + 176)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	27 (+8)	18 (+4)	20 (+5)	19 (+4)

Saving Throws Dex +7, Con +15, Wis +12, Cha +11

Skills Arcana +11, Nature +11, Perception +12, Persuasion +11, Religion +11

Damage Resistances fire

Damage Immunities radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Celestial, Draconic

Challenge 22 (41,000 XP)

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

Illumination. The dragon sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

Incorporeal Movement. The dragon 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.

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

Void Traveler. The light dragon travels from star to star and does not require air, food, drink, or sleep. When flying between stars, the light dragon magically glides on solar winds, making the immense journey through the void in an impossibly short time.

ACTIONS

Bite. *Melee Weapon Attack*: +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack*: +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack*: +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 23 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5–6). The dragon uses one of the following breath weapons:

Radiant Breath. The dragon exhales radiant energy in a 90-foot cone. Each creature in that area must make a DC 23 Dexterity saving throw, taking 77 (14d10) radiant damage on a failed save, or half as much damage on a successful one.

Flaring Breath. The dragon emits a flash of dazzling light from its maw in a 90-foot cone. Each creature in that area must make a DC 23 Constitution saving throw or be blinded. Undead within the area of effect must also make a DC 23 Wisdom saving throw or be turned for 1 minute. Undead of CR 3 or lower who fail the saving throw are instantly destroyed.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Dragon, Wasteland

Rust-colored wings darken the sky, and a gout of bright energy erupts from the creature's jaws.

Dark-tempered beasts who rule the magic-blasted wastes with a merciless territoriality, wasteland dragons prowl among the ruins of dead cities and dust-blown, haunted and barren lands that once were verdant.

Territorial for a Reason. They consider all other dragons to be enemies, but no creatures are so hated by wasteland dragons as spellcasters and any who employ magic. They blame spellcasters—somewhat correctly—for the state of the lands they roam and, indeed, for their own current form.

Though these dragons breed true, they were once of different breeds altogether before they were warped by an unfettered magical catastrophe and the foul energies brought through to this world from the Void. Their once-brilliant scales have dimmed to the color of rust and soil; their crests and horns have gone grey and withered; the lands they rule now host horrors which even they must fear; and their natural defenses have been warped and supplanted by the very energies which wrought so much destruction. Dragons have long memories, and these atrocities, as far as they are concerned, could have happened yesterday. Thus they attack, without warning or mercy, any who trespass, showing spellcasters particular cruelty.

Predatory Zeal by Necessity. Dedicated carnivores, wasteland dragons prefer to eat recent arrivals to their land. Beyond the practical consideration that they would likely kill the newcomers in any case, creatures corrupted by the wastes can be hazardous in unpredictable ways; poison, infections, and infestations can occur, and the taste of wastelands creatures is incredibly foul.

When they are unable to find travelers or migratory animals, wasteland dragons hunt the livestock of settlements, confident that few would dare pursue them to their horrifying homelands afterward.

Deadly Hoards. The hoard of a wasteland dragon might contain a good deal of very old coins and treasures in the conventional sense, but they also possess dangers of their own. These dragons often bring home curious devices, arcane tomes, and relics of the dead places in which they live, some likely infused with forbidden magic. Though the dragons have little use for such things other than to add to a collection, a plundered hoard could spell disaster for the world outside.

A Wasteland Dragon's Lair

Wasteland dragons make their homes among the ruins of dead civilizations, often inside surviving structures vast enough to contain them and protect them from the elements. Old cisterns of sufficient size, auditoriums, or the audience chambers of forgotten nobles all make suitable lairs for a wasteland dragon. They are not above making their home in a cave, but it will likely be in close proximity to a ruined settlement of some size; wasteland dragons grow bored easily, and rummaging through ruins, either for curiosities or interlopers, takes up a good deal of their time.

A legendary wasteland dragon infuses its surroundings with traces of the magic it seeks to deny the outside world. It might hear the thoughts of trespassers as though they were carried on a breeze. Magic items and spells may behave unpredictably, becoming more powerful, functioning in a new way, or failing to function at all. Prolonged exposure to the environment near a wasteland dragon's lair may lead to mutations and even madness, though the latter often passes once the sufferer is taken from the area.

Clever creatures, wasteland dragons often make some use of the arcane items they find, seeing no hypocrisy in doing so; after all, they are hardly as foolish as humans! The approach to the creature's lair might be protected by strange energy fields, or weakened barriers between this world and another, or by creatures of the wastes who are smart enough to otherwise avoid annoying the dragon. The dragon confronted in its lair might forego its general inclination to attack immediately in favor of luring the intruders into such traps.

Lair Actions

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

- A random encounter occurs from the Badlands Terrain Table (see page *416*), as creatures who were given shelter and protection by the dragon in exchange for their services earn their keep and attack the PCs.
- An object the dragon can see within 120 feet of it flashes with arcane energy and bursts. Each creature within 20 feet of the object must succeed on a DC 14 Dexterity check or take 10 (3d6) piercing damage and become blinded for 1 minute. A creature can take an action to rub its eyes and end the blindness at the beginning of its next turn.
- Creatures within 30 feet of the dragon receive a momentary, jumbled telepathic communication from one of the many warped and alien beings of the wastes. Each creature in that area must succeed on a DC 14 Wisdom saving throw or be incapacitated until the end of its next turn.

Regional Effects

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

- Ghostly figures fighting battles from long ago appear with some frequency within 5 miles of the dragon's lair.
- Dust goblins and other creatures native to the wastes within 3 miles of the dragon's lair report trespassers to it as soon as possible.
- Long-hidden entrances to buried structures open themselves within 1 mile of the dragon's lair.



WASTELAND DRAGON WYRMLING

Medium dragon, chaotic evil
Armor Class 17 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 30 ft., burrow 15 ft., climb 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	13 (+1)

Saving Throws Dex +2, Con +5, Wis +2, Cha +3
Skills Perception +2, Stealth +2
Damage Immunities force
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12
Languages Draconic
Challenge 3 (700 XP)

ACTIONS

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

Warped Energy Breath (Recharge 6). The dragon blasts warped arcane energy in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 22 (5d8) force damage on a failed save, or half as much damage on a successful one.

YOUNG WASTELAND DRAGON

Large dragon, chaotic evil
Armor Class 18 (natural armor)
Hit Points 178 (17d10 + 85)
Speed 40 ft., burrow 20 ft., climb 40 ft., fly 70 ft.

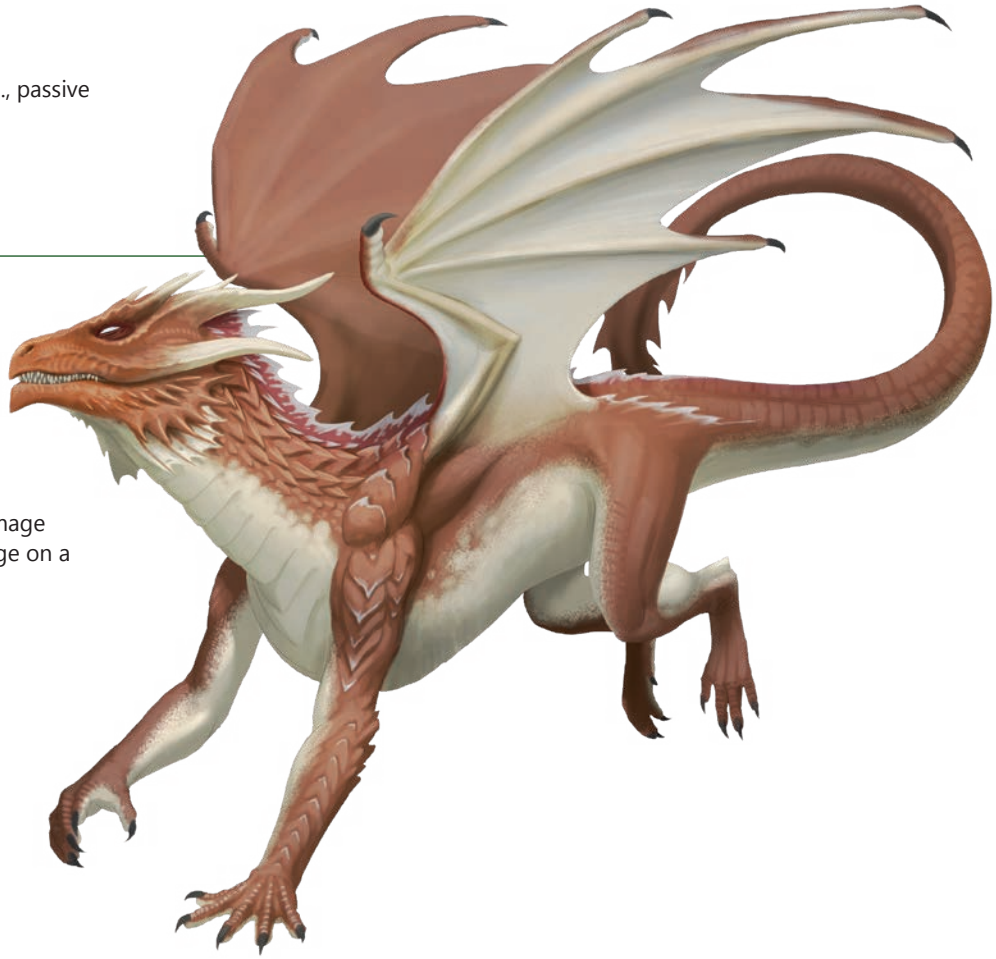
STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	21 (+5)	12 (+1)	11 (+0)	12 (+1)

Saving Throws Dex +4, Con +9, Wis +4, Cha +5
Skills Perception +4, Stealth +4
Damage Immunities force
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 14
Languages Common, Draconic
Challenge 9 (5,000 XP)

ACTIONS

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

Bite. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.



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

Warped Energy Breath (Recharge 6). The dragon blasts warped arcane energy in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 49 (11d8) force damage on a failed save, or half as much damage on a successful one.

ADULT WASTELAND DRAGON

Huge dragon, chaotic evil

Armor Class 18 (natural armor)
Hit Points 225 (18d12 + 108)
Speed 40 ft., burrow 30 ft., climb 40 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	21 (+5)	14 (+2)	13 (+1)	16 (+3)

Saving Throws Dex +6, Con +11
Skills Perception +6, Stealth +5
Damage Immunities force
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 16
Languages Common, Draconic
Challenge 17 (18,000 XP)

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

ACTIONS

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

Bite. *Melee Weapon Attack*: +12 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack*: +12 to hit, reach 5 ft, one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack*: +12 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

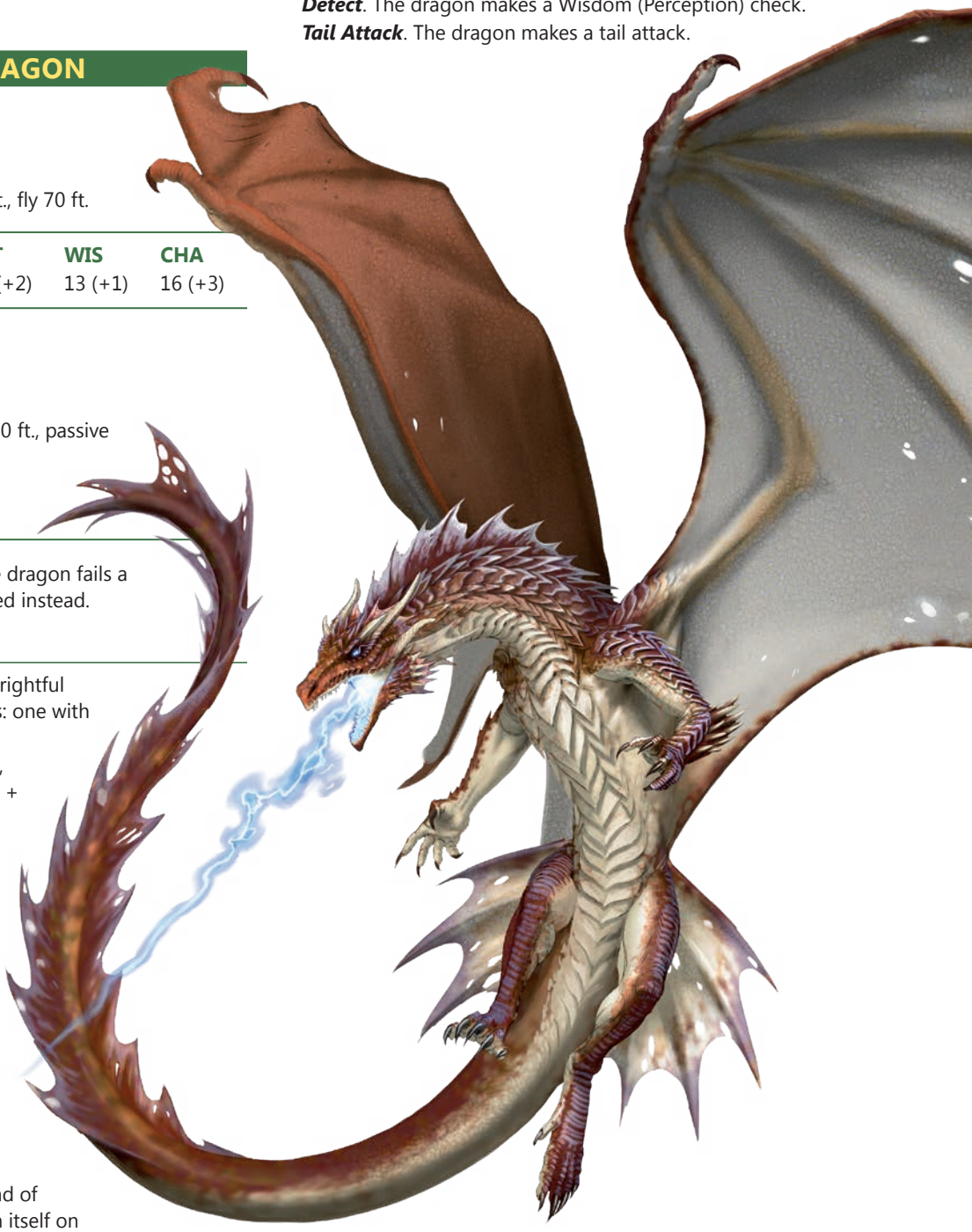
Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Warped Energy Breath (Recharge 5–6). The dragon blasts warped arcane energy in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 49 (11d8) force damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.



Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 18 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ANCIENT WASTELAND DRAGON

Gargantuan dragon, chaotic evil
Armor Class 22 (natural armor)
Hit Points 333 (18d20 + 144)
Speed 40 ft., burrow 30 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	26 (+8)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +7, Con +15, Wis +9, Cha +11
Skills Perception +9, Stealth +7
Damage Immunities force
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19
Languages Common, Draconic
Challenge 23 (50,000 XP)

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

ACTIONS

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

Bite. *Melee Weapon Attack*: +16 to hit, reach 10 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack*: +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack*: +16 to hit, reach 15 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 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 itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Warped Energy Breath (Recharge 5–6). The dragon blasts warped arcane energy in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 90 (20d8) force damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

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



Dragonborn, Edjet

Born into war, the edjet are proud of their scars, their cracked scales, their trophies taken from the hairy races, and the plunder they have rendered to the great dragon lords. They are a proud few and with good reason.

Troops of Dragon Armies. The classic edjet are heavy troops of dragonborn devoted to one or another of the elemental gods and commanded by paladins or priests. Their general is typically a lesser dragon or major drake, and their units include any number of holy warriors and elementalists, as well as heavily armored lizard-riders, and even oliphaunt-riding artillerists. Their rank and file consist of halberdiers, feared as much for their prowess as for their ability to breathe gouts of flame into their enemy's front line.

Dragons Above All. The edjet are raised from birth to believe in the superiority of the scaled folk over all others, and their confidence shows on the battlefield. Their charges are swift and crushing, and they fight with a zeal rarely seen elsewhere. The edjet are believers, and this gives them courage to stand tall against giants, magic, or even gods.

EDJET

Medium humanoid (dragonborn), lawful neutral

Armor Class 14 (chain shirt)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	10 (+0)	13 (+1)	13 (+1)

Saving Throws Str +6, Con +5
Skills Athletics +6, Perception +4
Damage Resistances fire
Senses passive Perception 14
Languages Common, Draconic
Challenge 3 (700 XP)

Line of Battle. When the dragonborn edjet is within 5 feet of two allies that aren't incapacitated, it has advantage on saving throws against being frightened.

Martial Advantage. Once per turn, the dragonborn edjet can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the edjet that isn't incapacitated.

ACTIONS

Multiattack. The dragonborn edjet makes two melee or ranged attacks.

Halberd. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

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



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

Fire Breath (Recharges after a Short or Long Rest). The dragonborn edjet exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

Dragonborn, Elementalist

A dragonborn draped in flowing robes cracks its knuckles, causing sparks of elemental magic to spray in all directions.

Dragons carry the power of the elements in their blood, and some dragonborn also carry this supernatural gift.

Arcane Artillerists. Most dragonborn elementalists are specially trained soldiers, used on the field of battle to protect their infantry and cavalry allies. Elementalists specialize in combat spells that utilize a specific element, wasting no effort on broadening their horizons with utility spells.

ELEMENTALIST

Medium humanoid (dragonborn), lawful neutral
Armor Class 15 (studded leather)
Hit Points 45 (7d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	16 (+3)	15 (+2)	12 (+1)	10 (+0)	17 (+3)

Skills Arcana +3, Stealth +5
Damage Resistances one of fire, lightning, cold, or poison (see Elemental Focus)
Senses passive Perception 10
Languages Common, Draconic
Challenge 2 (450 XP)

Elemental Focus. Each dragonborn elementalist permanently aligns with a particular element. This elemental focus grants the dragonborn resistance to a certain damage type and the ability to innately cast some spells. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

Flame (Fire): The dragonborn has resistance to fire damage. It can cast the *produce flame* cantrip at will and can cast *heat metal* or *scorching ray* three times per day.

Storm (Air): The dragonborn has resistance to lightning damage. It can cast the *shocking grasp* cantrip at will and can cast *blur* or *gust of wind* three times per day.

Tide (Water): The dragonborn has resistance to cold damage. It can cast the *ray of frost* cantrip at will and can cast *sleet storm* or *water breathing* three times per day.

Cave (Earth): The dragonborn has resistance to poison damage. It can cast the *blade ward* cantrip at will and can cast *meld into stone* or *shatter* three times per day.

War Mage. When making an opportunity attack, the dragonborn can cast a spell with a casting time of 1 action instead of making a weapon attack. If this spell requires a ranged attack roll, the dragonborn doesn't have disadvantage on the attack roll from being within 5 feet of a hostile creature, though it may still have disadvantage from other sources. This spell must only target the creature that provoked the opportunity attack.



ACTIONS

Multiattack. The dragonborn makes two scimitar attacks.

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

Fire Breath (Recharges after a Short or Long Rest). The dragonborn breathes elemental energy in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 10 (3d6) damage of the elementalist's elemental focus type on a failed save, or half as much damage on a successful one.

Dragonborn, Heavy Cavalry

A dragonborn knight sits astride a giant lizard like a mountain of armor and scales, draped in crimson heraldry. The knight couches its lance on its saddle and begins loading a heavy crossbow.

Mounted Soldier. Dragonborn heavy cavalry crash through the fields of war like a wall of scales and iron, breaking through enemy lines with the combined might of their lances and the weight of their giant lizard mounts. These mighty warriors also enjoy the privileges of high society as recompense for their military service, instilling most heavy cavaliers with a sort of patriotism, even if it only lasts as long as they receive their promised gold.

HEAVY CAVALRY

Medium humanoid (dragonborn), lawful neutral
Armor Class 19 (splint, shield)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	17 (+3)	10 (+0)	14 (+2)	8 (–1)

Skills Athletics +4
Damage Resistances fire
Senses passive Perception 12
Languages Common, Draconic
Challenge 2 (450 XP)

Cavalry Charge. If the dragonborn moves at least 20 feet straight toward a creature while mounted and then hits with a lance attack on the same turn, it can make a trample attack against that creature as a bonus action.

Locked Saddle. The dragonborn can't be knocked prone, dismounted, or moved against its will while mounted.

Mounted Warrior. The dragonborn is rarely seen without its giant lizard mount. The lizard wears custom scale mail that raises its Armor Class to 15. While the dragonborn is mounted, the giant lizard can't be charmed or frightened.

ACTIONS

Lance. *Melee Weapon Attack*: +4 to hit, reach 10 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack*: +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Trample (Mounted Only). *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage and the target must succeed on a DC 13 Strength saving throw or be knocked prone.

Fire Breath (Recharges after a Short or Long Rest). The dragonborn breathes fire in a 15-foot cone. All creatures in that area must make a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.



Dragonborn, Light Cavalry

A lithe, red dragonborn wielding a curved cavalry saber and a sturdy steel shield emblazoned with its nation's crest sits upon a cloth-draped warhorse.

Mobile Infantry. Dragonborn light cavalry are used as scouts and as strike forces for dragonborn military units. Mounted upon warhorses and wearing light armor, these warriors execute rapid, surgical strikes against their enemy's infantry. When the need arises, these agile cavaliers are also used as ground-based scouts to support the army's air-based wyvern knights (see page *385*).

LIGHT CAVALRY

Medium humanoid (dragonborn), lawful neutral
Armor Class 14 (leather, shield)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	8 (–1)	14 (+2)	9 (–1)

Skills Athletics +4, Perception +4
Damage Resistances fire
Senses passive Perception 14
Languages Common, Draconic
Challenge 1 (200 XP)

Infantry Slayer. While mounted, the dragonborn has advantage on melee weapon attacks against creatures that are Medium or smaller and are not mounted.

Mounted Warrior. While mounted, the dragonborn's mount can't be charmed or frightened.

ACTIONS

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

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

Fire Breath (Recharges after a Short or Long Rest). The dragonborn breathes fire in a 15-foot cone. All creatures in that area must make a DC 12 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.



DRAGONBORN IN MIDGARD

For most in Midgard, speaking the word dragonborn conjures images of the Mharoti Dragon Empire. They see the armies marching across the fields of their homelands, the wyverns soaring through the skies, the fire raining down upon the earth. To them, dragonborn herald death.

Most dragonborn resent this, of course. Like any other people, they are not inclined toward evil or good—but those within the Dragon Empire are subject to the sultan's dreams of conquest. Because the Dragon Empire holds scalykind above all other races, intelligent creatures like true dragons, dragonborn, and half-dragons—even kobolds—receive superior education and martial training to the rest of the empire's peoples.

These dragonkin often go on to become officers in the Dragon Empire's mighty legions, desiring to amass even more power for themselves by conquering Midgard and the Southlands. Dragonborn elementalists and light cavalry are part of the Dragon Empire's akinji military caste. In peacetime, the akinji are its landholders, merchants, priests, mayors, headmen, ship captains, and minor figures, filling a role similar to landed gentry elsewhere. Dragonborn heavy cavalry within the empire are part of the timarli military caste, which is comprised entirely of minor nobles, generals, and ambassadors. Many dragonborn heavy cavalry serve the sultan directly as advisors, castellans, seers, or spies.

Dragonborn, Ouroban

Blood and slaughter are meat and drink to the ouroban! Strike hard, they say, to hasten the apocalypse—death in the name of the great wyrm!

Bringers of Apocalypse. Fanatical warriors obsessed with apocalypse and the power they believe will come to them when it arrives, ourobans spread fear, slaughter, and chaos wherever they can. In the doom cults to which they belong, no creature of greater rank rests easy with an ouroban underling as ourobans either claw their way to the top or die in the attempt. Those beneath an ouroban, however, rest a bit easier, so long as they display steady devotion in stoking the ouroban's vanity.

OUROBAN

Medium humanoid (dragonborn), neutral evil
Armor Class 18 (plate)
Hit Points 209 (38d8 + 38)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	13 (+1)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Wisdom +5, Charisma +8
Skills Athletics +8, Intimidation +8
Damage Immunities fire
Condition Immunities poisoned
Senses passive Perception 11
Languages Common, Draconic
Challenge 11 (7,200 XP)

Devastate (Recharge 5–6). As a bonus action, the ouroban imbues its greatsword with dark power. All of its greatsword attacks do an additional 10 (3d6) necrotic damage per hit until the start of its next turn.

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

Spellcasting. The ouroban is a 14th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command, cure wounds, detect evil and good, detect magic, divine favor* (fire damage instead of radiant)
2nd level (3 slots): *branding smite, lesser restoration, zone of truth*
3rd level (3 slots): *dispel magic, elemental weapon*
4th level (1 slot): *banishment*

ACTIONS

Multiattack. The ouroban makes three attacks with its greatsword.

Greatsword. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 3 (1d6) fire damage.

Heavy Crossbow. *Ranged Weapon Attack*: +5 to hit, range 100/400 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Fire Breath (Recharge after a Short or Long Rest). The ouroban exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Abyssal Fires (Recharges after a Short or Long Rest). The ouroban summons green flames under up to five creatures within 30 feet of it. Each target must succeed on a DC 17 Dexterity saving throw or take 18 (4d8) fire damage and be poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.

The ouroban has advantage on attack rolls and ability checks against a creature poisoned by its Abyssal Fires.



OUROBAN IN MIDGARD

Venerating a dark, malevolent interpretation of Ouroboros, a number of ourobans joined the ranks of the Doomspeaker cult. Though the cult's disparate cells mainly worship demons, displays of destructive will and power sways them quickly, and ouroborans do not hesitate to take advantage of this. As a result, the ourobans often claim a following of doomspeaker cultists, be they human, dragonborn, kobold, or otherwise. A wise ouroban usually counts a debased cleric or two in its retinue.

Drake, Bathhouse



A drake the size of a large mastiff stares at the gathered bathers with a firm gaze then lets out a breath of steam, moisturizing their skin.

Creatures of unknown origin, bathhouse drakes are a welcome sight to those who desire a relaxing sabbatical for the right price.

Unknown Origin. No one is certain how the bathhouse drakes came to be. Some theorize they were bred from other drakes to get a more tolerant and social temperament, while others speculate they might have migrated from some very distant jungle or rainforest. Another possible theory suggests they originated somewhere within the inner planes, where fire meets water. The drakes themselves, if they know, do not speak of it.

Lords of Luxury. Bathhouse drakes are curiosities of the world, serving as often as being served. Their lairs are not the dangerous caves of many true dragons, but instead the wondrous marble bathhouses of their namesake. They invest treasure from their hoards and hire artisans to create the most artistic and functional bathhouses, drawing in customers and appeasing their own egos. Some truly ambitious bathhouse drakes invest in constructing additions such as inns and taverns into their "lairs," and some even hire masseurs and chefs to serve guests and, of course, the drakes themselves.

Firm Yet Fair. While they possess the arrogance of their more ferocious draconic cousins, bathhouse drakes treat their subordinates (typically kobolds) with some respect, rarely abusing and sometimes rewarding them. Though the prices of their services are high, they personally insure that they give only the best, for they understand such quality customer care is a reflection of themselves.

BATHHOUSE DRAKE

Medium dragon, lawful neutral

Armor Class 16 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 30 ft., fly 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	17 (+3)	12 (+1)	18 (+4)	15 (+2)

Skills Medicine +6, Persuasion +4 Perception +6
Damage Resistances fire
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., truesight 10 ft., passive Perception 16
Languages Common, Draconic, Primordial
Challenge 3 (700 XP)

Amphibious. The bathhouse drake can breathe air and water.

Soapy. The bathhouse drake has advantage on ability checks and saving throws made to escape a grapple.

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

At will: *create or destroy water, misty step, prestidigitation*
3/day each: *control water, fog cloud, gaseous form, lesser restoration*

ACTIONS

Multiattack. The bathhouse drake makes three melee attacks: one with its bite and two with its claws. Alternatively, it can use Scalding Jet twice.

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

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

Scalding Jet. *Ranged Weapon Attack*: +4 to hit, range 20/60 ft., one target. *Hit:* 7 (2d6) fire damage.

Steam Burst (Recharge 5–6). The bathhouse drake creates a burst of hot steam. Each creature within 20 feet of it must make a DC 14 Constitution saving throw. On a failure, a target takes 14 (4d6) fire damage and is blinded for 1 minute. On a success, a target takes half the damage but isn't blinded. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Drake, Fey

The small dragon flicks its tongue, light glinting off its purple-black scales. The gleam in its eye hovers somewhere between mischief and malice.

Divine Servant. The oldest and most capricious drakes catch the eye of the god of dragons who imbues them with its power. That lucky drake then becomes a fey drake, a (mostly) faithful servant. The fey drake's main duties to its master generally involve finding people, spying on them, and, when appropriate, convincing them to perform tasks for the god of dragons. In the best cases, the task is something the person wants to do, and harmony prevails. In cases where the person is less agreeable, the fey drake uses its magic to force the person to comply.

But Still Capricious. Fey drakes, however, have a streak of unpredictability. Something that seems like a good idea at the time, or something that might be a bad idea but be fun, is exactly what a fey drake is likely to do without regard for the long-term consequences. The fey drake is more prone to mischief than even its most mischievous draconic cousins.

FEY DRAKE

Small dragon, chaotic neutral

Armor Class 17 (natural armor)
Hit Points 82 (15d6 + 30)
Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	20 (+5)	15 (+2)	15 (+2)	16 (+3)	18 (+4)

Saving Throws Dex +8, Con +5, Wis +6
Skills Arcana +5, Deception +7, Perception +6, Stealth +8
Senses darkvision 120 ft., passive Perception 16
Languages Common, Draconic, Sylvan, telepathy 120 ft.
Challenge 6 (2,300 XP)

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

Superior Invisibility. As a bonus action, the fey drake can magically turn invisible until its concentration ends (as if concentrating on a spell). Any equipment the drake wears or carries is invisible with it.

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

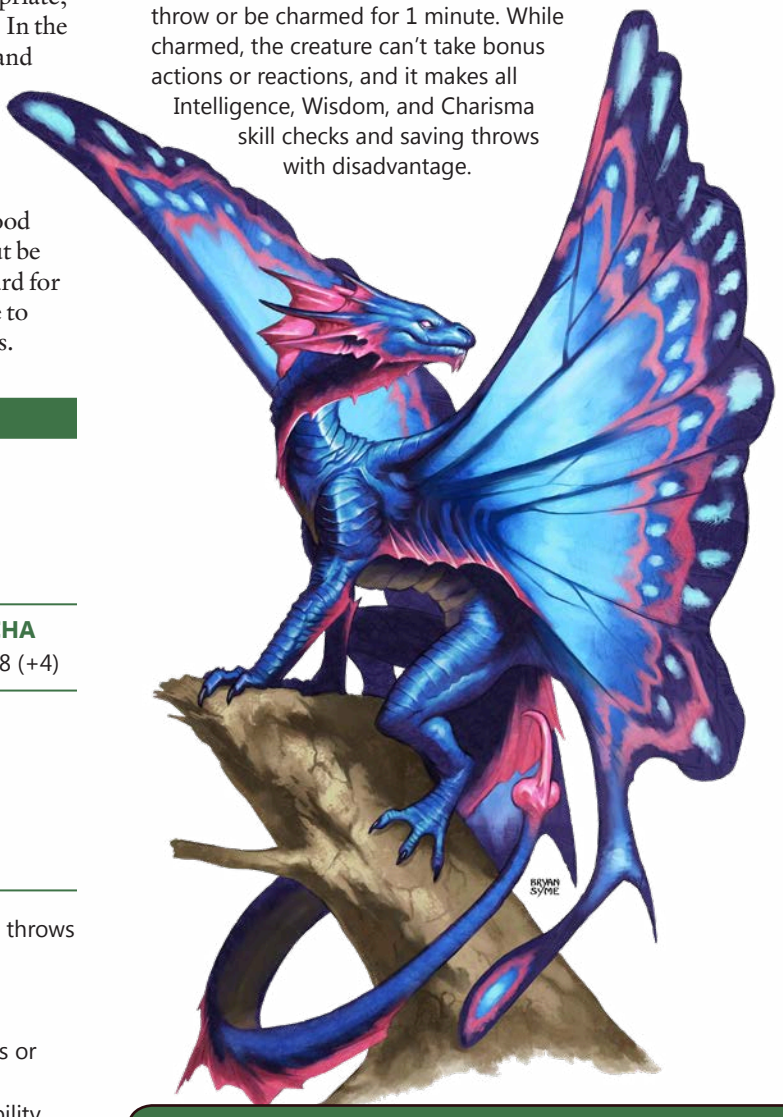
At will: *charm person, color spray, grease*
3/day each: *hypnotic pattern, locate creature, suggestion*
1/day each: *dominate person, polymorph*

ACTIONS

Multiattack. The fey drake makes three bite attacks.

Bite. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) piercing damage, and the target must succeed on a DC 16 Constitution saving throw or be poisoned for 1 hour.

Bewildering Breath (Recharge 5-6). The drake breaths a plume of purple gas in a 15-foot cone. Each creature in that area must succeed on a DC 16 Wisdom saving throw or be charmed for 1 minute. While charmed, the creature can't take bonus actions or reactions, and it makes all Intelligence, Wisdom, and Charisma skill checks and saving throws with disadvantage.



SILVANIEL, THE DEMIGOD OF FEY DRAKES

Fey drakes are surprisingly devoted in their worship of a minor draconic deity named Silvaniel, the trickster friend of Veles, god of all dragons. The role of Silvaniel is to remind grim and brooding Veles of the existence of joy, warmth, friendship, and mischief in the world, for Veles (and many other great dragons) spend much of their time brooding and counting coins. Gnomes, halflings, and some kobolds also venerate Silvaniel.

Drake, Forest

A wingless, scaled beast the size of a hound squats low to the ground on four stocky legs. It blows fire from its mouth, igniting a pile of dry leaves and casting white ash onto its emerald scales. It smiles as the flames begin to climb up a dead tree.

Forest drakes are short, wingless drakes. They trundle slowly across the ground but are capable of climbing trees at a rapid pace using their long, muscular tail and powerful, dagger-sharp claws. Forest drake eggs are laid in hollows buried beneath old-growth trees, and it is said that a drake will live as long as the tree where it hatched.

Altruistic Arsonists. Forest drakes love setting forest fires. Yet despite their apparently ruthless contempt for their sylvan home, forest drakes set fires to protect their domains. Forest drakes are acutely aware that small, frequent forest fires cull dead and diseased trees and prevent the woods from becoming tinder-dry and prone to massive, uncontrollable infernos in the summer. Wood elves and seasoned human woodmen tend to make forest drakes their allies, as the helpful drakes keep their self-set wildfires from spreading. Lumberjacks, hunters, and farmers less skilled in the art of forestry often mistake forest drakes' altruism for malice and attack the creatures on sight.

Druidic Watchdogs. Druids and forest drakes share a common interest in ensuring the continued survival of the natural world. While forest drakes tend not to directly aid mortals, they make an exception for their druidic allies by guarding druidic enclaves, scouting for threats by swinging through the treetops with their prehensile tails, and making secret markings in the trees to ward druids from dangerous areas.

FOREST DRAKE

Small dragon, neutral
Armor Class 15 (natural armor)
Hit Points 60 (8d6 + 32)
Speed 30 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (–1)	19 (+4)	12 (+1)	15 (+2)	12 (+1)

Skills Athletics +5, Nature +3
Damage Immunities fire
Condition Immunities paralyzed, unconscious
Senses darkvision 60 ft., passive Perception 12
Languages Draconic, Druidic, Sylvan
Challenge 2 (450 XP)

Mighty Leap. The drake's long jump is up to 30 feet and its high jump is up to 15 feet with or without a running start. Additionally, if it ends its jump within 5 feet of a creature, the first attack roll it makes against that creature before the end of its turn has advantage.

ACTIONS

Multiattack. The forest drake makes one bite attack and one claw attack.

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

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

Fire Breath (Recharge 5–6). The drake exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one.



Drake, Moon



A pale drake drifts through the air like a leaf on the surface of a pond, barely moving its billowing, cloak-like wings. Its large, jet-black eyes stare skyward but reflect no light.

Impalpable as the night and ephemeral as the moon, the pale-winged moon drakes are mysterious creatures. Monster hunters have long struggled to capture a specimen and study the alien form, but the drakes are all but impossible to catch. Whenever a hunter tries to snare one, the moon drake's ethereal body turns into a beam of pure moonlight and flies away at impossible speeds.

Power over Lycanthropes. The only thing that is known for certain about these drakes is that their connection with the moon gives them some power over lycanthropy. A moon drake's saliva is liquid moonlight, and it uses this against lycanthropes it encounters.

Timid but Loyal. Moon drakes are flighty creatures and are frightened of most humanoid creatures. Moon drakes are often only able to overcome their fear of others when innocent people are in danger, and the drakes are the only ones able to save them. The people of countless countryside villages have stories of being nearly eviscerated by a rampaging werewolf, only to be saved by a strange creature with wings of moonlight hurtling from the heavens. These people say their rescuer cured the werebeast in a flash of pearlescent light then disappeared into the sky as quickly as it arrived.

MOON DRAKE

Medium dragon, neutral

Armor Class 15
Hit Points 76 (9d8 + 36)
Speed 25 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	19 (+4)	13 (+1)	18 (+4)	14 (+2)

Skills Arcana +4, Insight +7
Damage Resistances varies (see Moonbound)
Damage Vulnerabilities varies (see Moonbound)
Condition Immunities paralyzed, unconscious
Senses darkvision 120 ft., passive Perception 14
Languages Celestial, Common, Draconic
Challenge 5 (1,800 XP)

Curative Saliva. The moon drake's saliva can be bottled, distilled, and used in 1-ounce doses. An afflicted lycanthrope that drinks this concoction is instantly cured of lycanthropy, requiring no saving throw. This draught can't cure a natural-born lycanthrope of the curse of lycanthropy.

Moonbound. A moon drake's power waxes and wanes with the moon. Under a full moon, it has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks and its weapon attacks deal an additional 3 (1d6) radiant damage. Under a new moon, it has vulnerability to bludgeoning, piercing, and slashing damage. Under any other moon, it gains no extra traits.

Actions

Multiattack. The moon drake 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:* 12 (2d6 + 5) piercing damage plus 5 (1d10) radiant damage. A shapechanger that takes radiant damage from this attack instantly reverts to its true form and can't assume a different form for 1d4 rounds.

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

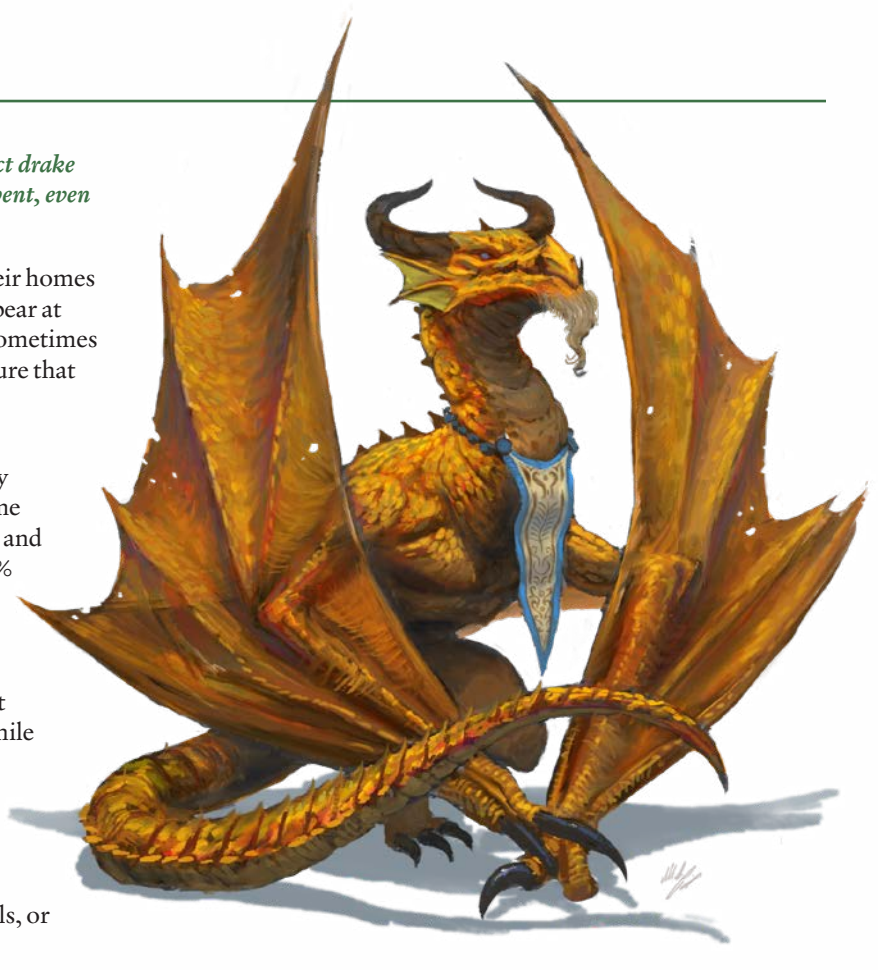
Moonlight Nip. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one creature afflicted with lycanthropy. *Hit:* The target must succeed on a DC 15 Constitution saving throw or be cured of lycanthropy (it can willingly fail this save). This attack can't cure a natural born lycanthrope of the curse of lycanthropy.

Lunarbeam (Recharge 5–6). The drake exhales searing moonlight in a 60-foot line that is 5 feet wide. Each creature in that area must make a DC 15 Constitution saving throw, taking 33 (6d10) radiant damage on a failed save, or half as much damage on a successful one. A shapechanger makes its saving throw with disadvantage. If it fails, it also instantly reverts to its true form and can't assume a different form for 1d4 rounds.

Reactions

Form of Moonlight. When the moon drake takes damage or is restrained, it can transmute its physical form into an incorporeal form of pure moonlight until the end of its next turn. While in this form, it has resistance to cold, fire, and lightning damage and immunity to bludgeoning, piercing, and slashing damage from nonmagical attacks. While in this form, the drake can pass through openings at least 1 inch wide and through transparent objects. It takes 5 (1d10) force damage if it ends its turn inside an object.

Drake, Pact



The thief pushed a clinking bag across the desk, but the pact drake hissed and spit, making it clear that the law could not be bent, even for a handsome price.

The word of law in draconic form, pact drakes make their homes in large cities or other seats of authority. They often appear at major negotiations, as if drawn by an uncanny sense. Sometimes welcomed, sometimes not, the drakes nevertheless assure that all parties honor the contract.

Witnesses for a Price. Some nations or powerful individuals retain the services of a pact drake, usually by providing historical, legal, or religious documents. Some of these creatures also demand trivial payment in gems and jewels; though trivial to the drake could mean up to 10% of the kingdom's treasure. Delicate negotiations between rival humanoid powers sometimes fall to the pact drakes "employed" by both sides.

Crowns, Seals, and Banners. As the embodiment of law, a pact drake must enforce all deals it brokers. While its 4-foot long body and 1-foot long tail make a pact drake seem insignificant, it carries an unmistakable presence in the halls of power. The creatures sometimes take on affectations to further their image, usually the trappings of authority recognized by the society around them, such as particular flags, rings, seals, or umbrellas carried by servants.

PACT DRAKE

Small dragon, lawful neutral

Armor Class 14 (natural armor)
Hit Points 45 (8d6 + 24)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	17 (+3)	17 (+3)	18 (+4)	20 (+5)

Saving Throws Dex +4, Wis +6
Skills Insight +8, Investigation +5, Perception +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities psychic, radiant
Condition Immunities charmed, frightened
Senses darkvision 60 ft., truesight 60 ft., passive Perception 16
Languages all
Challenge 1 (200 XP)

Binding Witness. Creatures that make a pact or agree to terms while the drake witnesses the agreement are bound by the drake's magic. They have disadvantage on saving throws against *scrying* by the drake (simply making a successful save against the drake's *scrying* usually is enough to arouse its suspicion), and they become potential targets for the drake's Punish Transgressor action.

Sense Falsehood. The drake knows if it hears a lie.

Innate Spellcasting. A pact drake's spellcasting ability is Charisma (spell save DC 15). It can cast the following spells, requiring only somatic components:
At will: *detect magic*
3/day each: *arcane eye, clairvoyance, scrying*

ACTIONS

Multiattack. The pact drake makes two attacks: one with its bite and one with its claw.

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

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

Enforced Diplomacy (Recharge 5-6). The pact drake breathes a calming haze in a 30-foot cone. Creatures in the cone must make a DC 15 Charisma saving throw or be charmed for 1 minute. While charmed, a creature also can't attack up to five creatures of the pact drake's choice. A charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.

Punish Transgressor. The drake targets a single creature within 60 feet that broke the terms of a pact witnessed by the drake. The creature must succeed on a DC 15 Charisma saving throw or be blinded, deafened, and stunned for 1d6 minutes. The conditions can be ended early only with a *dispel magic* (DC 15) spell or similar magic. When these conditions end, the affected creature has disadvantage on saving throws until it finishes a long rest.

Drake, Peluda

The drake's wedge-shaped head sits atop a long, snake-like neck. Its wingless body is covered in enormous quills.

War Beasts. Quill drakes are often tamed and trained by elves for use as beasts of war. While they do not take well to other races, they have a strange rapport with those of elven heritage.

Quills and Darts. Some tribes of jungle elves and cueyatl (see page 68) make use of peluda drake quills in blowguns or as spear tips. The quills retain their poison for only a few days, so the tribes often keep one or more peluda as captives.

Root Lairs. Unlike most drakes, the peluda do not nest in trees or on cliffs. Instead, they dig underground dens reeking with acid and damp with steam, sometimes near hot springs or sulfurous fumaroles. Their line of acid is especially effective in close quarters, where dodging it is nearly impossible.

PELUDA DRAKE

Large dragon, chaotic neutral

Armor Class 15 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	6 (-2)	14 (+2)	10 (+0)

Saving Throws Dex +4, Con +5
Skills Perception +4, Stealth +4
Senses darkvision 120 ft., passive Perception 14
Languages Draconic
Challenge 3 (700 XP)

Quill Regrowth. The peluda has 24 large, spiny quills and dozens of smaller ones. It uses a large quill every time it makes a quill attack or a creature is successfully damaged by its Spiky Hide. Used quills regrow when it finishes a long rest.

Spiky Hide. A creature that touches the peluda or hits it with a melee attack while within 5 feet of it must succeed on a DC 13 Dexterity saving throw or take 4 (1d8) piercing damage and 3 (1d6) poison damage.

ACTIONS

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

Tail. *Melee Weapon Attack*: +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 3 (1d6) poison damage.

Quill. *Ranged Weapon Attack*: +5 to hit, range 20/80 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 3 (1d6) poison damage.

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

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

Acid Breath. The drake exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 22 (4d10) acid damage on a failed save, or half as much damage on a successful one.



Drake, Skull

What at first appears to be a dead creature of some sort reveals itself to be a gray-skinned, winged serpent whose body is covered in a bony exoskeleton. Slender and snakelike, its leathery wings cling to its body tightly as it slithers out from hiding.

Fierce in appearance and a formidable opponent, the skull drake is a scavenger and carrion eater. Though it enjoys chasing smaller scavengers away from a prize meal, it will flee at the first sign of a more powerful creature.

Wandering Scavenger. When left to its own devices, the skull drake travels many miles between places of death, regularly revisiting sites where it feasted previously. Poisoned pools, places of execution, cemeteries, and – with caution and speed – the lairs of creatures who drag their meals home with them. Circling vultures and crows draw a skull drake's attention, and a sizeable battlefield may become a temporary home for a skull drake until opportunity or threat drives it elsewhere. A skull drake prefers to sleep in piles of bones and corpses, using its bony protrusions to blend in. It spits a cloud of deadly gas at any creature coming too close or uses its long neck to strike like a snake.

Associate of Death. Skull drakes consider themselves natural companions to practitioners of the necromantic arts, viewing such partnerships as mutually beneficial. It provides both parties with a degree of protection, and it assures the drake regular feeding since it has no qualms about eating the rotten remains of failed projects.

SKULL DRAKE

Medium dragon, neutral

Armor Class 15 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 40 ft., burrow 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	8 (–1)	12 (+1)	10 (+0)

Saving Throws Dex +5, Wis +3
Skills Intimidation +2, Perception +3, Stealth +5
Damage Vulnerabilities radiant
Damage Resistances poison
Damage Immunities necrotic
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Common, Draconic
Challenge 3 (700 XP)

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

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

ACTIONS

Multiattack. The skull drake makes two bite attacks.

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

Necrotic Breath (Recharge 6). The skull drake exhales a 15-foot cone of noxious, black gas. Each creature in the area must make a DC 13 Constitution saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one. A creature reduced to 0 hp by this damage dies.

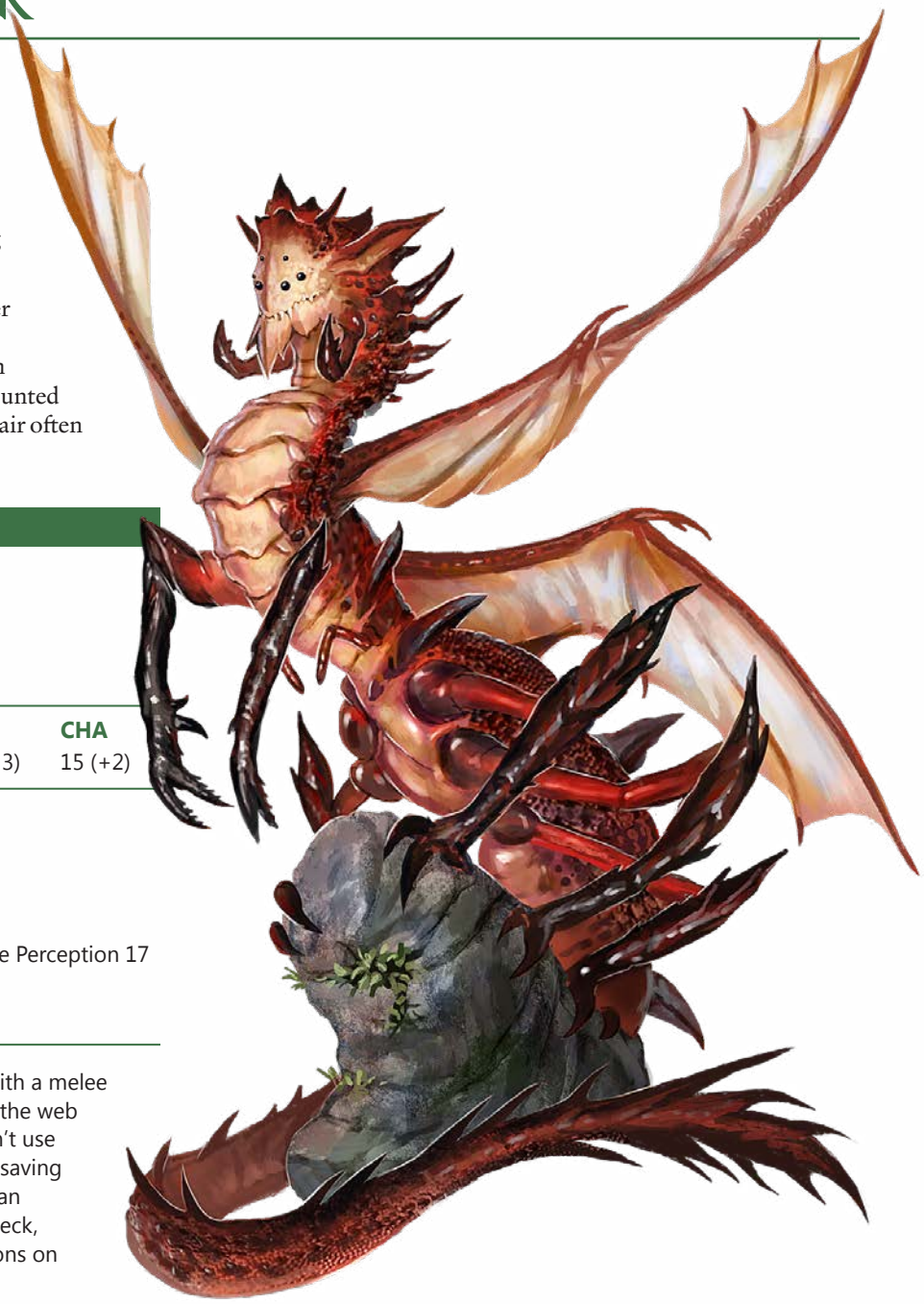


Drake, Spider

Hidden in the stalactites near the ceiling of a web-filled cave, a skulking half dragon, half arachnid waits to ensnare its prey.

Savage Hunters. Spider drakes are more primal than their true dragon cousins, following an instinctual desire to hunt and trap prey.

Beautiful Treasures. Like its kin, the spider drake collects a hoard. Instead of displaying the hoard openly, the spider drake wraps its prizes in silk, encasing the valuables and the body of the hunted creature together. Opening the treasures of the lair often reveals the spider drake's most recent kills.



SPIDER DRAKE

Large dragon, lawful evil
Armor Class 18 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 40 ft., fly 80 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	7 (-2)	16 (+3)	15 (+2)

Saving Throws Dex +5, Con +7, Wis +7, Cha +6
Skills Perception +7, Stealth +5, Survival +7
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17
Languages Common, Draconic
Challenge 9 (5,000 XP)

Sticky Secretions. When the spider drake is hit with a melee attack, the attacker's weapon becomes stuck to the web fluid secreted from its scales. If the attacker didn't use a weapon, it must succeed on a DC 16 Strength saving throw or become restrained in the webbing. As an action, a creature can make a DC 16 Strength check, escaping or freeing its weapon from the secretions on a success.

ACTIONS

Multiattack. The spider drake makes three attacks: one with its bite and two with its claws. It can use Web in place of its bite attack.

Bite. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 7 (2d6) poison damage.

Claw. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) 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 15 Constitution saving throw. On a failure, a creature takes 42 (12d6) poison damage and is poisoned. On a success, a creature takes half the damage and isn't poisoned. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Web (Recharge 5–6). *Ranged Weapon Attack*: +5 to hit, range 60/120 ft., one Large or smaller creature. *Hit:* The creature is restrained by webbing. As an action, the restrained creature can make a DC 16 Strength check, escaping from the webbing on a success. The effect also ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, vulnerability to fire damage, and immunity to bludgeoning, poison, and psychic damage.

Dream Squire

Dressed in fine black and silver livery, this young-looking figure sports an embroidered coat of arms on its tabard. Upon closer inspection, the figure is pale and drawn with black hair and dark smears beneath its eyes.

Dream squires are fey servants and bodyguards commonly found in service to shadow fey nobility. A shrinking, servile thing, a dream squire lurks in the shadows near its master, awaiting its master's whim.

Taken and Bound. Perhaps it was a broken promise, a foolish deal made in haste, or punishment for offending a fey lord, but a dream squire was once a mortal man or woman who ran afoul of the fey. The fey took the mortal and transformed it into a fey creature. The freshly-minted squire is then bound to unflinchingly serve its new master.

Conscripted. A dream squire is a tireless servant, forsaking refreshment and rest to serve its master's will. The squire often looks bedraggled and exhausted, though it keeps its clothing and equipment in top repair and cleanliness, so as not to embarrass its master.

Tireless Nature. A dream squire doesn't require drink, food, or sleep.

DREAM SQUIRE

Medium fey, neutral

Armor Class 15 (chain shirt)
Hit Points 71 (13d8 + 13)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	8 (–1)

Saving Throws Wis +2
Skills Athletics +4, Perception +2
Condition Immunities exhaustion
Senses darkvision 60 ft., passive Perception 12
Languages Common, Umbral
Challenge 2 (450 XP)

Bound Devotion. The dream squire has advantage on saving throws against being charmed or frightened. If an effect would cause the squire to take a harmful action against its master, it can immediately repeat the saving throw (if any), ending the effect on a success. The squire has disadvantage on attack rolls or ability checks made against its master.

Master's Bond. The dream squire is bound to serve another creature as its master. The squire obeys all the master's commands, and the master can communicate telepathically with the squire as long as they are on the same plane.

A *dispel evil and good* spell's break enchantment option that targets a dream squire forces it to make a Wisdom saving throw. On a failure, the squire's bond with its master is broken, and it returns to its true form (use human guard statistics).

Actions

Multiattack. The dream squire makes two melee attacks.

Mace. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) psychic damage.

Light Crossbow. *Ranged Weapon Attack*: +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 3 (1d6) psychic damage.

Reactions

For the Master. When the dream squire's master is targeted by an attack or spell, the squire magically teleports to an unoccupied space within 5 feet of the master, and the attack or spell targets the squire instead. If the attack or spell deals damage, the dream squire takes half damage from it. To use this ability, the master and squire must be on the same plane.



Dream Squires in Midgard

Dream squires are most often bound in service to the shadow fey, and sometimes to the elves of the Summer Lands or a priestess of Marena. They exist in great numbers in the fey courts of the Shadow Realm and are infrequently seen on the streets of Bemmea, Cronepisht, or Zobeck, attending or running some errand for their shadow fey masters.

Dream Wraith

This wraith creature hovers over its sleeping victim, its ghostly silver hand reaching down toward her throat. The wraith changes form, appearing as the lost love of the sleeper. As the sleeper opens her eyes and smiles at the sight, the wraith wraps its cold fingers around the woman's throat and squeezes.

Haunter of Dreams. The dream wraith is an undead monster spawned when a living creature is killed while in the throes of a powerful dream. That dream wraith then wanders the world, searching out others having powerful dreams, hoping to finish its own unfinished dream and find peace in oblivion.

Dwellers in the Dream World. Born from the world of dreams, the dream wraiths live partially in the mortal world and partially in the land of dreams. As such, it is particularly vulnerable to those who can mete out psychic damage.

Sleeping Victims. While dream wraiths are rare, even a solitary wraith can devastate a densely populated area. They tend to focus on one victim at a time, stealing into bed chambers and bunkrooms at night while everyone sleeps. They move through walls without waking sleepers, sense the person having the most vivid dream, and drain its life force via its dreams. Sometimes the victim survives the attack, waking in the morning feeling very ill, but often the shock of the attack kills the dreamer. The creature's body remains, but its spirit follows the dream wraith into the night, becoming a servant of the creature.

Undead Nature. The dream wraith doesn't require air, food, drink, or sleep.

DREAM WRAITH

Medium undead, neutral evil

Armor Class 14
Hit Points 60 (8d8 + 24)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	17 (+3)	12 (+1)	15 (+2)	16 (+3)

Skills Stealth +7
Damage Vulnerabilities psychic
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Common
Challenge 5 (1,800 XP)

Create Wraith. Any humanoid that dies at the hands of a dream wraith rises 1 hour later as a wraith under the dream wraith's control.

Incorporeal Movement. The dream wraith 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.

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

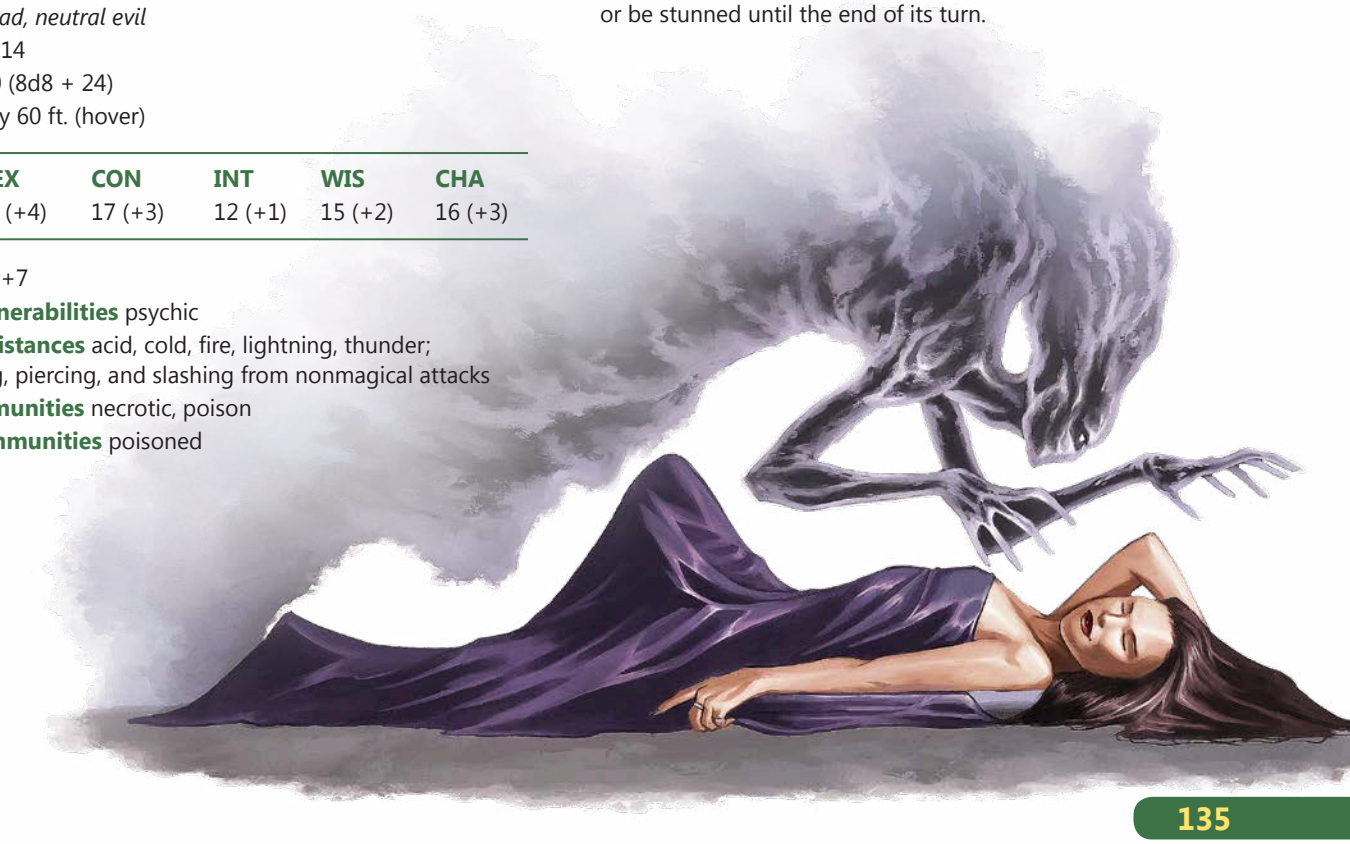
ACTIONS

Sleep Touch. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) psychic damage, and the target must succeed on a DC 14 Charisma saving throw or fall unconscious.

Steal Dreams. The dream wraith targets an unconscious or sleeping creature within 5 feet of it. The creature must succeed on a DC 14 Constitution saving throw or be reduced to 0 hp. The dream wraith gains temporary hp for 1 hour equal to the amount of hp the creature lost.

REACTIONS

Dreamer's Gaze. When a creature the dream wraith can see starts its turn within 30 feet of the dream wraith, the dream wraith can create the illusion that it looks like that creature's most recently departed loved one. If the creature can see the dream wraith, it must succeed on a DC 14 Wisdom saving throw or be stunned until the end of its turn.



Dust Goblin Chieftain

At first, the strange eyes and gibbering might make the dust goblin seem addled or at least a less-than-formidable foe. But its mastery of command words and bizarre ancient rituals makes these small creatures extremely dangerous, able to call on powers older than human history.

A dust goblin chieftain must keep its tribe alive and fed, which is no small accomplishment in the wastelands it calls home. The chieftain has an edge on its fellows, which helps it keep the others in line, and that edge takes the form of a beneficial mutation brought on by the energies which permeate its homelands.

Mastery of Ancient Languages. Dust goblin chieftains are often surprisingly learned in ancient tongues, able to speak and command creatures of the outer void, the hells, or from tombs long forgotten. Their ability to decipher scripts and faded text is unmatched.

Strange Technology and Oddly Arcane Items. Thanks to the ruined civilizations which came before and in whose ruins the dust goblins live, a chieftain has access to a wide variety of unexpected items and magic. The exact nature of these items varies from chieftain to chieftain and is up to the GM's discretion.

DUST GOBLIN CHIEFTAIN

Small humanoid (goblinoid), neutral evil
Armor Class 16 (studded leather)
Hit Points 44 (8d6 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	15 (+2)	14 (+2)	13 (+1)	13 (+1)

Saving Throws Dex +7, Int +5
Skills Intimidation +3, Stealth +8, Survival +3
Senses darkvision 60 ft., passive Perception 11
Languages Common, Goblin, and one ancient language
Challenge 3 (700 XP)

Alien Mind. The dust goblin chieftain has advantage on saving throws against being charmed or frightened. In addition, it can use an action to read the surface thoughts of one creature within 30 feet. This works like the *detect thoughts* spell, except it can only read surface thoughts and there is no limit to the duration. The dust goblin chieftain can end this effect as a bonus action or by using an action to change the target.

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

Sneak Attack (1/Turn). The dust goblin chieftain deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the dust goblin chieftain that isn't incapacitated and the chieftain doesn't have disadvantage on the attack roll.

Twisted. When the dust goblin chieftain attacks a creature from hiding, the target must succeed on a DC 13 Wisdom saving throw or be frightened until the end of its next turn.

ACTIONS

Shortsword. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 4 (1d8) poison damage. The target must succeed on a DC 13 Constitution saving throw or be poisoned 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

Light Crossbow. *Ranged Weapon Attack*: +6 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 4 (1d8) poison damage. The target must succeed on a DC 13 Constitution saving throw or be poisoned 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.

REACTIONS

Parry. The dust goblin chieftain adds 2 to its AC against one melee attack that would hit it. To do so, the chieftain must see the attacker and be wielding a melee weapon.



Dvarapala



This fearsome warrior-giant stands guard in front of a pair of great doors, brandishing a large, bronze mace. He has a huge, block-like physique, thick arms and legs, large ears, and a monstrous face dominated by a mouth full of sharp teeth. He wears a skirt and several pieces of gold jewelry but is otherwise unclothed, as if to better show off his impressive belly.

Divine Door Guardians. Dvarapala are a race of semi-divine giants who serve the various gods of the East, standing guard over their most sacred temples and shrines. Normally encountered in pairs or in even numbers, one dvarapala will be stationed on each side of the temple entrance with another pair inside, guarding the doorway into the inner sanctum. The dvarapala take orders from the god's servants, ensuring that only those allowed to enter the temple are admitted.

Touched by the Gods. Although all dvarapala are both larger-than-life and martial, their appearances and costumes vary based on the attributes of their divine master. A dvarapala serving a god of war, for example, might appear more ferocious, while one sworn to a god of the morning might have skin that gleams with a golden glow. Its weapons vary as well, but huge gadas (maces) are favored by most dvarapala to knock intruders down the temple steps or bludgeon them into submission.

DVARAPALA

Huge giant, any alignment (as its patron deity)
Armor Class 14 (natural armor)
Hit Points 136 (13d12 + 52)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	18 (+4)	10 (+0)	16 (+3)	9 (-1)

Saving Throws Str +7, Con +7, Wis +6
Skills Perception +6, Religion +3
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 120 ft., passive Perception 16
Languages Common; telepathy 120 ft.
Challenge 5 (1,800 XP)

Divine Words. In addition to Common, a dvarapala can speak one language associated with its patron deity: Abyssal (chaotic or neutral evil deities), Celestial (good deities), or Infernal (lawful evil deities). A dvarapala who serves a neutral deity knows a language that is most appropriate for service to its deity (such as Primordial for a neutral god of elementals or Sylvan for a neutral god of nature).

Keen Senses. The dvarapala has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

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

You Shall Not Pass! The dvarapala can make an opportunity attack when a hostile creature moves within its reach as well as when a hostile creature moves out of its reach. It gets one extra reaction that be used only for opportunity attacks.

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

At will: *sacred flame* (2d8)
3/day: *thunderwave*
1/day each: *gust of wind, wind wall*

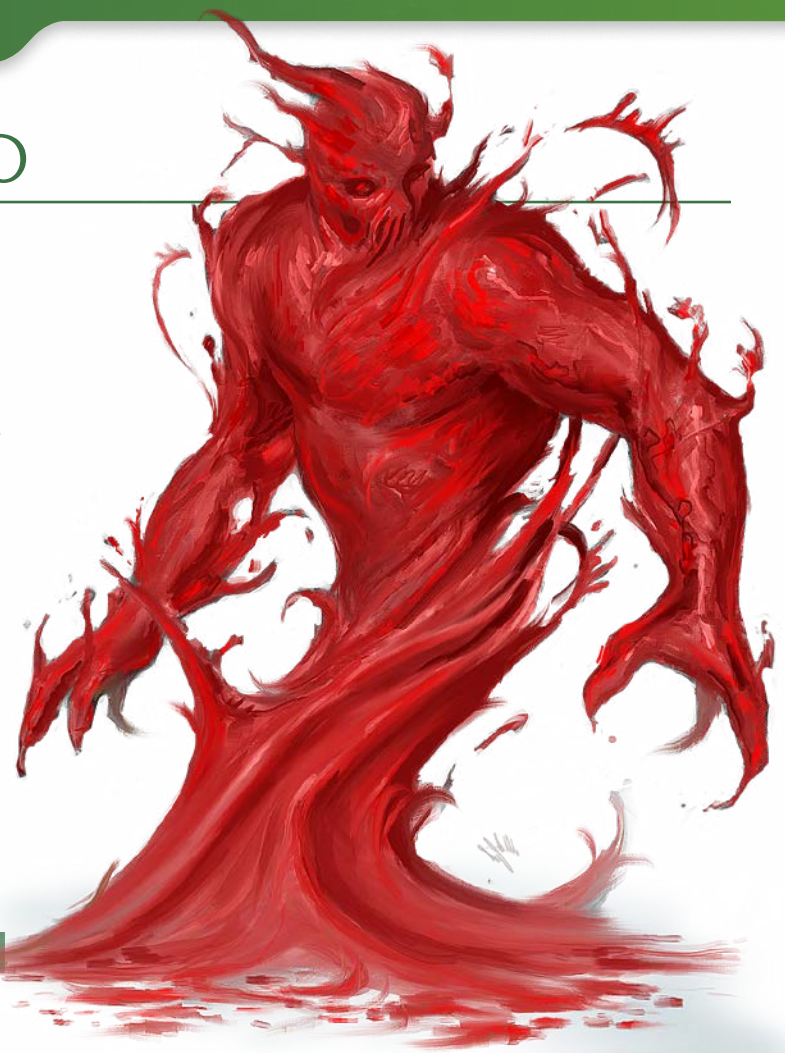
Actions

Gada. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit:* 25 (6d6 + 4) bludgeoning damage and if the target is Large or smaller it must succeed on a DC 16 Strength saving throw or be pushed up to 15 feet away from the dvarapala.

Javelin. *Melee or Ranged Weapon Attack*: +7 to hit, reach 10 ft. or range 20/60 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage.

Sweeping Strike (Recharge 4-6). The dvarapala targets one or more creatures it can see within 10 feet of it. Each target must make a DC 16 Strength saving throw, taking 24 (7d6) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature who fails its save is pushed 5 feet away from the dvarapala.

Elemental, Blood



A swirling, bubbling, ambulatory glob of blood the size of a hogshead cask lurches forward.

Native to a lake of churning blood on an abyssal plane, blood elementals aren't typical elementals.

Drawn to Life. A blood elemental is drawn to movement and absorbs whatever living creatures it finds, increasing its size and power in the process. Though feeding is not necessary to sustain themselves, blood elementals, over time, will shrink unless they consume living creatures. However, their need for prey is relatively slight—once a week to maintain their size.

Blood Summoning. Offerings of blood and blood magic spells draw blood elementals from their planar homes, with the proper ritual. They also sometimes follow in the wake of certain demons and devils, devouring entire bodies in a matter of hours. When a blood elemental feeds, it first removes all liquids, then liquefies and consumes the remaining flesh, and finally sucks out the marrow, leaving behind only dry, reddish bones.

Elemental Nature. The blood elemental doesn't require air, food, drink, or sleep.

BLOOD ELEMENTAL

Large elemental, neutral

Armor Class 14 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 30 ft.

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

Damage Vulnerabilities poison

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

Damage Immunities necrotic, psychic

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Primordial

Challenge 5 (1 ,800 XP)

Coagulate. Each time the elemental takes cold damage, its speed is reduced by 10 feet until the end of its next turn.

Destroyed by Water. If the blood elemental becomes entirely submerged in water, it dissipates and dies instantly.

Liquid Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The elemental makes two slam attacks.

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

Blood Drain (Recharge 4-6). Each creature in the elemental's space must make a DC 15 Constitution saving throw. On a failure, a creature takes 10 (3d6) necrotic damage and, if it is Large or smaller, it is grappled (escape DC 13). A grappled creature is restrained and unable to breathe. If the saving throw is successful, the creature is pushed out of the elemental's space. The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time.

At the start of the elemental's turn, each target grappled by it takes 10 (3d6) necrotic damage. A creature within 5 feet of the elemental can use its action to make a DC 15 Strength check, freeing a grappled creature on a success. When Blood Drain deals 30 or more necrotic damage, the elemental grows in size as though affected by an *enlarge/reduce* spell. This increase in size lasts until the blood elemental finishes a long rest.

BLOOD ELEMENTALS IN MIDGARD

Perhaps not surprising, blood elementals are commonly found in the Blood Hell and in the rites of the blood mages of Naa'Kesh and similar blood cults. Blood mages seem able to retain tiny blood elementals as familiars or guardians of some kind, though the exact nature of their bond is a mystery they guard jealously. Many small sects of blood cultists seem to learn the secret, leading some savants to believe that this knowledge is freely shared by priests of Marena and similar dark gods. For more information on blood magic and spells, see the "Fifth Edition Appendix" in the *Midgard Worldbook*.

Elemental, Storm Lord

The rough shape of a man with a crown and beard of sea foam rises out of the center of the maelstrom on a swirling pillar of dark clouds and seawater. Raging, his fist clutches a crackling ball of lightning.

Violent Sea Kings. Native to the Plane of Water, storm lords make war on each other over territory and pride, but they also command their lesser elemental kin in battle against intruders from other planes. Less frequently, storm lords leave their home plane to address some perceived wrong or slight, but, in some cases, they are summoned to serve greater elemental tempests and hurricanes.

Voice of Thunder. Foul tempered at the best of times, storm lords consider communication with non-aquatic creatures to be beneath them, preferring to settle disagreements with violence.

Acknowledged Kinship. While they spurn most diplomatic attempts, storm lords receive such overtures more charitably when brought to them by aquatic creatures.

Elemental Nature. The storm lord doesn't require air, food, drink, or sleep.

STORM LORD

Huge elemental, neutral

Armor Class 17 (natural armor)

Hit Points 161 (17d12 + 51)

Speed 50 ft., fly 50 ft. (hover), swim 90 ft.

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

Saving Throws Strength +10, Con +8, Wis +7

Skills Athletics +10, Nature +6, Perception +7

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

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 17

Languages Aquan

Challenge 13 (10,000 XP)

Tempest. The storm lord is surrounded in a 120-foot-radius by a ferocious storm. The storm imposes disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks based on sight or hearing within the area. The storm lord's own senses and attacks are not impaired by this trait.

The tempest extinguishes open flames and disperses fog. A flying creature in the tempest must land at the end of its turn or fall.

Each creature that starts its turn within 30 feet of the storm lord must succeed on a DC 16 Strength saving throw or be pushed 15 feet away from the storm lord. Any creature within 30 feet of the storm lord must spend 2 feet of movement for every 1 foot it moves when moving closer to the storm lord.

ACTIONS

Multiattack. The storm lord makes two slam attacks or two lightning bolt attacks.

Slam. *Melee Weapon Attack*: +10 to hit, reach 10 ft, one target. *Hit:* 29 (7d6 + 5) bludgeoning damage.

Lightning Bolt. *Ranged Spell Attack:* +9 to hit, range 60 ft., one target. *Hit:* 31 (7d8) lightning damage.

Thunder Clap (Recharge 5–6). The storm lord creates a peal of ear-splitting thunder. Each creature within 30 feet of the storm lord must make a DC 17 Constitution saving throw. On a failure, a target takes 54 (12d8) thunder damage and is deafened. On a success, a target takes half the damage but isn't deafened. The deafness lasts until it is lifted by the *lesser restoration* spell or similar magic.



Elemental, Venom



An enormous viper formed of green liquid curls upward, its dripping fangs ready to strike.

The Queen's Servants. Servants of the Queen of Serpents (see page *34*), venom elementals are summoned from the demiplane of poisons. Venom elementals resemble water elementals but almost always take the form of a snake with prominent fangs.

Willing Visitors. Unlike other elementals, these creatures crave summoning to the Material Plane, where they can observe the effects of their bites on living creatures.

Elemental Nature. The venom elemental doesn't require air, food, drink, or sleep.

VENOM ELEMENTAL

Large elemental, neutral

Armor Class 14 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 40 ft, swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	6 (–2)	10 (+0)	8 (–1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages understands Primordial but can't speak
Challenge 4 (1,100 XP)

Liquid Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Underwater Camouflage. The elemental has advantage on Dexterity (Stealth) checks made while underwater.

ACTIONS

Multiattack. The venom elemental makes two bite attacks.

Bite. *Melee Weapon Attack*: +5 to hit, reach 10 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) poison damage, and the creature must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn.

CONJURING BLOOD AND VENOM ELEMENTALS

Conjuring a venom elemental or a blood elemental is similar to summoning a water elemental—with a few particular changes. For both types, the spell has the same casting time, range, and duration. For a venom elemental, the water and sand used as material components are replaced by water and venom taken from a giant spider or snake within the last 3 days. For a blood elemental, the material component is salt water with at least 1 gallon of fresh, uncongealed blood added to it.

Elf, Alchemist Archer

Hidden in the dappled shadows of the tree's leaves, the elf's leather bandolier jingles softly. Leather armor dyed to match its surroundings, the nearly invisible archer removes a vial from the bandolier, quickly attaching it to an arrow. The well-kept bow does not creak as the bowstring is drawn.

Mixing their knowledge of dangerous chemicals with their extensive weapon skills, these elves are devastating from afar.

A Sharp Smell. Try as they might, alchemist archer elves cannot eliminate the scent of their various acids and tinctures. Their distinctive scent makes them easier to find by creatures with an acute sense of smell.

ALCHEMIST ARCHER

Medium humanoid (elf), any alignment
Armor Class 17 (studded leather)
Hit Points 135 (18d8 + 54)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	16 (+3)	18 (+4)	14 (+2)	10 (+0)

Saving Throws Str +4, Int +8
Skills Perception +6, Stealth +9, Survival +6
Senses darkvision 60 ft., passive Perception 16
Languages Common, Elvish
Challenge 10 (5,900 XP)

Alchemical Arrows. As a bonus action, the archer attaches an alchemy tube to the shaft of one arrow before firing its longbow. On a successful hit, the alchemy tube shatters and does one of the following:

- **Concussive**. The target takes an extra 18 (4d8) thunder damage and must succeed on a DC 16 Strength saving throw or be knocked prone.
- **Entangling**. The target takes an extra 18 (4d8) acid damage and is restrained by sticky, alchemical goo. As an action, the restrained target can make a DC 16 Strength check, bursting through the goo on a success. The goo can also be attacked and destroyed (AC 10; hp 5; immunity to piercing, slashing, poison, and psychic damage).
- **Explosive**. The target takes an extra 18 (4d8) fire damage and catches on fire, taking 7 (2d6) fire damage at the start of each of its turns. The target can end this damage by using its action to make a DC 16 Dexterity check to extinguish the flames.

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

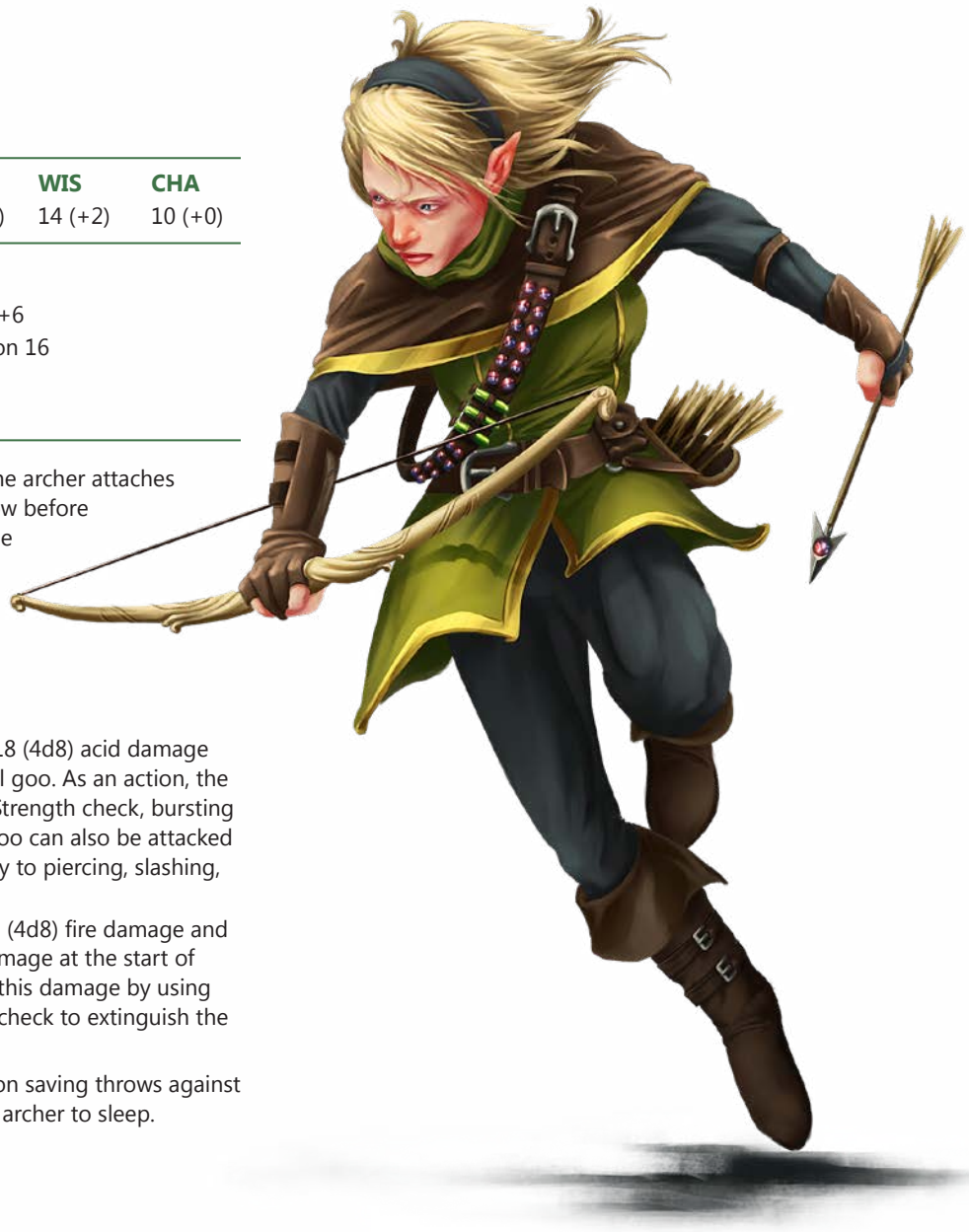
Hunter's Aim. Once per turn, when the archer makes a ranged attack with its longbow and hits, the target takes an extra 28 (8d6) damage.

ACTIONS

Multiattack. The alchemist archer makes three longbow attacks or two scimitar attacks.

Scimitar. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Longbow. *Ranged Weapon Attack*: +9 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.



Elf, Deathsworn

The elf mutters softly to itself as it nocks an arrow in its ancient bow. In one fluid motion, the elf releases the arrow, blossoming with green fire, and leaps from cover, its blade striking a hair's breadth after its arrow.

A deathsworn elf is one of the elite soldiers of the elvish empire, sworn to the service of the elvish war god. Its speedy archery, swift and silent travel, and masterful ambushes make it feared and respected by all its foes. Many claim the title, but few deathsworn still walk the mortal world; most have retreated to their fey realms to fight against darkness elsewhere.

Bow Speech. Deathsworn have a reverence (some would say obsession) with their tools, in particular, their bows and arrows. They often wield particularly ancient, named heirloom weapons or those made by divine hands and given to elves—and they speak to their bows as if the makers or other spirits inhabit the weapons. This is quite disconcerting to other archers, as a deathsworn seems half-mad when most focused on its aim.

Keen Eyed. Deathsworn have an incredible knack for noticing precise details at a distance; the exact number of soldiers marching down a valley, the height of a palisade, or the speed of a current all seem to spring to their eyes. Others occasionally find their propensity to share this information a touch grating.

DEATHSWORN

Medium humanoid (elf), chaotic neutral

Armor Class 16 (studded leather)
Hit Points 82 (15d8 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	12 (+1)	11 (+0)	13 (+1)	14 (+2)

Skills Perception +7, Stealth +10, Survival +4
Senses passive Perception 17
Languages Common, Elvish
Challenge 6 (2,300 XP)

Archer's Step. The deathsworn can use Disengage as a bonus action.

Death Bolt (3/Day). As a bonus action after firing an arrow, the deathsworn can imbue the arrow with magical power, causing it to trail green fire. The arrow deals an extra 7 (2d6) fire damage.

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

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

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

Stealthy Traveler. The deathsworn can take the Hide action as a bonus action.

Surprise Attack. If the deathsworn surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

ACTIONS

Multiattack. The deathsworn makes two melee attacks or four ranged attacks.

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

Longbow. *Ranged Weapon Attack*: +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Volley (Recharge 5-6). The deathsworn shoots a rain of fiery arrows in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 18 (4d8) piercing damage and 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.



DEATHSWORN IN MIDGARD

The deathsworn are the elite soldiers of Valeresh, the elvish god of war and justice, and were a foundation of elvish power. Most are believed to have returned to the Summer Lands, though they are occasionally found in the Arbonesse, Margreve, Gennecka, or other ancient forests. Widely referred to as "Valeran Deathsworn," they are feared by all reasonable mercenaries and soldiers of other nations.

Elf, Enchanter



"When negotiations turned sour, the kingpin's elf stepped out of the shadows, stopping my advancing guards with a glance. His eyes are all I remember after that, though this contract says the negotiations ended well."

—Dockmaster Hayes.

Masters of arcane manipulation, enchanters often make themselves indispensible to diplomats when dealing with belligerent enemies, though some enchanters seek only to empower themselves at the expense of others.

Quietly Dangerous. Most enchanters conceal the true depths of their power from those around them to insinuate themselves into halls of power and to bend the wills of those who can make the world more suitable to their desires.

Fey Diplomats. Enchanters are often seen as companions, lords, or wardens of other fey; they speak with unicorns, accept fealty from gnomes, sprites, leonino (see page 250), or fey drakes (see page 127), and sometimes conjure aerial spirits as servants, friends, or lovers. They have a knack for finding the uncanny side of the living world and are beloved by the fey lords and ladies.

ENCHANTER

Medium humanoid (elf), any alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 58 (13d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	19 (+4)	13 (+1)	19 (+4)

Saving Throws Int +7, Cha +7
Skills Arcana +7, History +7, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Common, Elvish, Sylvan
Challenge 7 (2,900 XP)

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

Reach of the Fey. When the enchanter casts an enchantment spell of 1st level or higher that targets only one creature, the enchanter can choose to target all creatures within 10 feet of the target instead.

Spellcasting. The enchanter is a 13th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The enchanter has the following wizard spells prepared:

Cantrips (at will): *dancing lights, friends, mage hand, message, prestidigitation*
1st level (4 slots): *charm person*, hideous laughter*, magic missile*
2nd level (3 slots): *hold person*, invisibility, suggestion**
3rd level (3 slots): *hypnotic pattern, lightning bolt*
4th level (3 slots): *confusion*, conjure minor elementals*
5th level (2 slots): *dominate person*, hold monster,* mislead, modify memory**
6th level (1 slots): *irresistible dance*, chain lightning*
7th level (1 slot): *prismatic spray*

**Enchantment spell of 1st level or higher*

ACTIONS

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

Captivating Gaze. The enchanter targets a creature within 30 feet of it who can see or hear the enchanter. The target must succeed on a DC 15 Wisdom saving throw or be charmed for 1 minute. The charmed target's speed is reduced to 0, it is incapacitated, and it must spend each round looking at the enchanter. While looking at the enchanter, the charmed target is considered blinded to other creatures not between it and the enchanter. The charmed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the charmed target takes damage from one of the enchanter's allies, it has advantage on the next saving throw. The effect also ends if the creature can no longer see or hear the enchanter. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the enchanter's Captivating Gaze for the next 24 hours.

REACTIONS

Beguiling Parry (Recharge 4-6). When a creature within 30 feet that the enchanter can see targets it with an attack, the enchanter can stop the attacker with a glance. The attacker must succeed on a DC 15 Charisma saving throw or immediately stop the attack. The attacker can't attack the enchanter again until the start of its next turn.

Elf, Servant of the Vine

A cheerful elf with a glass full of wine sings and dances amid the patrons at the tavern. As the evening wanes, he keeps the party going—straight out the door and into the forest.

The clergy of the elven god of wine and artistic pursuits follow their patron's edicts by spreading good cheer and inspiring art in all its forms. Their generosity is legendary when it comes to throwing spur-of-the-moment festivals, livening up listless tavern-goers, and offering openhanded patronage of the arts.

Fools Bearing Unwelcome Wisdom. The elves understand the benefits and the hazards a servant of the vine represents and indulge in the revelry and abandon that forms the god's worship with moderation and caution. This is not so easy for the shorter-lived races, however, and the arrival of a servant of the vine among non-elvish people often heralds drunken foolishness, the dissolution of marriages, acts later considered shameful, and young people "taking to the road" with no idea what might await them. For these reasons, they rarely find a warm welcome twice in the same place.

Artists and Vagabonds. A servant of the vine rarely travels alone, usually found in the company of libertine artists of varying kinds, or artistic libertines; the distinction soon blurs after a few days in the servant's company.

SERVANT OF THE VINE

Medium humanoid (elf), chaotic neutral
Armor Class 16 (breastplate)
Hit Points 72 (16d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	11 (+0)	13 (+1)	16 (+3)	14 (+2)

Saving Throws Wis +6, Cha +5
Skills Medicine +6, Perception +6, Persuasion +5
Senses darkvision 60 ft., passive Perception 16
Languages Common, Elvish, Sylvan
Challenge 6 (2,300 XP)

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

Inspire Artistry (3/Day). The servant of the vine selects up to 6 creatures within 50 feet and grants them advantage to Dexterity (Acrobatics), Dexterity (Sleight of Hand), or Charisma (Performance) checks. The servant of the vine chooses which skill for each recipient.

Spellcasting. The servant of the vine is an 11th-level spellcaster. Its primary spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, light, sacred flame, thaumaturgy*
1st level (4 slots): *bless, create or destroy water* (creates or destroys wine; wine created this way evaporates after 1 day), *cure wounds, sanctuary*
2nd level (3 slots): *hold person, lesser restoration, protection from poison*
3rd level (3 slots): *bestow curse, dispel magic*
4th level (3 slots): *guardian of faith, freedom of movement*
5th level (2 slots): *contagion*
6th level (1 slot): *harm, heal*

ACTIONS

Multiattack. The servant makes three drunken slash attacks.

Drunken Slash. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage and the target must succeed on a DC 14 Constitution saving throw or be poisoned 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.

Stuporous Breath (Recharge 5–6). The servant of the vine exhales potent fumes in a 15-foot cone. Each creature in that area must make a DC 14 Constitution saving throw. On a failure, a creature takes 21 (6d6) poison damage and falls asleep, remaining unconscious for 1 minute. On a success, a creature takes half the damage but doesn't fall asleep. The unconscious target awakens if it takes damage or another creature takes an action to wake it. When the creature wakes, it is poisoned until it finishes a short or long rest. The breath has no effect on constructs or undead.



Elf, Shadow Fey Ambassador

Stylishly dressed, this beautiful fey has alabaster-white skin, pointed ears, and a small pair of curved horns. Her face displays a cruel and cunning smile as she reads from a long parchment covered in elvish writing—a treaty full of devious sub-clauses and near-unreadable small lettering.

When fey lords and ladies need to treat with mortals on matters of interest, they will often dispatch a shadow fey ambassador to negotiate on their behalf. These silver-tongued ambassadors are diplomats par excellence, capable of blending charm, bribery, and sheer menace to get what they want.

Hidden Embassies. When it arrives into a city, the shadow fey ambassador will first choose a disused building to establish its base of operations. This embassy is usually well hidden with few individuals entrusted with its location. Shadow fey ambassadors staff their embassy with plenty of minions, including other shadow fey, shadow goblins (see page *191*), and hounds of the night (*Tome of Beasts*, p. 251). Many ambassadors have a shadow fey guardian (*Tome of Beasts*, p. 174) as a personal bodyguard.

Haughty Proclamations. Once established, a shadow fey ambassador will inveigle itself into the local circles of power, then issue a proclamation outlining the wishes of the fey lord or lady to the mortal rulers. They will set out the many benefits of enthusiastic cooperation with these demands and the dire consequences of failing to comply. The unscrupulous shadow fey then respond as necessary with hefty bribes, intimidation, or assassination to bring recalcitrant mortals around to their way of thinking.

SHADOW FEY AMBASSADOR

Medium humanoid (elf), lawful evil

Armor Class 16 (studded leather)
Hit Points 161 (19d8 + 76)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	18 (+4)	16 (+3)	16 (+3)	20 (+5)

Saving Throws Dex +8, Wis +7
Skills Arcana +7, Deception +13, Insight +7, Intimidation +9, Perception +7, Persuasion +13
Senses darkvision 60 ft., passive Perception 17
Languages Common, Elvish, Umbral
Challenge 9 (5,000 XP)

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

Shadow Traveler (5/Day). As a bonus action while in shadows, dim light, or darkness, the shadow fey disappears into the darkness and reappears in an unoccupied space it can see within 30 feet. A tendril of inky smoke appears at the origin and destination when it uses this trait.



Sunlight Sensitivity. While in sunlight, the shadow fey has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

Traveler in Darkness. The shadow fey has advantage on Intelligence (Arcana) checks made to know about shadow roads and shadow magic spells or items.

ACTIONS

Multiattack. The ambassador uses its Withering Stare. It then makes three rapier attacks.

Rapier. *Melee Weapon Attack*: +8 to hit, reach 5 ft. *Hit:* 8 (1d8 + 4) piercing damage plus 10 (3d6) cold damage.

Honeyed Words (Recharges after a Long Rest). The silver-tongued shadow fey ambassador weaves together a string of highly persuasive and agreeable words. Each creature within 30 feet of the ambassador must succeed on a DC 16 Wisdom saving throw or be charmed by the ambassador, regarding it as a wise and trustworthy ally with the creature's best interests at heart. A charmed target doesn't have to obey the ambassador's commands, but it views the ambassador's words in the most favorable way.

Each time a charmed target witnesses the shadow fey ambassador or its allies do something harmful to the target or its companions, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts as long as the ambassador maintains concentration, up to 8 hours.

Withering Stare. The shadow fey ambassador targets one creature it can see within 30 feet of it. If the target can see it, the target must succeed on a DC 16 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 itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the ambassador's Withering Stare for the next 24 hours.

Elf, Shadow Fey Knight of the Road

A grinning elf with snow white skin and jet-black hair holds up her hand authoritatively, blocking the path forward.

Agents of the Shadow Roads. Shadow fey knights of the road stalk the lands near shadow gates, or the shadow roads themselves, ever-watchful for opportunities to enrich themselves or improve their station, be it through robbery, ransom, or murder.

Opportunists and Climbers. These shadow elves, often out-of-favor minor nobility, study every nook and cranny of the territory in which they work. They use their accumulated knowledge against their quarry with great effect in the hopes of using new wealth, knowledge, and infamy to curry favor with their betters.

Never Far from Home. Knights of the road prefer to fight, hunt, threaten, and do other business in the Shadow Realm, though they are active anywhere that connects to it.

KNIGHT OF THE ROAD

Medium humanoid (elf), lawful evil
Armor Class 16 (breastplate)
Hit Points 117 (18d8 + 36)
Speed 30 ft.

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

Saving Throws Dex +7, Con + 5, Wis + 4, Cha +6
Skills Arcana +5, Nature +5, Perception +4, Stealth +7, Survival +4
Senses darkvision 60 ft., passive Perception 14
Languages Common, Elvish, Umbral
Challenge 5 (1,800 XP)

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

Keen Sight. The shadow fey has advantage on Wisdom (Perception) checks that rely on sight.

Obscure the Way (1/Day). As a bonus action, the shadow fey designates a creature it can see within 100 feet and obscures the creature and its companions' travel on a particular shadow road. That shadow road will not open for the designated creature or its traveling companions except through powerful magical means such as by a *key of Veles* (see the "Fifth Edition Appendix" in the *Midgard Worldbook*). In addition, that shadow road won't lead to its usual destination for the designated creature or its traveling companions, instead leading the group in a meandering loop. This effect lasts for 9 (2d8) days, until the shadow fey removes the effect, or until the shadow fey dies.

Shadow Traveler (3/Day). As a bonus action while in shadows, dim light, or darkness, the shadow fey disappears into the darkness and reappears in an unoccupied space it can see within 30 feet. A tendril of inky smoke appears at the origin and destination when it uses this trait.



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

Traveler in Darkness. The shadow fey has advantage on Intelligence (Arcana) checks made to know about shadow roads and shadow magic spells or items.

ACTIONS

Multiattack. The knight of the road makes two longsword attacks or two shortbow attacks.

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

Lance. *Melee Weapon Attack*: +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack*: +7 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage and the target must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Elf, Shadow Fey Pattern Dancer

Shadows weave around a lithe dancing figure, making it difficult to look away. The face of the dancer changes from beautiful to hideous, but always fascinating.

Servants of the Queen. Pattern dancers train in the arts of deception, magic, combat, and performance, always for a singular purpose: to serve their fey liege, the Queen of Night and Magic (*Tome of Beasts*, p. 192). The most promising young shadow fey of any gender are taken from their parents at a young age to train. Many fail to meet the rigorous standards, but a few thrive. After years of training and conditioning, they are divided into troupes and begin their lives as pattern dancers.

Entertainer Spies. Pattern dancer troupes, consisting of anywhere from 3-12 dancers plus retainers and bodyguards for larger troupes, leave the Shadow Realm on missions for their queen and spend most of their time in the mortal world. With their reputations already established by their predecessors, troupes are always in demand by the rich, famous, and powerful.

Spies for Hire. While they are ultimately in the service of their queen, pattern dancers also frequently offer their spying services and information gathering skills to the highest bidder. Their payment, however, is often in memories or in other information that they can pass along or provide to their liege.



PATTERN DANCER

Medium humanoid (elf), chaotic evil

Armor Class 13
Hit Points 33 (6d8 + 6)
Speed 30 ft.

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

Saving Throws Dex +5, Wis +3, Cha +5
Skills Acrobatics +5, Deception +5, Performance +7
Senses darkvision 120 ft., passive Perception 11
Languages Common, Elvish
Challenge 2 (450 XP)

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

Shadow Traveler (1/Day). As a bonus action while in shadows, dim light, or darkness, the shadow fey disappears into the darkness and reappears in an unoccupied space it can see within 30 feet. A tendril of inky smoke appears at the origin and destination when it uses this trait.

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

Traveler in Darkness. The shadow fey has advantage on Intelligence (Arcana) checks made to know about shadow roads and shadow magic spells or items.

Spellcasting. The pattern dancer is a 5th-levelspellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *dancing lights, friends, minor illusion, poison spray*
1st level (4 slots): *color spray, disguise self, magic missile, shield*
2nd level (3 slots): *blur, mirror image*
3rd level (2 slots): *major image, nondetection*

Actions

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

Longbow. *Ranged Weapon Attack*: +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Group Actions

When three pattern dancers are within 60 feet of each other, they can work together to cast communal spells that are more powerful than they could cast individually. To do this, one takes an action to cast a spell, and the other two must use their reactions to complete it. These communal spells are cast at 11th level and have a spell save DC of 13:

At will: *hold person*
3/day: *fear, sleep*
1/day: *confusion, hypnotic pattern*

Elf, Shadow Fey Poisoner



It's only after he is lying on the ground, bleeding from an arrow wound in the chest and writhing from the poison seeping through his veins, that the victim sees the pale elf.

Accomplished Killers. Raised in the dark dwellings of the Shadow Realm, the shadow fey are fleet of foot, quick of thought, and glib of tongue. Just a little extra training with poison, weapons, and magic makes them into uniquely-qualified killers.

The Poisoner's Code. A shadow fey poisoner never gives the name of an employer, is rarely captured alive, and never kills the target except in self-defense.

SHADOW FEY POISONER

Medium humanoid (elf), neutral

Armor Class 16 (studded leather)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	13 (+1)	11 (+0)	14 (+2)

Saving Throws Dex +8, Int +5, Cha +6
Skills Acrobatics +8, Deception +6, Perception +4, Persuasion +6, Stealth +12
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 14
Languages Common, Elvish
Challenge 11 (7,200 XP)

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

Born of Shadows. When in dim light or darkness, the shadow fey poisoner is invisible.

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

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

Shadow Traveler (4/Day). As a bonus action while in shadows, dim light, or darkness, the shadow fey disappears into the darkness and reappears in an unoccupied space it can see within 30 feet. A tendril of inky smoke appears at the origin and destination when it uses this trait.

Sneak Attack (1/Turn). The shadow fey poisoner deals an extra 21 (6d6) damage when it hits a target with a weapon attack and has advantage on the attack roll; or when the target is within 5 feet of an ally of the poisoner, that ally isn't incapacitated, and the poisoner doesn't have disadvantage on the attack roll.

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

Traveler in Darkness. The shadow fey has advantage on Intelligence (Arcana) checks made to know about shadow roads and shadow magic spells or items.

ACTIONS

Multiattack. The shadow fey poisoner makes two shortsword attacks or two longbow attacks.

Shortsword. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.

Longbow. *Ranged Weapon Attack*: +8 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.

DISTILLED SHADOW POISON (INGESTED OR INJURY)

Distilled shadow poison is made by shadow fey poisoners with ingredients found only in the Shadow Realm.

A creature subjected to this poison must make a DC 15 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces a creature to 0 hp, the target is stable but falls into a coma. No healing can restore hp to the creature, and no resurrection magic can awaken it. The creator of the poison can release the victim from the coma as a bonus action. If the creator dies, the victim awakens after it finishes a long rest.

Distilled shadow poison can't be purchased, and the coma can only be triggered or removed by the shadow fey who created it.

Elophar

The hulking abomination's necrotic skin is covered in glowing runes, and acid sloshes out of blackened punctures in its distended belly with every shambling step it takes. It has no eyes, but its head is covered with eye tattoos that seem to be looking everywhere at once.

Born of Failed Rituals. No force is more dangerous to an ambitious ogre mage than its own magic. Ogres are superstitious creatures, and their magi keep them in line through fear of arcane power. The most effective way for an ogre mage to remind its dullard brethren of their arcane might is by publically and dramatically communing with the tribe's ancestral spirits. An elophar is created when an ogre mage bungles a ritual to call forth the spirits of the dead. During this failed ritual, its conductor is instantly struck dead and all the summoned spirits run rampant, trying to possess their summoner's lifeless corpse all at once.

Controlled by Many Spirits. An elophar is not an unintelligent undead creature; it possesses the combined memories of all the spirits vying for control of its body. Because of the ceaseless struggle between the possessing spirits, the elophar rarely follows one course of action for long, erratically changing tactics from instant to instant.

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



ELOPHAR

Large undead, chaotic evil
Armor Class 8
Hit Points 126 (12d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (–2)	20 (+5)	16 (+3)	3 (–4)	10 (+0)

Saving Throws Con +7, Wis -2
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 6
Languages Common, Giant, Infernal
Challenge 4 (1,100 XP)

Ectoplasmic Spray. When the elophar takes damage other than acid damage, corrosive ectoplasm bursts from its distended stomach. The elophar takes 7 (2d6) acid damage and all creatures within 10 feet of it must make a DC 13 Dexterity saving throw, taking 7 (2d6) acid damage on a failed save, or half as much damage on a successful one.

Possessed by Ancestors. The chaos of combat causes an elophar to swap between personalities at the start of each of its turns. To determine which spirit is in control, roll on the table below (it is possible for one spirit to remain in control for multiple rounds if it is rolled multiple rounds in a row):

SPIRIT CONTROL TABLE

1d6	Spirit
1	**Cautious**: creates space between itself and its enemies and casts spells.
2	**Fickle**: attacks a creature it didn't last round.
3	**Terrified**: uses the Disengage action to run as far away from enemies as possible.
4	**Bloodthirsty**: attacks the nearest creature.
5	**Hateful**: only attacks the last creature it damaged.
6	**Courageous**: makes melee attacks against the most threatening enemy.

Runic Spellcasting. The runes etched on the elophar's rotting skin allow it to cast spells. The elophar's runic spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The elophar can innately cast the following spells, requiring no material components:

At will: *acid splash, chill touch, poison spray*
3/day: *grease, thunderwave*
1/day: *enlarge/reduce*

ACTIONS

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

Exploding Toad

A green-skinned toad croaks as its red boils throb. The warts suddenly glow red-hot, and the amphibian explodes in flames and blood.

Exploding toads are living traps created long ago by ancient dust goblin magic. They look like normal toads but their mouths have razor sharp teeth, and they explode in fire when they die. Most do not recognize the beasts' wicked personalities and explosive potential until it is too late.

Goblin Magic. Exploding toads are created when a dust goblin ritual is cast upon a group of normal toads. The ritual takes a full day to complete and requires one pound of sulfur per toad being transformed, which is consumed in the casting. The instructions for the spell have never been written down. They are orally handed down from one dust goblin shaman to the next.

There are some spellcasters of other races who have successfully created their own exploding toads, though getting the beasts to cooperate is another matter entirely. Several mages spent years trying to crack the ritual only to have success literally blow up in their faces. The toads only trust dust goblins.

Wicked and Suicidal. Smarter and more evil than the average amphibian, exploding toads relish their purpose. The savage amphibians die with glee, hoping to immolate as many creatures as possible. Exploding toads arrange themselves in tight groups, knowing that one of their deaths can set off a fiery chain reaction. Dust goblins often place the toads at the bottom of a covered pit or inside a ceiling rigged to collapse.



EXPLODING TOAD

Tiny monstrosity, chaotic evil

Armor Class 12 (natural armor)
Hit Points 2 (1d4)
Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (–5)	13 (+1)	11 (+0)	4 (-3)	8 (–1)	3 (–4)

Skills Stealth +5
Damage Immunities fire
Senses darkvision 30 ft., passive Perception 9
Languages understands Goblin but can't speak
Challenge 1/4 (50 XP)

Amphibious. The toad can breathe air and water.

Final Croak. When the toad is reduced to 0 hp, it explodes in a 10-foot-radius sphere. Each creature in the area must make a DC 11 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

Mad Hopping. Ranged attacks against the toad have disadvantage.

Selective Immunity. When an attack or effect deals fire damage to the toad, the toad can choose to take the fire damage as if it were not immune.

Standing Leap. The toad's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.

ACTIONS

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

REACTIONS

Death Leap. The exploding toad can turn an attack that missed it into a hit or turn a successful saving throw into a failure.

Far Wanderer

An aberrant traveler and trader, the flesh of these elf-like humanoids glows in a shifting pattern of luminous constellations.

Cosmic Origins. The Court of Countless Stars dwells beyond the light of known suns on a demi-plane between cold and distant constellations. There, these otherworldly creatures worship Yorama the Living Star, an ancient aberration with the power to create life. The Court seeks to extend its influence across the planes of the universe, taking particular interest in fey creatures. Each far wanderer is connected to Yorama, who grants it magic and long life.

Powers of the Mind. The far wanderers possess innate psychic powers, which they can manifest into harming or healing energy. They are highly intelligent, curious, and manipulative. They often ally with fey or sylvan courts, then use their position to create conflict with other beings, taking notes on the nature of disharmony.

Yoramian Infusion. A far wanderer doesn't require air, food, drink, or sleep.

FAR WANDERER

Medium aberration, neutral

Armor Class 14
Hit Points 88 (16d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	17 (+3)	11 (+0)	10 (+0)

Saving Throws Dex +6
Skills Arcana + 5, Perception +2, Stealth +6
Damage Resistances cold
Condition Immunities exhaustion, poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Common, Elvish, Sylvan
Challenge 3 (700 XP)

Trader. The far wanderer understands the literal meaning of any spoken or written language it hears or reads. In addition, it can use an action to read the surface thoughts of one creature within 30 feet. This works like the *detect thoughts* spell, except it can only read surface thoughts and there is no limit to the duration. It can end this effect as a bonus action or by using an action to change the target.

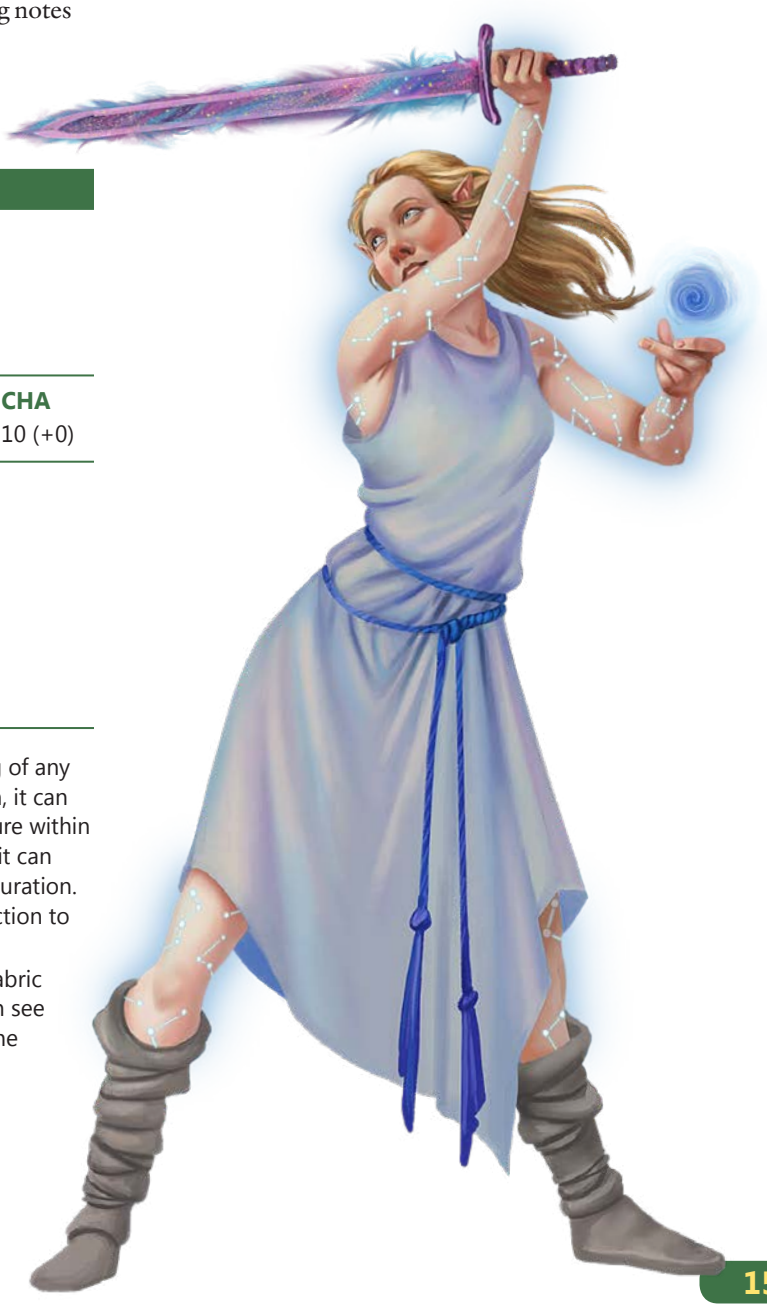
Traveler. As a bonus action, the far wanderer folds the fabric of reality to teleport itself to an unoccupied space it can see within 30 feet. A brief shimmer of starlight appears at the origin and destination.

ACTIONS

Stardust Blade. *Melee Weapon Attack*: +4 to hit, reach 5ft., one target. *Hit:* 11 (2d8 + 2) slashing damage and 2 (1d4) cold damage.

Stardust bow. *Ranged Weapon Attack*: +6 to hit, range 150/600 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage and 2 (1d4) cold damage.

Call to Yorama (1/Day). The far wanderer channels the energy of the living god-star Yorama. One creature the far wanderer can see within 60 feet must make a DC 13 Wisdom saving throw, taking 7 (2d6) psychic damage on a failed save, or half as much damage on a successful one. A creature who fails the saving throw is stunned until the end of its turn. Alternately, the far wanderer can instead restore 14 (4d6) hp to one willing creature it can see within 60 feet.



Fear Liath



Echoing footsteps and brief glimpses reveal a tall, featureless gray figure that disappears as quickly as it appeared.

The fear liath, sometimes referred to by superstitious locals as the Grayman, is a supernaturally thin, ten-foot-tall spectral giant that lurks in the passes between craggy mountain peaks. Graymen stalk travelers and take great pleasure in toying with their prey, typically by timing their footfalls half a step behind their quarry's. All who survive encounters with a fear liath tell of the sound of crunching mountain gravel only a few yards behind them—yet when they turned around, the form of their pursuer was hazy, gray, and utterly featureless.

Freed by Slaughter. Fear liaths were once mortals and are bound to the Material Plane by a hex known as the Gray Curse. A humanoid slain by a fear liath becomes a Grayman itself, and the fear liath who passed the curse is free to move on to the afterlife. The origin of the first fear liaths is a mystery distorted by millennia of oral legend, but most tellers agree on one detail: the first fear liaths were vain human mountaineers who angered the god of the sun and were cursed to walk the earth as shadows, unable to be seen by other creatures for the rest of existence.

Undead Nature. The fear liath doesn't require air, food, drink, or sleep.

FEAR LIATH

Large undead, neutral evil
Armor Class 12
Hit Points 33 (6d10)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	10 (+0)	8 (–1)	14 (+2)	7 (–2)

Skills Athletics +5, Stealth +6
Damage Immunities poison
Condition Immunities exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages any languages it knew in life
Challenge 2 (450 XP)

Gray Curse. If *remove curse* is cast upon a fear liath, it is instantly destroyed. In addition, if the fear liath kills a humanoid creature, the fear liath is destroyed and the humanoid it killed rises as a fear liath in 1d4 hours. If *remove curse* is cast upon the cursed humanoid before it becomes a fear liath, the curse is broken.

Unwatchable. The fear liath becomes incorporeal and appears as a dark gray shadow while any living creature looks directly at it. While incorporeal, 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. While incorporeal, it also gains resistance to acid, fire, lightning, and thunder damage, and bludgeoning, piercing, and slashing damage from nonmagical attacks. The fear liath has no control over this trait.

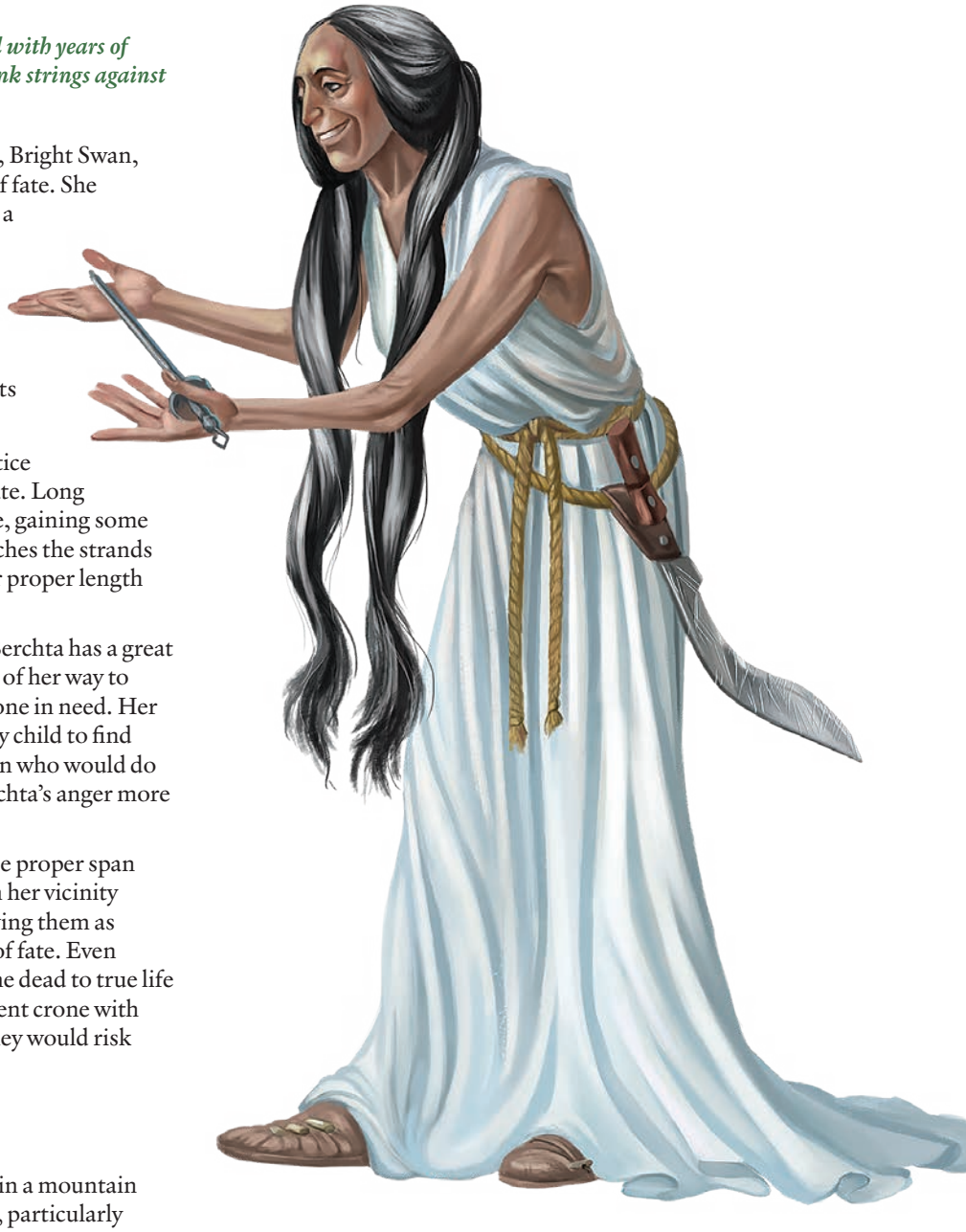
Unless surprised, a creature can avert its eyes to avoid looking directly at the fear liath at the start of its turn. If the creature does so, it can't see the fear liath until the start of its next turn, when it can avert its eyes again. If a creature looks at the fear liath, the fear liath becomes incorporeal.

Actions

Slam. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage. The target must succeed on a DC 13 Constitution saving throw or be blinded for 1 minute. It can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Fey Lady, Berchta

The old crone smiles softly, wrinkling a face lined with years of laughter and wisdom. Her dark hair hangs in lank strings against her pristine white, simple robe.



Berchta the Guide, Grandmother of the Wood, Bright Swan, and the Endless Spindle, is a fey lady beloved of fate. She walks the world in different guises, sometimes a maiden, others a beautiful swan, but her true form is that of the splayed-footed crone. In either of her humanoid forms, she dresses in a simple, pure white dress or robe. Mothers and children in need welcome the sight of her, and any who do those innocents harm look on Berchta with well-earned dread.

Spinner of Fate. Berchta oversees the practice of spinning, seeing in it the warp and weft of fate. Long ago, she entered into a pact with the god of fate, gaining some knowledge of the future. In exchange, she watches the strands of fate that spin from her wheel, ensuring their proper length and twist.

Protector of Women and Children. Berchta has a great love of children and mothers, and she goes out of her way to offer them shelter and aid whenever she spies one in need. Her aid could be as simple as arranging for a hungry child to find bread or as direct and bloody as slaying a ruffian who would do a desperate mother harm. Nothing rouses Berchta's anger more swiftly or hotter than threatening a child.

Soul Guide. As part of her oath to uphold the proper span of fate, Berchta oversees the path of any soul in her vicinity to its proper rest. She loathes the undead, viewing them as abominations who pervert the natural course of fate. Even those who would use divine magic to restore the dead to true life might find themselves called to task by an ancient crone with a keen silver blade, demanding to know why they would risk upsetting the balance of life and death.

Berchta's Lair

Berchta's home is a remote valley nestled high in a mountain range. The valley is full of lush plants and trees, particularly birch. A clearing in the largest birch grove holds a small cabin where she dwells.

Lair Actions

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

- Berchta slices a thread of fate, cursing a creature she can see within 60 feet. Choose one ability score. The cursed creature has disadvantage on attack rolls and ability checks based on that ability. The curse lasts until removed or until Berchta uses this lair action again.
- Berchta lets out a call that can be heard by all within 1 mile. She summons 4 dire wolves, 8 wolves, or 8 giant owls that act immediately and on initiative count 20 on subsequent rounds. The beasts obey her commands and remain for 1 hour or until she uses this lair action again.
- Berchta causes trees, bushes, and other vegetation to animate in a 20-foot-radius centered on a point she can see within 100 feet. The area becomes difficult terrain for all creatures other than Berchta and her allies, and each creature in the area must succeed on a DC 15 Strength saving throw or be restrained by the plants. A creature can be freed if it or another creature takes an action to make a DC 15 Strength check and succeeds. The plants remain for 1 minute or until Berchta uses this lair action again.

REGIONAL EFFECTS

The region containing Berchta's lair is warped by her magic, which creates one or more of the following effects:

- Mothers and children within 5 miles of Berchta's valley find nature itself assisting them. Beasts won't attack them and circumstances guide them toward the valley.
- Game animals and edible plants are plentiful in the area within 5 miles of Berchta's valley. Any checks necessary to forage or hunt for food are made with advantage.
- Creatures who die within 5 miles of the lair can't become undead.

If Berchta dies, these effects fade over the course of 1d10 days.

BERCHTA

Medium fey (shapechanger), lawful neutral

Armor Class 16

Hit Points 172 (23d8 + 69)

Speed 20 ft. (30 ft. in maiden form; 5 ft., swim 30 ft., fly 60 ft. in swan form)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	17 (+3)	16 (+3)	19 (+4)	22 (+6)

Saving Throws Dex +7, Con +8, Int +8, Wis +9

Skills Arcana +8, History +8, Insight +9, Perception +9

Damage Resistances cold, fire; bludgeoning, piercing, slashing from nonmagical attacks not made with cold iron

Condition Immunities charmed, exhaustion, frightened

Senses truesight 120 ft., passive Perception 19

Languages Common, Druidic, Elvish, Gnomish, Sylvan

Challenge 16 (15,000 XP)

Fate Touched. Berchta's weapon attacks are magical. When she hits with any weapon, she deals an extra 2d8 force damage (included in the attack). In addition, she adds her Wisdom modifier to her AC.

Legendary Resistance (3/Day). If Berchta fails a saving throw, she can choose to succeed instead.

Shapechanger. Berchta can use her action to polymorph into a Medium human woman, a Small swan, or back into her true form. Her statistics, other than her size and speed, are the same in each form. Any equipment she is wearing or carrying transforms with her. Berchta reverts to her true form if she dies.

Innate Spellcasting. Berchta's spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *detect magic, detect thoughts, scrying, web*

3/day each: *dispel magic, greater invisibility*

1/day *each: geas, legend lore*

ACTIONS

Multiattack. Berchta makes two attacks.

Silver Sickle (Humanoid Form Only). *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus 9 (2d8) force damage.

Threads of Fate. *Ranged Spell Attack:* +11 to hit, range 120 ft., one target. *Hit:* 13 (3d8) force damage. If the target is a creature, the creature is restrained by fine, silver threads for 1 minute. A creature can be freed if it or another creature takes an action to make a DC 16 Strength check and succeeds. An object reduced to 0 hp by threads of fate is pulverized to a fine spray of dust.

Teleport. Berchta magically teleports, along with any equipment she is wearing or carrying, up to 100 feet to an unoccupied space she can see.

REACTIONS

Twist of Fate. When a creature Berchta can see targets her with an attack, Berchta can force the attacker to make a DC 19 Wisdom saving throw. On a failure, the attacker must choose a new target for the attack or choose not to make it, wasting the attack or spell.

LEGENDARY ACTIONS

Berchta 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. Berchta regains spent legendary actions at the start of her turn.

Silver Sickle. Berchta makes a silver sickle attack.

Teleport. Berchta uses teleport.

Unraveling Threads (Costs 2 Actions). Berchta makes a threads of fate attack. If it hits, the target is affected as if Berchta cast *dispel magic* on it.

TOUCH OF IRON

Lords and ladies of the fey courts are timeless creatures, inured to many of the world's threats. A universal exception to this is weapons of cold-wrought iron. This metal undoes the very fabric of a fey creature's life as it blights their ageless flesh. A cold iron weapon is treated as magical when used against any fey creature, and is the only weapon with any hope of harming the most powerful fey lords and ladies. Cold iron weapons, however, are difficult to construct. The skill and material required to produce such a weapon doubles its price or adds 100 gp to the cost, whichever is more. Finding a smith with the skill to make a durable weapon without the aid of fire is always difficult—and finding one with the courage to anger the fey courts may be even harder.

Fey Lord, Reynard

A brightly dressed figure wears a rakish wide-brimmed hat. The figure has a blend of human and fox features, smiling as it draws its rapier from the sheath at its hip.

Reynard, the Fox Lord and the Laughing Trickster, is a man-sized hybrid creature that blends a humanoid form with the features of a fox. In his true form, his body is covered in short, smooth red fur, and he has a bushy tail with a white tip. In any form, his eyes are the bright yellow-green of spring buds. He delights in leading hunters on merry chases, leaving them hopelessly lost in the woods surrounding his home. He sometimes makes it a game to strand such a group indefinitely, until they starve to death.

Irreverent Jester. Reynard can't stand people who are full of themselves. This group automatically includes all rulers and authority figures, and he sees it as a personal mission to help such stodgy folk loosen up and enjoy life. He's usually oblivious to the disarray and outright danger his pranks, meant to help them unwind, ultimately wreak on their lives.

Master of Hidden Paths. Reynard knows a vast number of secret paths and shortcuts, which he regularly uses to escape hunters, adventurers, and revenge from fey more powerful than himself who don't appreciate his sense of humor. Tales tell that the paths and burrows of Reynard's home can lead anywhere in the multiverse.

Reynard's Lair

Reynard lives in Malperdy, an underground manor of twisted hallways, burrow-like tunnels, and secret chambers. When outmatched, he makes for one of the many bolt-hole entrances to Malperdy, intent on leaving his pursuers hopelessly lost in its halls. If the tales are true, Malperdy's tunnels and hallways lead to distant locations as well as to other planes of existence.

Lair Actions

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

- Reynard can cause up to 3 doors within the lair to become walls and an equal number of doors to appear on walls where there previously were none.
- Reynard causes a section of the lair in a 50-foot-radius sphere centered on a point he can see within 120 feet of him to become filled with fog. The fog spreads around corners, and its area is heavily obscured. A creature, other than Reynard, that starts its turn in the area must succeed on a DC 15 Wisdom (Survival) check or move in the opposite direction from the one it initially chooses. A wind of at least 20 miles per hour disperses the fog. The fog otherwise lasts until Reynard dies or uses this lair action again.
- Reynard causes an illusory duplicate of himself to appear in his space. The double moves or speaks according to Reynard's mental directions. Each time a creature targets Reynard with an attack, roll a d20 to determine whether the attack instead targets the duplicate. On a roll of 11 or higher, the attack hits and destroys the duplicate. A creature can use its action to make a DC 15 Intelligence (Investigation) check to determine which Reynard is real. On a success, the creature identifies the illusion. The duplicate is intangible, but otherwise is identical to Reynard by sight, smell, or hearing. The duplicate lasts for 1 minute or until Reynard uses this lair action again.



REGIONAL EFFECTS

The region containing Reynard's lair is warped by his magic, which creates one or more of the following effects:

- Paths within 2 miles of the lair become overgrown, twisted, and disorienting. Creatures must succeed on a DC 15 Wisdom (Survival) check while traveling or become lost within the area. Lost creatures can repeat the check every subsequent hour and regain their bearings on a success.
- Sounds and sights become distracting within 1 mile of the lair. Creatures in that area have disadvantage on Wisdom (Perception) checks made to oppose Dexterity (Sleight of Hand) checks.
- Reynard and other foxes ignore difficult terrain within 1 mile of the lair.

If Reynard dies, these effects fade over the course of 1d10 days.

REYNARD

Medium fey (shapechanger), chaotic neutral

Armor Class 17 (natural armor)

Hit Points 104 (16d8 + 32)

Speed 30 ft. (40 ft. in hybrid form, 50 ft. in fox form)

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

Saving Throws Dex +8, Wis +7

Skills Acrobatics +8, Athletics +6, Deception +8, Stealth +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with cold iron

Condition Immunities grappled, restrained

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 12 (8,400 XP)

Legendary Resistance (3/Day). If Reynard fails a saving throw, he can choose to succeed instead.

Magic Weapons. Reynard's weapon attacks are magical.

Shapechanger. Reynard can use his action to polymorph into a Small fox, a Medium human, or back into his true hybrid form. His statistics, other than his size and speed, are the same in each form. Any equipment he is wearing or carrying transforms with him. Reynard reverts to his true form if he dies.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). In human form, Reynard makes two rapier attacks. In hybrid form, he makes two attacks: one with his bite and one with his rapier.

Bite (Fox or Hybrid Form Only). *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 7 (2d6) psychic damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Rapier (Humanoid or Hybrid Form Only). *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or its speed is halved. The effect ends if the creature receives magical healing, or if a creature uses an action to make a DC 14 Wisdom (Medicine) check and succeeds.

Invisibility. Reynard magically turns invisible until he attacks, or until his concentration ends (as if concentrating on a spell). Any equipment he wears or carries is invisible with him.

REACTIONS

Evade. When a creature Reynard can see hits him with an attack, he halves the damage from that attack.

LEGENDARY ACTIONS

Reynard 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. Reynard regains spent legendary actions at the start of his turn.

Rapier (Humanoid or Hybrid Form. Reynard makes a rapier attack.

Scatter. Reynard moves up to half his speed without provoking opportunity attacks and can Hide.

Bite (Costs 2 Actions; Fox or Hybrid Form Only). Reynard makes a bite attack.

REYNARD AND THE OTHER FEY LORDS & LADIES

Reynard is fairly solitary and visits fey courts only occasionally, though he enjoys them immensely. Most of the time, he is welcomed formally, asked to behave, and then thrown out when things go horribly wrong. The Lord of the Hunt (*Tome of Beasts*, p. 188), Reynard's implacable foe and rival, considers the Fox Lord a worthless and selfish creature. However, some of this is surely professional jealousy; Reynard prides himself on avoiding the Wild Hunt with ease and aplomb. The Snow Queen (*Tome of Beasts*, p. 198) is occasionally friendly to Reynard, known to feed him roast winter hares fresh from the spit in exchange for diverting jokes, gossip, and (if rumor be believed) kisses, gifts, and endearments best left to those involved—at other times, she harries him with constant storms, snow, and frost. The Bear King (*Tome of Beasts*, p. 186) finds Reynard tiresome and frivolous after a day or a week, though the two do enjoy occasional evenings of song and story together. The Queen of Night and Magic (*Tome of Beasts*, p. 192) considers Reynard a foolish, foppish, and deeply unreliable Fey Lord, and she trusts him with nothing. The Queen of Witches (*Tome of Beasts*, p. 194) likewise has relatively little good to say about Reynard, though he claims this is because he often gets the better of her in illusions and witchery. Berchta, by contrast, seems to be the one Fey Lady to truly see some good in Reynard. Because of her ability to see and mend fate, she occasionally entrusts Reynard with an important task—and he has never yet disappointed her.

Fierstjerren



An ancient man with dead eyes, long white hair, and tattooed runes covering his still-muscular body bears his sword menacingly.

Fierstjerren are undead servants of the northern death cults, raised from fallen reavers through dark magic. They are boastful and arrogant, and injury only makes them stronger.

Relentless Agents. Fierstjerren carry out the orders of their creators with independence and foresight, while others independently further the cause of evil as they see fit.

Malevolence Under Tension. Fierstjerren are animated by a controlling spirit of necrotic energy. When the fierstjerren is wounded, the spirit tears free, animating the twice-undead corpse in a burst of necromantic destruction.

Accompanied by Zealots. Fierstjerren are often accompanied by a dozen thralls—humanoid zealots serving the cult, willingly or not, who view the fierstjerren as an avatar of death and will follow it to the grave and beyond. Thralls attack under the direction of the fierstjerren, who is alerted to any danger the thralls perceive. A fierstjerren will sacrifice its thralls without remorse to secure an advantage, a sacrifice that is often seen as an honor by the zealous thralls.

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

FIERSTJERREN

Medium undead, neutral evil
Armor Class 14 (studded leather)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

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

Skills Perception +3
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, unconscious
Senses passive Perception 13
Languages Common
Challenge 5 (1,800 XP)

Apotheosis. When the fierstjerren has 80 hp or fewer, the spirit within it tears free and tendrils of necrotic energy erupt from its skin. When it hits with any weapon, the weapon deals an extra 4 (1d8) necrotic damage. When it has 60 hp or fewer, its weapon attacks instead deal an extra 9 (2d8) necrotic damage. When it has 40 hp or fewer, its weapon attacks instead deal an extra 13 (3d8) necrotic damage.

Thrall Watch. A fierstjerren with thralls can't be surprised and attacks from hiding don't gain advantage against it.

Actions

Multiattack. The fierstjerren makes two sword attacks.

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

Terrifying Glare. The fierstjerren targets one creature it can see within 30 feet of it. If the creature can see the fierstjerren, it must succeed on a DC 15 Wisdom saving throw or be frightened until the end of the fierstjerren's next turn.

Thrall Enslavement. The fierstjerren targets one humanoid it can see within 30 feet of it that has a CR up to 1/2. The humanoid must succeed on a DC 15 Wisdom saving throw or be magically charmed by the fierstjerren. The fierstjerren can telepathically communicate with any creature it has charmed. The charmed target can't take reactions and obeys the fierstjerren's verbal and telepathic commands. A fierstjerren can have up to twelve charmed thralls at one time. A charmed thrall loses the memories of its previous life and devotes itself to the fierstjerren and the cult. The charm lasts for 24 hours or until the fierstjerren is destroyed, is more than 300 feet from the charmed target, or takes a bonus action to end the effect. The fierstjerren can attempt to reassert control over all of its thralls by using this action. Each thrall can repeat the saving throw when the fierstjerren uses this action to reassert control.

Flame Eater Swarm

A cloud of ash and fire draws closer, revealing itself to be dozens of tiny, soot-covered bats.



These creatures were bred as part of the schemes of cultists of Camazotz (*Tome of Beasts*, p. 85), in the hope of creating a massive swarm of beasts that could fly to the sun and consume it. It's unlikely this ever could have worked, even if the creatures had turned out as intended, but something went horribly wrong during the ritual. What resulted was flame eaters: highly dangerous creatures that swarm into flying clouds, consume fire, and attack any creatures they encounter. They ignite flammable material, causing more fires, which the flame eaters devour and spread to other areas.

Bane of the Living. These creatures are hated and feared by most living things. Even derros and their fellow insane cultists who created flame eaters are sometimes forced to eradicate the beasts for their own safety.

Fire Cloud. Individually, a flame eater resembles an ash-colored bat with an oversized head, distended jaws, and glowing red eyes. As a swarm, they resemble a cloud of swirling embers.

FLAME EATER SWARM

Medium swarm of Tiny beasts, unaligned

Armor Class 12
Hit Points 33 (6d8 + 6)
Speed 0 ft., fly 40 ft.

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

Damage Resistances bludgeoning, piercing, slashing
Damage Immunities fire
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 30 ft., passive Perception 12
Languages —
Challenge 2 (450 XP)

Consume Flame. Any normal fire in the flame eater swarm's space at the end of the swarm's turn is extinguished. Magical fire (a *flaming weapon* or *wall of fire* spell, for example) is extinguished if the swarm makes a successful DC 13 Constitution check. Only the swarm's space is affected; fires larger than the swarm continue burning outside the swarm's space. For 1 minute after the swarm consumes any flame, its bite attack deals an extra 9 (2d8) fire damage and any creature that ends its turn in the swarm's space takes 4 (1d8) fire damage.

Swarm. The swarm can occupy the same space as another creature and vice versa. The swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hp or gain temporary hp.

Actions

Multiattack. The swarm can make two bite attacks.

Bite. *Melee Weapon Attack*: +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hp or fewer.

Flame-Scourged Scion

This tree-like creature's hide is charred, cracked, and oozing. A crown of long, branching tentacles set with goat-like eyes encircles a central fanged maw at the top of its bulk. Root-like appendages end in blackened, sooty hooves.

Born of Burned Groves. During a great scourge that broke the power of a dark goddess' followers and the power of the mages who worshiped her, crusaders destroyed her unholy groves. Her loyal followers and guardians were slain and the groves were razed with holy fire. All the unholy trees of those vile groves burned, as did the profane offspring of the dark goddess. However, not all that were burned died. The strongest of her children lived, and they remain as guardians of those lost places of power. Their might has warped and changed, but it is hardly diminished.

Unholy Trees. Flame-scourged scions often lurk in their unholy mother's groves in tree form. Where once they would take the shape of living trees, now they appear as leafless, charred husks, to blend in with the hardscrabble nature of these desolate areas.

FLAME-SCOURGED SCION

Huge aberration, chaotic evil

Armor Class 16 (natural armor)
Hit Points 125 (10d12 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	22 (+6)	16 (+3)	6 (–2)	15 (+2)

Saving Throws Con +10, Wis +2, Cha +6
Skills Insight +6, Perception +6
Damage Resistances fire; slashing from nonmagical attacks
Condition Immunities grappled, paralyzed, restrained
Senses darkvision 60 ft., passive Perception 16
Languages Common, Deep Speech, Sylvan
Challenge 9 (5,000 XP)

Burning Rage. When a flame-scourged scion takes fire damage, it has advantage on its attack rolls until the end of its next turn. If it takes more than 5 fire damage, it has advantage on its attack rolls for 2 rounds.

Firesight. A flame-scourged scion can see through areas obscured by fire, smoke, and fog without penalty.

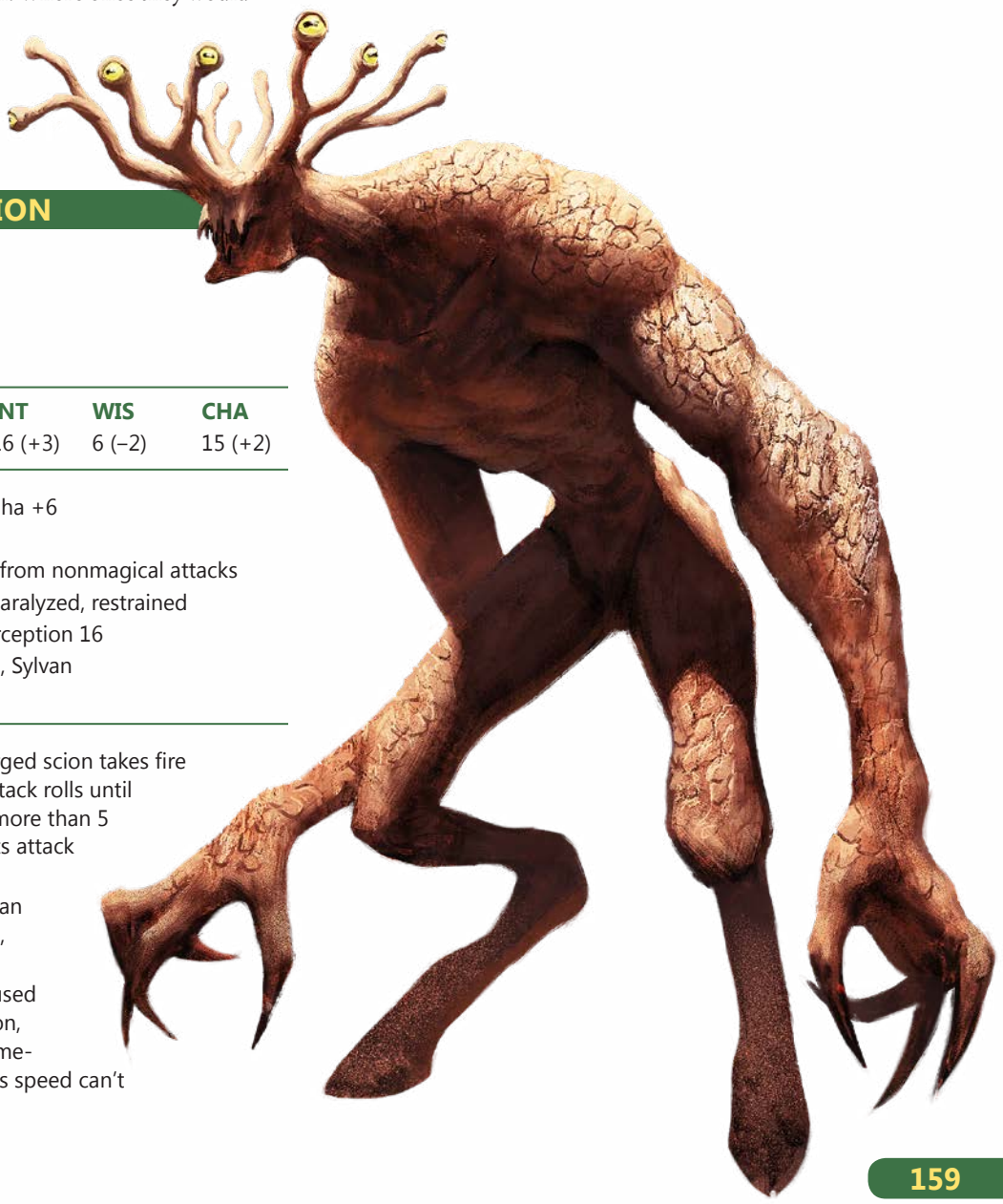
Groundbreaker. Difficult terrain caused by rocks, sand, or natural vegetation, living or dead, doesn't cost the flame-scourged scion extra movement. Its speed can't be reduced by any effect.

ACTIONS

Multiattack. The flame-scourged scion makes three tentacle attacks.

Tentacle. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 16). Until the grapple ends, the target is restrained, the flame-scourged scion can automatically hit the target with its tentacle, and it can't use the same tentacle on another target. The flame-scourged scion can grapple up to two creatures at one time.

Embers (Recharge 6). The flame-scourged scion fills the area around itself with a cloud of burning embers. Each creature within 10 feet of the flame-scourged scion must make a DC 18 Constitution saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one. The embers die out within moments.



Flesh Reaver

This pale, emaciated abomination crawls on four elongated, dissimilar limbs affixed to its inverted torso. Its long neck coils and slithers as its eyeless head searches for prey, accompanied by the sound of chattering teeth. Black ichor oozes from a stained hole at the base of its neck.

Terrifying Sight. A flesh reaver is a grotesque thing made from mismatched parts of the slain. Though it has no eyes, it searches its surroundings with other preternatural senses that unnerve even the most steadfast warrior. Its teeth chatter endlessly as it scours an area, the sound chilling the blood of its quarry.

Hounds of War. Undead nations have many soldiers among their ranks, and every army needs a way to hunt down its enemies. The flesh reaver's keen senses and agility make it perfect for this task. Necromancers and ghoul barons bind the flesh reavers with magical chains in small packs to hunt down and destroy their enemies.

Consuming Flesh. Like the ghouls it often serves, the flesh reaver is driven by an almost uncontrollable hunger, a slave to its need to feed on living flesh. Upon latching onto its prey, the flesh reaver releases a long, black, barbed tongue from the hole at the base of its neck that dissolves and devours the flesh of its victim.

Hungry Dead Nature. The flesh reaver doesn't require air or sleep.

FLESH REAVER

Medium undead, neutral evil

Armor Class 12
Hit Points 19 (3d8 + 6)
Speed 40 ft.

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

Skills Perception +2
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12
Languages understands Common and Darakhul but can't speak
Challenge 1/2 (100 XP)

Keen Senses. The flesh reaver has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

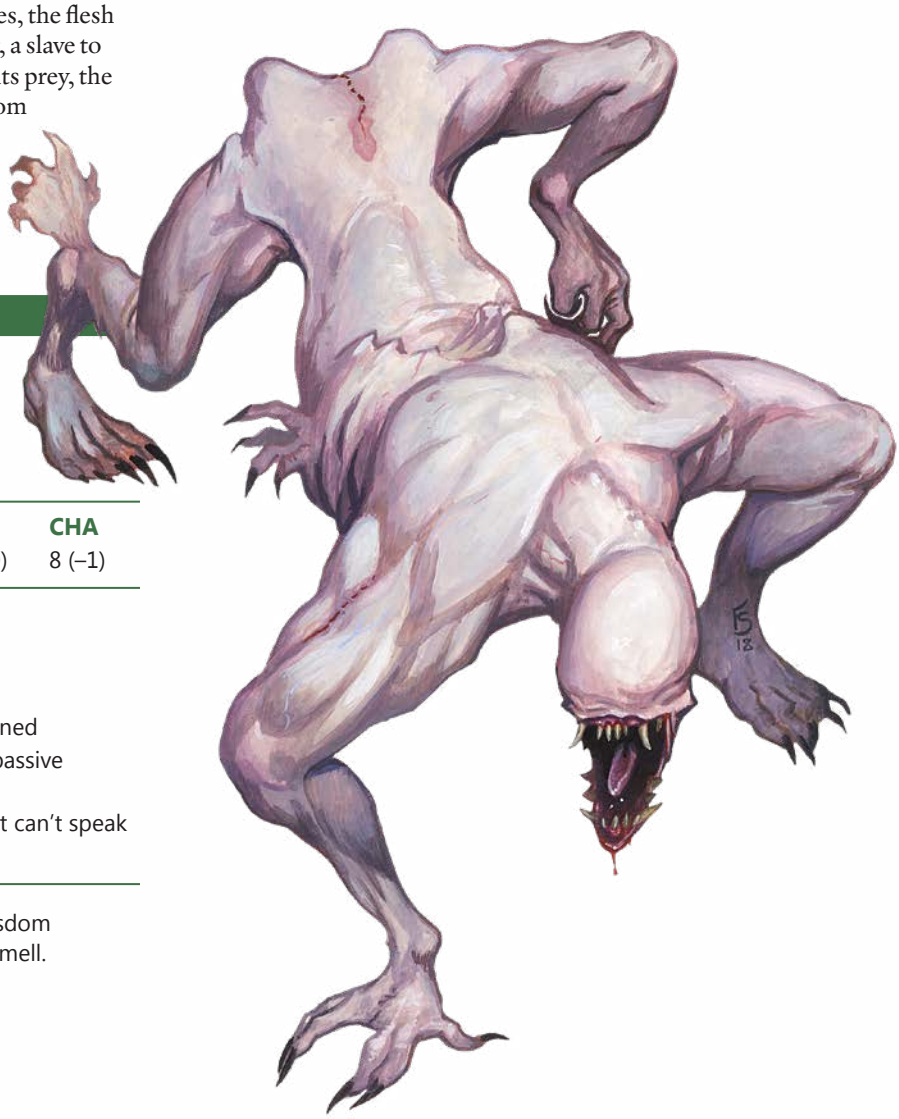
Leap. If the flesh reaver moves at least 15 feet, it can jump up to 20 feet in any direction. If it lands within 5 feet of a creature, the creature must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the flesh reaver can make one Consume Flesh attack against it as a bonus action.

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

ACTIONS

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

Consume Flesh. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one prone creature. *Hit:* 4 (1d4 + 2) piercing damage, and the creature must make a DC 13 Constitution saving throw, taking 7 (2d6) necrotic damage on a failed save, or half as much damage on a successful one.



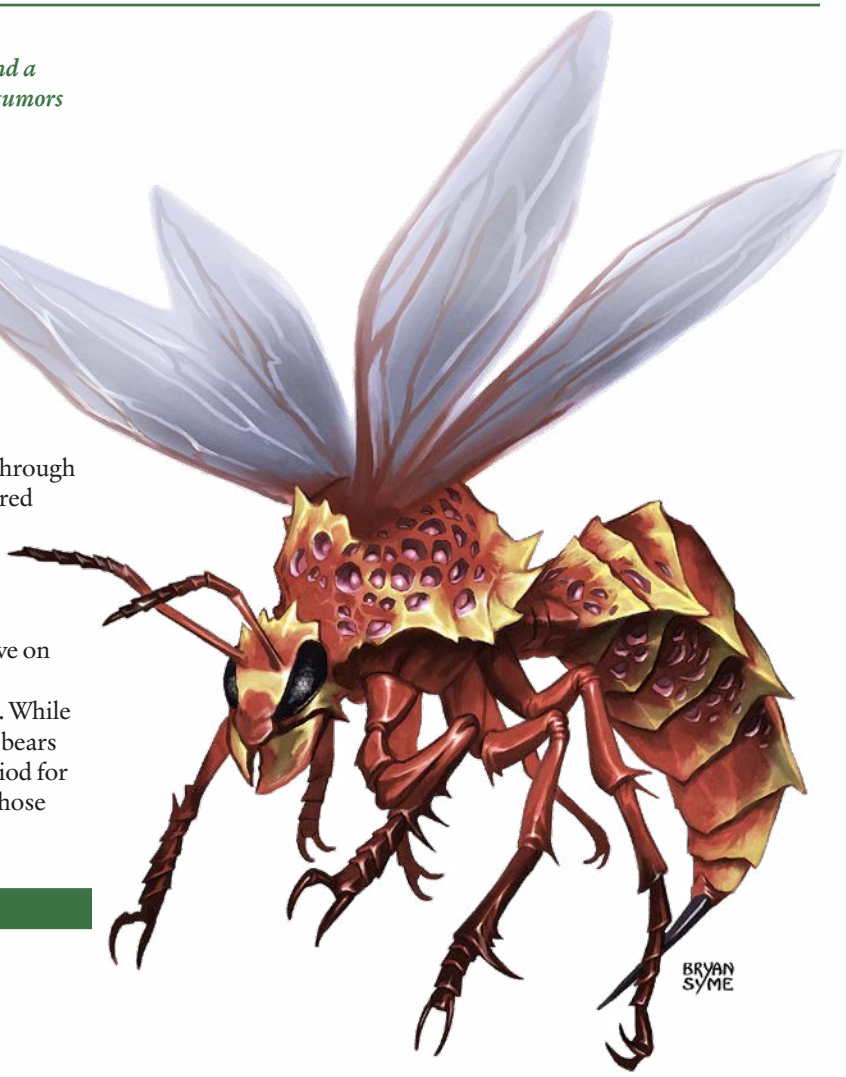
Fleshpod Hornet

A giant hornet with a yellow and red body, silver wings, and a black stinger buzzes angrily. Honeycomb-shaped bulbous tumors grow on its body.

Deadly Jungle Hunters. The fleshpod hornet makes it home in the deepest, darkest jungles. It eats the sweet fruits growing there but has learned to drink blood as well. Three or four fleshpod hornets can bring down even the largest jungle beasts. Very few people live long enough to describe a fleshpod hornet hive, as the beasts attack on sight.

Honeycomb Tumors. Fleshpod hornets reproduce through their venomous stings. The eggs of the hornet are delivered with the poison, infecting a living creature. Within minutes, the eggs implanted in the victim form a lotus-pod tumor in its flesh. Immediately the eggs begin to hatch, feeding on the victim's body. Within 24 hours, the dominant larva reaches a form that can survive on its own. It bursts from the tumor and flies off.

The fleshpod hornet is not immune to its own tumors. While the hornet does not succumb to its own poison, it often bears several tumors, carrying its own eggs. The gestation period for the hornet's own eggs, however, are much slower than those eggs incubating in a victim.



FLESHPOD HORNET

Large beast, unaligned

Armor Class 14
Hit Points 120 (16d10 + 32)
Speed 10 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	3 (−4)	12 (+1)	6 (−2)

Skills Perception +4
Senses passive Perception 14
Languages —
Challenge 6 (2,300 XP)

Flying Charge. If the fleshpod hornet flies at least 20 feet straight toward a creature and then hits it with a slam attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone.

Actions

Multiattack. The fleshpod hornet makes two attacks: one with its slam and one with its stinger.

Slam. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Stinger. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. The target must make a DC 13 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one. On a failed saving throw, the target is also infected with the eggs of the fleshpod hornet.

The injected eggs form a circular lotus pod tumor, roughly half a foot in diameter, on the target within 1 minute of injection. While carrying this tumor, the target has disadvantage on skill checks and saving throws. Exactly 24 hours after the lotus pod appears, a young fleshpod hornet (use giant wasp statistics) erupts from the tumor, dealing does 33 (6d10) slashing damage to the target.

The tumor can be excised with a DC 15 Wisdom (Medicine) check, causing 16 (3d10) slashing damage to the host. If it is cut out without the check, the patient must succeed on a DC 15 Constitution saving throw or take 22 (4d10) slashing damage.

Flying Polyp



A towering column of flesh, eyes, tentacles, and mouths wriggles in the air. Wild winds whip about the creature in all directions.

Flying polyps are ancient, wind-controlling aberrations that once dominated the Material Plane. They plot to take back what they believe is their rightful home.

Former Rulers. Flying polyps once ruled from cities of towers. Other creatures bowed to them until dragons appeared and refused to serve. A blood-soaked conflict ended with dragons victorious. They bound the few surviving polyps in the Ethereal Plane.

Exist in Two Worlds. After centuries in exile, the polyps uncovered a ritual that allowed them to exist in the Material Plane while still being bound to the Ethereal Plane. This ancient secret allows them to manipulate objects in the Material Plane as they please, but the use of this magic makes them vulnerable to lightning.

Masters of Weather and Distance. Flying polyps sometimes destroy crops, flood rivers, or call storms down on those who trouble their remote peaks and strongholds. Invisible and capable of covering vast distances in little time, they maintain a web of malign alliances from arctic regions to tropical peaks.

FLYING POLYP

Huge aberration, chaotic evil

Armor Class 17 (natural armor)
Hit Points 171 (18d12 + 54)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	22 (+6)	14 (+2)	16 (+3)

Saving Throws Dex +5, Wis +6
Skills Arcana +10, History +10, Perception +6
Damage Vulnerabilities lightning
Damage Resistances acid, cold, fire, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities prone
Senses blindsight 60 ft., passive Perception 16
Languages Deep Speech, telepathy 120 ft.
Challenge 11 (7,200 XP)

Aura of Wind. A creature that starts its turn within 15 feet of the polyp must succeed on a DC 17 Strength saving throw or be pushed up to 15 feet away from the polyp.

Incorporeal Movement. The polyp 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.

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

Innate Spellcasting. The polyp's innate spellcasting ability is Intelligence (spell save DC 18). The polyp can innately cast the following spells, requiring no material components:

At will: *invisibility* (self only)
3/day: *wind walk*
1/day: *control weather*

Actions

Multiattack. The polyp makes two melee attacks.

Tentacle. *Melee Weapon Attack*: +9 to hit, reach 15 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained and is not affected by the flying polyp's Aura of Wind. The flying polyp can grapple up to two creatures at one time.

Bite. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target grappled by the polyp. *Hit:* 18 (3d8 + 5) piercing damage.

Cyclone (Recharge 5-6). Each creature within 30 feet of the polyp must make a DC 17 Strength saving throw. On a failure, a creature takes 27 (5d10) bludgeoning damage and is knocked prone. On a success, a creature takes half the damage but isn't knocked prone.

Etherealness. The flying polyp magically enters the Ethereal Plane from the Material Plane, or vice versa.

Reaction

Fist of Wind. When a creature the flying polyp can see targets it with an attack, the flying polyp can unleash a line of strong wind 60 feet long and 10 feet wide in the direction of the attacker. The wind lasts until the start of the flying polyp's next turn. Each creature in the wind when it appears or that starts its turn in the wind must succeed on a DC 17 Strength saving throw or be pushed 15 feet away from the flying polyp in a direction following the line. Any creature in the line treats all movement as difficult terrain.

Foxin

A long-eared fox-like fey creature sits serenely, its fur the color of morning's first light.

Foxin come in a myriad of vibrant colors. Sometimes referred to as "the morning calm," they cause an unnatural sense of false tranquility.

Serene Purpose. Foxin were originally created by a benevolent fey as a companion to healers. A foxin's natural aura can remove pain, fear, and discomfort, providing a pleasant illusion to those hurt or dying.

Problematic Power. The foxin's natural calming ability erases any perception of danger or harm. One could be attacked or imperiled in a foxin's presence and remain blissfully unaware, smiling contentedly until it was too late.

Potential Misuse. An army with a foxin as an ally could decimate its enemies without resistance. Happily, foxin are difficult to convince to participate in such atrocities. Their desires are individual and unpredictable. Their motives are often inscrutable; they manifest their powers at random or for their own amusement.

FOXIN

Small fey, neutral

Armor Class 14 (natural armor)
Hit Points 16 (3d6 + 6)
Speed 40 ft.

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

Skills Perception +4
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 14
Languages understands Common and Sylvan but can't speak
Challenge 1/2 (100 XP)

Keen Senses. The foxin has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

Neutral Presence. A foxin naturally emits an air of total belonging. It doesn't go unnoticed, but other creatures always behave as though the foxin's presence is normal and unobtrusive.

Actions

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 12 Strength saving throw or be knocked prone.

Illusory Calm. The foxin targets any number of non-foxin creatures within 30 feet. Each creature in that area must succeed on a DC 13 Wisdom saving throw or be treated as charmed against all enemies and dangers for 1 minute. A charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the foxin's Illusory Calm for the next 24 hours. A creature has advantage on the saving throw if it suffers any harm while charmed.



VARIANT: "DOMESTICATED" FOXIN

Some wild foxin on the Material Plane do not display the Illusory Calm ability. Whether this trait is missing in certain generations or merely dormant is unknown. These foxin are called "domesticated" by other fey creatures, though only in rare cases would a foxin be considered anyone's pet.

Fragrite

Lustrous sand rises from the dunes, forming a translucent crystalline figure. Moments later, it bursts into a shower of glass and begins wandering once more, only to repeat the cycle over again.

A fragrite roams the desert confused and alone. Its unstable body exposes its chaotic, callow nature.

Explosive Beginnings. When lightning strikes the earth and the conditions are just right, there is a chance for the sand to become glass. When this unlikely occurrence involves enough elemental magic, there is another chance for the vitrified mass to come to life. The awakening of a fragrite is jarring and alarming, even to itself.

Beware of Broken Glass. Though glass is brittle and easily broken, its razor sharp edges can cut deep. As the fragrite's form is chipped away by its enemies or its own volatile nature, its edges become more jagged and dangerous.

Elemental Nature. A fragrite doesn't require air, food, drink or sleep.



FRAGRITE

Medium elemental (shapechanger), chaotic neutral

Armor Class 14 (natural armor)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	6 (–2)	8 (–1)	8 (–1)

Damage Resistances fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 9
Languages Terran
Challenge 6 (2,300 XP)

Sand Camouflage (Sand Form Only). The fragrite has advantage on Dexterity (Stealth) checks made to hide in sandy terrain.

Sand Glide (Sand Form Only). The fragrite can burrow through sand without disturbing the material it moves through.

Shapechanger. As a bonus action, the fragrite can polymorph into a mass of sand or a glass humanoid. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed.

While in sand form, the fragrite has a burrow speed of 50 feet, it can move through a space as narrow as 1 inch wide without squeezing, and it is immune to the grappled condition. While in glass form, the fragrite has vulnerability to thunder damage.

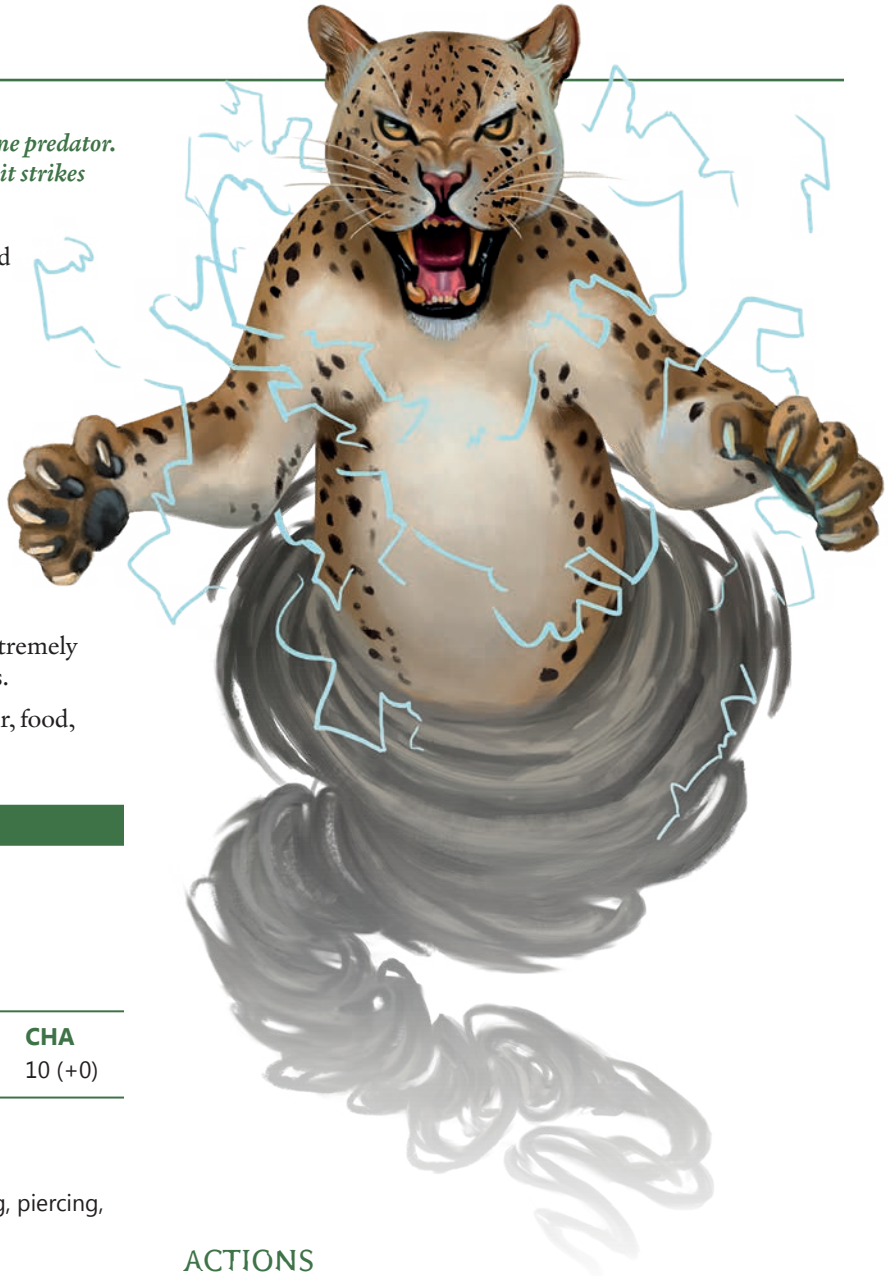
Actions

Multiattack. The fragrite makes two strike attacks.

Strike. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage. If the fragrite is in its glass form and has less than half of its total hp remaining, this attack instead deals 16 (3d8 + 3) slashing damage.

Spontaneous Explosion (Glass Form Only; Recharge 5–6). The fragrite explodes into shards of glass, reducing its hp by 5 (2d4). Each creature within 15 feet of it must make a DC 14 Dexterity saving throw, taking 27 (6d8) slashing damage on a failed save, or half as much damage on a successful one. The fragrite then polymorphs into its sand form.

Fulminar



What seemed to be a storm cloud takes the shape of a feline predator. Flashes of lightning course through its semisolid body as it strikes with overwhelming speed.

Aerial Felines. Fulminars are creatures composed of semisolid elemental matter and roughly shaped like large feline predators.

Cloud Giant Allies. Fulminars were either created or first summoned by powerful cloud giant sorcerers. They can also be found in the company of djinnis, silver dragons, and other creatures strongly connected to the element of air. It is unclear whether they have their own motives or are directed by a higher, elemental power.

Lightning-Fast Slayers. Thanks to their speed, stealth, and a strange magical ability to entrap creatures with shackles of lightning, fulminars are extremely versatile, serving as spies, assassins, and shock troops.

Elemental Nature. A fulminar doesn't require air, food, drink, or sleep.

FULMINAR

Large elemental, neutral

Armor Class 15

Hit Points 112 (15d10 + 30)

Speed fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	14 (+2)	8 (–1)	17 (+3)	10 (+0)

Saving Throws Dex +9, Cha +4

Skills Perception +7, Stealth +9

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

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 17

Languages Auran

Challenge 9 (5,000 XP)

Flyby. The fulminar doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Essence of Lightning. Bolts of lightning course around the fulminar's body, shedding bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The fulminar can alter the radius as a bonus action.

Lightning Form. The fulminar can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the fulminar or hits it with a melee attack while within 5 feet of it takes 7 (2d6) lightning damage.

Actions

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

Bite. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage and 7 (2d6) lightning damage and the target can't take reactions until the end of the fulminar's next turn.

Claw. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage and 7 (2d6) lightning damage.

Lightning Shackles (Recharge 5–6). The fulminar magically creates three sets of shackles of lightning, each of which can strike a creature the fulminar can see within 60 feet of it. A target must make a DC 16 Dexterity saving throw. On a failure, the target takes 18 (4d8) lightning damage and is restrained for 1 minute. On a success, the target takes half the damage but isn't restrained. A restrained creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Fungi, Wirbeln

A strange, mushroom-shaped creature leaps and flies through the air, spraying spores below itself.

Wirbeln are spiral-shaped bipedal fungi that appear in an array of colors. Each individual is a specific hue that indicates the type of spores it produces. Wirbeln fungi cause minor coloration changes as a form of communication, depending on mood, temperament, or personality.

Symbiotic Nomads. The wirbeln fungi's origin is lost to history. Those familiar with the creatures know they are wanderers who roam until they find a suitable home, usually in deep and wild places. Home for the wirbeln fungi is best defined by the deep-rooted companionship they develop with other races, rather than a specific location. The wirbeln fungi form allegiances with numerous species, such as elves, gnomes, treants, and others.

Fierce Protectors. The main strength of wirbeln fungi is their ability to turn back adversaries threatening their gatherings. The extreme loyalty of the wirbeln reveals itself through a determination to defend its chosen community, even if such defense is detrimental to the individual wirbeln.

Cunning Controllers. Wirbeln fungi employ diversionary tactics, using their numbers and the natural terrain to their advantage to shirk capture and harass enemies. The wirbeln fungi continually fly out of reach, landing on high ledges or branches. They attack by shooting poisonous darts and dropping on enemies from above. They utilize body- and mind-altering spores with overwhelming effects.

WIRBELN FUNGI

Small plant, lawful neutral
Armor Class 13
Hit Points 16 (3d8 + 3)
Speed 20 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	16 (+3)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Stealth +5, Perception +3
Condition Immunities blinded, deafened, frightened, poisoned
Senses darkvision 60 ft., passive perception 13
Languages Common, Druidic, Elvish, Sylvan
Challenge 1 (200 XP)

Natural Appearance. While the wirbeln remains motionless, it is indistinguishable from an ordinary fungus.

ACTIONS

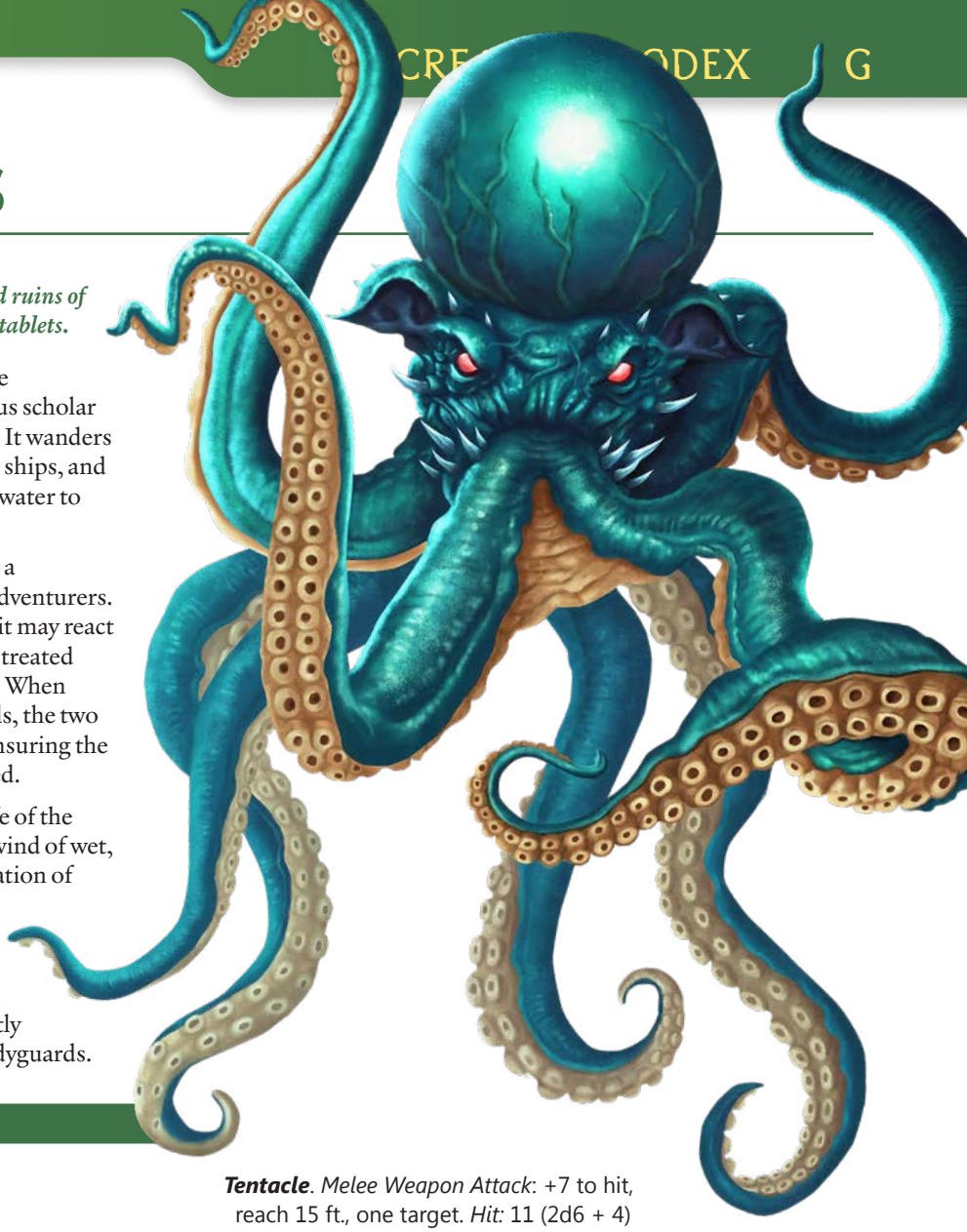
Poison Needle. *Melee Weapon Attack*. +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Poison Dart. *Ranged Weapon Attack*. +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. If the target is a creature, it must make a DC 13 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spore Cloud. (Recharge 5–6). The wirbeln ejects spores in a 15-foot cone. All creatures that are not wirbeln fungi must succeed on a DC 13 Constitution saving throw or take 5 (1d10) poison damage and be subject to one of the following effects for 1 minute, depending on the wirbeln's color: green is poisoned; red is blinded; yellow is incapacitated; blue is paralyzed; purple is frightened; and black is 5 (2d4) poison damage each round. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Gargoctopus



A giant, blue octopus sits quietly in the waterlogged ruins of a library, poring over the remnants of ancient clay tablets.

Scholarly Wanderers. Belying its fearsome appearance, a gargoctopus is an insatiably curious scholar fascinated by the remnants of vanished cultures. It wanders the oceans exploring drowned cities and sunken ships, and occasionally it raises its imposing bulk from the water to investigate relics and ruins on land.

Sharing Lore. It is in such surroundings that a gargoctopus sometimes encounters terrestrial adventurers. If it views them as trespassers, rivals, or threats, it may react aggressively or even violently, but a gargoctopus treated with careful respect can be a source of great lore. When one gargoctopus encounters another in its travels, the two spend days or weeks exchanging information, ensuring the survival of the knowledge they have each acquired.

Tentacle Whirlwind. While preferring a life of the mind, an angered gargoctopus becomes a whirlwind of wet, crushing tentacles. Its ability to match the coloration of its flesh to its surroundings, and to adhere to walls and ceilings, makes it an elusive opponent. It can emit a cloud of ink that spreads in air or water, often using it to escape a dangerous situation. A gargoctopus is frequently accompanied by giant octopi serving as loyal bodyguards.

GARGOCTOPUS

Large monstrosity, neutral

Armor Class 13 (natural armor)
Hit Points 104 (16d10 + 16)
Speed 40 ft., swim 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	12 (+1)	19 (+4)	16 (+3)	14 (+2)

Skills History +7, Investigation +7, Perception +6, Stealth +7
Senses darkvision 60 ft., passive Perception 16
Languages telepathy 100 ft.
Challenge 5 (1,800 XP)

Amphibious. The gargoctopus can breathe air and water.

Shifting Camouflage. The gargoctopus has advantage on Dexterity (Stealth) checks made to hide.

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

Actions

Multiattack. The gargoctopus makes four tentacle attacks or one bite attack and three tentacle attacks.

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage.

Tentacle. *Melee Weapon Attack*: +7 to hit, reach 15 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). Until the grapple ends, the target is restrained, the gargoctopus can automatically hit the target with its tentacle, and it can't use the same tentacle on another target. The gargoctopus can grapple up to four creatures at one time.

Fling. One Medium or smaller creature grappled by the gargoctopus is thrown up to 20 feet in a random direction and is knocked prone. If the target strikes a solid surface, the target takes 7 (2d6) bludgeoning damage. If the target is thrown at another creature, that creature must succeed on a DC 12 Dexterity saving throw or take the same damage and be knocked prone.

Tentacle Slam (Recharge 5-6). The gargoctopus slams the creatures grappled by it into a solid surface. Each grappled creature must make a DC 15 Constitution saving throw. On a failure, a target takes 10 (3d6) bludgeoning damage and is stunned until the end of the gargoctopus' next turn. On a success, a target takes half the damage and isn't stunned.

Ink Cloud (Recharge 6). A 20-foot-radius cloud of darkness extends around the gargoctopus. The area is heavily obscured until the start of the gargoctopus' next turn. If underwater, the gargoctopus can use the Dash action as a bonus action after releasing the cloud.

Ghast of Leng



A maddened, earnest expression sits on the creature's sickening approximation of a noseless human face that slopes down smoothly from the brow into a long, wrinkled neck. The torso of the creature is human-like as well but with sagging grey skin covered in bumps and knots like a toad. Its forelimbs end in splayed-out, curved claws, but its hind limbs are jointed like a hare, ending in sharp-looking hooves.

Subterranean Carnivores. The ghasts of Leng are malevolent predators, willing to eat anything that moves. These foul creatures hunt in packs, bounding after their prey and tearing it to pieces among themselves with their claws, teeth, and sharp hooves. In the frenzy of feeding, it is not uncommon for one of the ghasts to be torn apart and consumed as well.

From Across the Void. Subterranean creatures from the mysterious Plateau of Leng, where they primarily prey upon the fearsome gugs deep underground, the ghasts of Leng have spread across the darkened caverns of many worlds by some mysterious means. They are incapable of withstanding sunlight and keep themselves to the dark caverns in the earth.

GHAST OF LENG

Large aberration, neutral evil

Armor Class 14 (natural armor)
Hit Points 127 (17d10 + 34)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	14 (+2)	4 (–3)	9 (–1)	6 (–2)

Saving Throws Con +4, Wis +1
Skills Perception +1
Damage Vulnerabilities radiant
Damage Resistances cold
Senses darkvision 120 ft., passive Perception 11
Languages Void Speech
Challenge 3 (700 XP)

Blood Frenzy. The ghast of Leng has advantage on melee attack rolls against any creature that doesn't have all its hp.

Keen Smell. The ghast of Leng has advantage on Wisdom (Perception) checks that rely on smell.

Sunlight Hypersensitivity. The ghast of Leng takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

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

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

GHASTS OF LENG AND YAKIRIANS

The yak-people and the ghasts of Leng are ancient enemies, but of a particular kind. When they meet, they do not fly into a rage or sudden hostility; instead, the ghast's pack leader chooses a member of the pack to fight the yakirian's chosen champion. The yakirian and ghast fight without quarter, though mercy is sometimes granted by the ghasts. Most of the time, the yakirian comes off the worse and (if it lives) withdraws, often leaving an offering for the winners: a knife, a carved gemstone, or some other token of victory. When a yakirian does win a bout, it invariably devours the heart of the ghast with an invocation to cast out the baleful work of Leng.

Ghost Boar



A hulking boar tosses its head and charges, fading in and out of existence as it moves.

Magical Creation. A magical experiment on a group of albino boars went awry, releasing the enormous beasts into the wild to proliferate.

Ghostly Form. Ghost boars earn their name from their ability to temporarily become incorporeal. When the ghost boar moves, it becomes ghostly and insubstantial, passing through obstacles as it charges its prey.

A Soul Depot. A strange side effect of the magical accident that created the ghost boar appears in the strongest of them: they are magnets for souls of the recently departed. The souls can use the meager spiritual magic of the ghost boar to communicate with those nearby.

GHOST BOAR

Large monstrosity, unaligned
Armor Class 13 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	7 (–2)	12 (+1)	7 (–2)

Senses darkvision 60 ft., passive Perception 11
Languages understands Common but can't speak it
Challenge 3 (700 XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 10 (3d6) slashing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Incorporeal Jaunt. When the ghost boar moves, it becomes temporarily incorporeal. It can move through creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage and is pushed to the closest unoccupied space if it ends its turn inside an object.

Relentless (Recharges after a Short or Long Rest). If the boar takes 15 damage or less that would reduce it to 0 hp, it is reduced to 1 hp instead.

ACTIONS

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

REACTIONS

Tusk Swipe. When a creature hits the ghost boar with a melee weapon attack, the ghost boar can make one tusk attack against the creature. The ghost boar must see the attacker and be within 5 feet of it.

ELDER GHOST BOAR

Huge monstrosity, unaligned
Armor Class 15 (natural armor)
Hit Points 104 (11d12 + 33)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	7 (–2)	12 (+1)	7 (–1)

Senses darkvision 60 ft., passive Perception 11
Languages understands Common but can't speak it
Challenge 6 (2,300 XP)

Charge. If the ghost boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 14 (4d6) slashing damage If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Incorporeal Jaunt. As ghost boar.

Relentless (Recharges after a Short or Long Rest). If the elder ghost boar takes 20 damage or less that would reduce it to 0 hp, it is reduced to 1 hp instead.

Spirit Conduit. When a creature dies within 30 feet of the ghost boar, its spirit can possess the boar, incapacitating the boar for up to 1 minute. During this time, the spirit is affected by the *speak with dead* spell, speaking through the ghost boar's mouth.

ACTIONS

Multiattack. The elder ghost boar makes two tusk attacks.

Tusk. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

REACTIONS

Ghostly Slip. When it is targeted by an attack or spell or is grappled or restrained, the ghost boar becomes momentarily incorporeal. It gains resistance to any damage that isn't force and ends any grappled or restrained conditions on itself.

Ghost Dragon



In the empty dragon's lair with no trace of treasure or beast, a cold breeze from nowhere wafts through the chamber. A wavering draconic form fades into sight, its hissing anger leaking out through translucent teeth.

The Wrath of Dragons. A ghost dragon's creation does not differ greatly from the creation of a human ghost. Dragons of any size, color, or magical ability can become ghost dragons. If the circumstances of the dragon's demise are troubling or violent enough, the soul may be denied an afterlife, leaving the ghost dragon's spirit to haunt the Material Plane until it finds peace. Dragons whose wrathful natures are more intense than others are most likely to become ghost dragons.

Tied to Lairs. Most ghost dragons are bound to the areas where they once laired. They may be able to roam within a mile or two of those places, but their unfinished business generally involves a notable event in their lairs: death at the hands of sneaky adventurers, betrayal by their followers, machinations of a rival dragon, etc. The ghost dragon may call upon the powers of its lair for a short time after its mortal death, but soon its lair powers (and its actions) fade. This tends to enrage the ghost dragon even more.

Undead Nature. The ghost dragon doesn't require air, food, drink, or sleep.

GHOST DRAGON

Large undead, any alignment

Armor Class 14

Hit Points 126 (23d10)

Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	10 (+0)	14 (+2)	16 (+3)	19 (+4)

Saving Throws Dex +8, Wis +7

Skills Perception +7, Stealth +8

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 120 ft., passive Perception 17

Languages any languages it knew in life

Challenge 11 (7,200 XP)

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

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

Actions

Multiattack. The ghost dragon makes one claw attack and one withering bite attack.

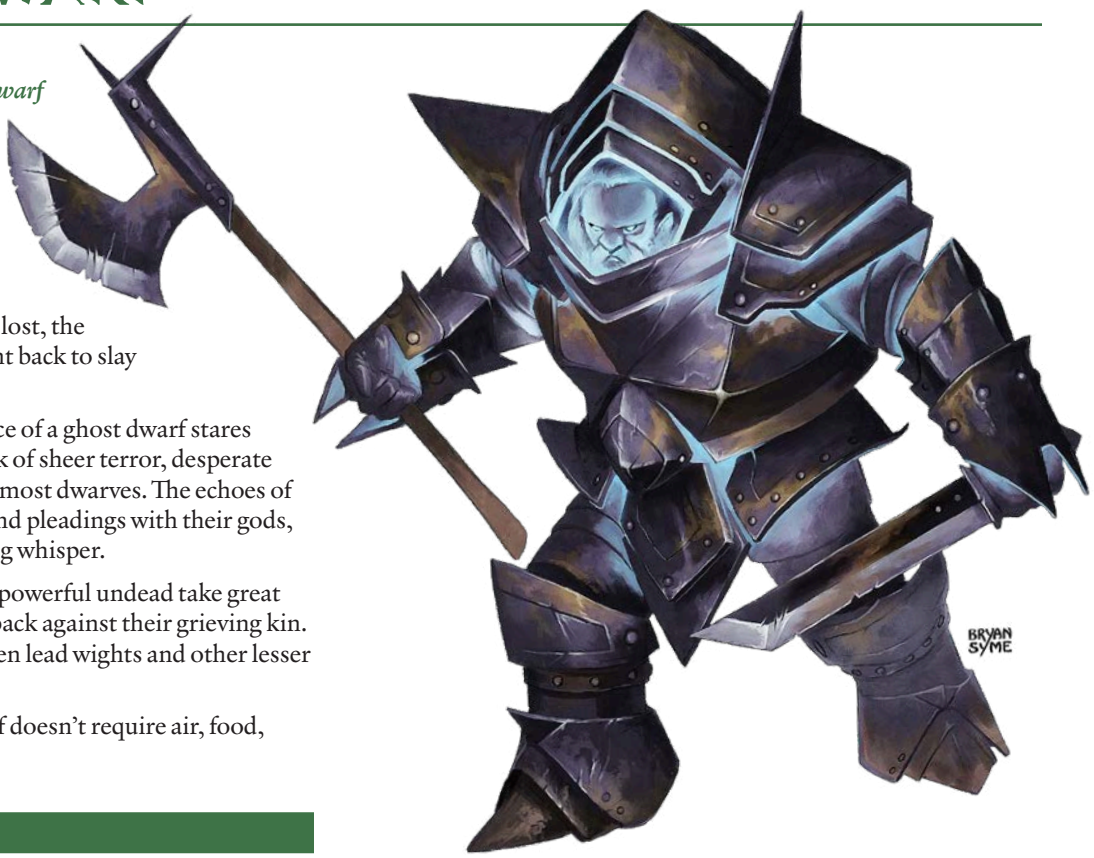
Claw. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Withering Bite. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage, and the target must succeed on a DC 17 Constitution saving throw or take 18 (4d8) necrotic damage.

Etherealness. The ghost dragon enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Breath (Recharge 5-6). The ghost dragon exhales a blast of icy terror in a 30-foot cone. Each living creature in that area must make a DC 16 Wisdom saving throw. On a failure, a creature takes 44 (8d10) psychic damage and is frightened for 1 minute. On a success, it takes half the damage and isn't frightened. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Ghost Dwarf



The spectral visage of a wide-eyed dwarf stares out from the open visor of a suit of black platemail, muttering to itself.

From Hope to Horror. The risen shades of dwarven paladins and other would-be heroes who made holy war on the undead and lost, the ghost dwarves march by night, sent back to slay those who originally sent them.

Prayers Unanswered. The face of a ghost dwarf stares out from its black helm with a look of sheer terror, desperate and unguarded enough to horrify most dwarves. The echoes of their last words, of oaths in vain and pleadings with their gods, fill the air around them in a chilling whisper.

Instruments of Spite. More powerful undead take great pleasure in sending these shades back against their grieving kin. The ghost dwarves themselves often lead wights and other lesser undead into battle.

Undead Nature. A ghost dwarf doesn't require air, food, drink, or sleep.

GHOST DWARF

Medium undead, neutral evil

Armor Class 14 (natural armor)
Hit Points 81 (18d8)
Speed 30 ft., fly 40 ft. (hover)

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

Saving Throws Wis +5
Damage Resistances acid, cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 12
Languages any languages it knew in life
Challenge 6 (2,300 XP)

Aura of Defiance. The ghost dwarf and any undead within 10 feet of it have advantage on saving throws against effects that turn undead.

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

Incorporeal Movement. The ghost dwarf 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.

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

ACTIONS

Multiattack. The ghost dwarf makes three attacks, only one of which can be a hand of the grave attack.

Ghostly Axe. *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) plus 9 (2d8) necrotic damage. A new ghostly axe appears in the ghost dwarf's hand after it is thrown.

Hand of the Grave. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 18 (4d8) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hp 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 hp maximum to 0.

Prayers Unanswered (Recharge 5–6). The ghost dwarf emits a constant whisper consisting of prayers, pleading, cursing, and cryptic phrases. The volume of the whispering intermittently increases, and those within 30 feet of the ghost dwarf that can hear it must succeed on a DC 15 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.

Etherealness. The ghost dwarf enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Ghoul, Darakhul

Though all darakhul acknowledge dark gods, the priestess holds a closer link than most—always first to the feast, dividing out the choice morsels, intoning the words of hideous praise for the feast.

Darakhul High Priestess

An emissary of the Hunger God, the darakhul high priestess summons her ever-ravenous people to the feast. Leading rites of slaughter and gluttony or handing out punishments and oaths of deprivation, she exercises a great deal of control over her charges.

Bone Cracking. The marrow is considered a delicacy among the darakhul—difficult to reach, rich in flavor. The high priestess traditionally awards the first marrow bone to the altar or cracks it herself on a battlefield, shouting a note of praise (literally, "blessed marrow") during this ritual.

Vestments and Knives. The unholy garments of a darakhul priestess vary wildly in style, from formal robes stitched with black thread and set with garnet and rubies, to the more practical sacrificial robes of tooled leather, which resemble a butcher's apron. A priestess of the darakhul always carries a ritual flensing knife; it is never used in combat, only in the aftermath.

Hungry Dead Nature. The darakhul doesn't require air or sleep.

DARAKHUL FEVER

Spread mainly through bite wounds, this disease makes itself known within 24 hours by swiftly debilitating the infected. An infected creature must make a DC 17 Constitution saving throw after every long rest. On a failed save, the victim takes 14 (4d6) necrotic damage, and its hp maximum is reduced by an amount equal to the damage taken. This reduction lasts until the victim finishes a long rest after the disease is cured. The victim recovers from the disease by making two consecutive successful saving throws. *Greater restoration* cures the disease, while *lesser restoration* gives the victim advantage on the next saving throw.

Primarily spread among humanoids, the disease can affect ogres, and therefore other giants may be susceptible. If a creature dies while infected with darakhul fever, roll a d20, add the character's Constitution modifier, and find the result on the Adjustment Table to determine what undead form the victim's body rises in.

ADJUSTMENT TABLE

Roll	Result
1–9	None; victim is simply dead
10–16	Ghoul
17–20	Ghast
21+	Darakhul



DARAKHUL HIGH PRIESTESS

Medium undead, neutral evil
Armor Class 17 (half plate)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

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

Saving Throws Wis +8, Cha +6
Skills Deception +6, Insight +8, Religion +5
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 14

Languages Common, Darakhul
Challenge 9 (5,000 XP)

Frenzy. The darakhul high priestess can make three extra bite attacks on her turn as a bonus action. If any of these attacks miss, all attacks against her have advantage until the end of her next turn.

Master of Disguise. A darakhul in a prepared disguise has advantage on Charisma (Deception) checks made to pass as a living creature. While using this ability, the darakhul loses her stench.

Stench. Any creature that starts its turn within 5 feet of the darakhul must succeed on a DC 15 Constitution saving throw or be poisoned until the start of its next turn. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the darakhul's Stench for the next 24 hours. A darakhul high priestess using this ability can't also benefit from Master of Disguise.

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

Turning Defiance. The darakhul high priestess and any ghouls within 30 feet of her have advantage on saving throws against effects that turn undead.

Spellcasting. The darakhul high priestess is a 15th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). She has the following cleric spells prepared:

- Cantrips (at will): *guidance, mending, resistance, sacred flame, spare the dying, thaumaturgy*
- 1st level (4 slots): *bane, command, inflict wounds, protection from evil and good, shield of faith*
- 2nd level (3 slots): *blindness/deafness, hold person, spiritual weapon*
- 3rd level (3 slots): *animate dead, bestow curse, protection from energy, spirit guardians*
- 4th level (3 slots): *banishment, stone shape*
- 5th level (2 slot): *contagion, insect plague*
- 6th level (1 slot): *create undead*
- 7th level (1 slot): *regenerate*
- 8th level (1 slot): *antimagic field*

ACTIONS

Multiattack. The darakhul high priestess makes two claw attacks and one bite attack.

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage plus 9 (2d8) necrotic damage and, if the target is a humanoid, it must succeed on a DC 16 Constitution saving throw or contract darakhul fever.

Claw. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 16 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. If a humanoid is paralyzed for more than 2 rounds, it contracts darakhul fever.

Darakhul Shadowmancer

Relishing the darkness feared by others, the shadowmancer's undeath grants it nothing but time to study its art.

Servants of Alquam. While most darakhul follow the Hunger God, many shadowmancers praise the Demon Lord of Night, Alquam (*Tome of Beasts*, p. 84).

Never Alone. A darakhul shadowmancer is almost never encountered alone; it is regularly accompanied by shadow guardians, shadow skeletons (see page *342*), or other horrors.

Frequent Spies. Often called upon by their emperor to serve as spies among the cities of the surface world or as emissaries to the shadow fey, darakhul shadowmancers may be encountered virtually anywhere.

Hungry Dead Nature. The darakhul doesn't require air or sleep.

DARAKHUL SHADOWMANCER

Medium undead, neutral evil
Armor Class 12 (15 with *mage armor*)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	18 (+4)	13 (+1)	9 (–1)

Saving Throws Int +6, Wis +3
Skills Arcana +6, Deception +1, Investigation +6, Stealth +7
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Common, Darakhul, Umbral
Challenge 4 (1,100 XP)

Master of Disguise. A darakhul in a prepared disguise has advantage on Charisma (Deception) checks made to pass as a living creature. While using this ability, the darakhul loses its stench.

Shadow Stealth. While in dim light or darkness, the darakhul shadowmancer can take the Hide action as a bonus action.

Stench. Any creature that starts its turn within 5 feet of the darakhul must succeed on a DC 13 Constitution saving throw or be poisoned until the start of its next turn. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the darakhul's Stench for the next 24 hours. A darakhul shadowmancer using this ability can't also benefit from Master of Disguise.

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

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

Spellcasting. The darakhul shadowmancer is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *acid splash, chill touch, mage hand, prestidigitation*

1st level (4 slots): *mage armor, ray of sickness, silent image*

2nd level (3 slots): *misty step, scorching ray, see invisibility*

3rd level (3 slots): *animate dead, dispel magic, stinking cloud*

4th level (2 slots): *arcane eye, black tentacles, confusion*

5th level (1 slot): *teleportation circle*

ACTIONS

Multiattack. The darakhul shadowmancer makes two attacks: one with its bite and one with its dagger.

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one creature. *Hit:* 11 (2d8 + 2) piercing damage, and, if the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or contract darakhul fever.

Dagger. *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



DARAKHUL SHADOWMANCERS IN MIDGARD

Most shadowmancers are experts in the use of shadow magic, and some claim they invented the art (the shadow fey dispute this). If using the Midgard setting, change the darakhul shadowmancer's spells to the following (see the *Midgard Heroes Handbook*):

Cantrips (at will): *acid splash, claws of darkness*, douselight*, mage hand*

1st level (4 slots): *black ribbons*, cloak of shadow*, mage armor, ray of sickness*

2nd level (3 slots): *dark path*, darkbolt*, see invisibility*

3rd level (3 slots): *dispel magic, fear, legion**

4th level (2 slots): *arcane eye, shadow monsters**

5th level (1 slot): *shadow realm gateway**

GHOULS IN MIDGARD

The ghoul empire maintains complex social structures and forges serious alliances, particularly among the undead princes of Morgau and Doresh. Unofficial embassies exist in Zobeck, the Ironcrag Cantons, Krakovar, and the Magdar Kingdom. Other hidden outposts may lurk below the Seven Cities, the Grand Duchy of Dornig, or beyond. The primary language of the ghouls is Darakhul.

Ghoul, Necrophage Ghast

This creature's stench precedes it, suggesting a shambling monstrosity; but, the keen look of intelligence in its eye and arcane sigils on its arm promise a more cunning and dangerous foe.

An Erudite Threat. Unlike typical ghouls and ghasts, the necrophage ghast possesses a keen intelligence that thirsts for arcane knowledge, especially the magic that can return the dead to life and force it to serve.

Learn, then Conquer. The necrophage ghast seeks out knowledge, often spending days, weeks, or even months in solitary research to track down and learn a new bit of arcane necromantic magic. Afterwards, they are eager to put their newfound knowledge into practice. All their research is for naught if they cannot gather enough corpses to perform their experiments.

Arcane Stench. Through careful experimentation, necrophage ghasts have engineered their natural stench into a magical aura that causes those with weak constitutions to be more susceptible to their arcane magic.

Hungry Dead Nature. The necrophage ghast doesn't require air or sleep.

NECROPHAGE GHAST

Medium undead, chaotic evil
Armor Class 13
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	16 (+3)	10 (+0)	8 (−1)

Skills Arcana +5, Investigation +5
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 4 (1,100 XP)

Necrophage Stench. Any living creature that starts its turn within 30 feet of the necrophage ghast must succeed on a DC 13 Constitution saving throw or have disadvantage on all saving throws against spells cast by any necrophage ghast for 1 minute. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the stench of all necrophage ghasts for the next 24 hours.

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

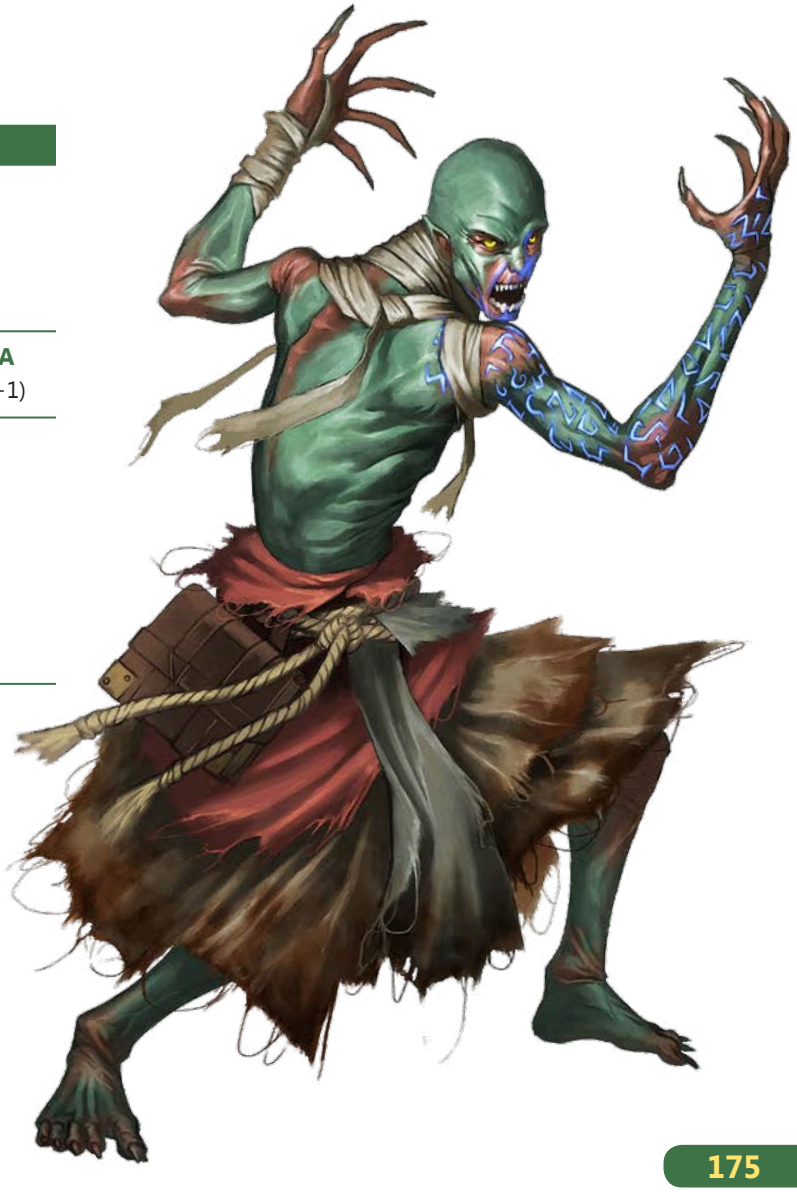
Spellcasting. The necrophage ghast is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The necrophage ghast has the following wizard spells prepared:

Cantrips (at will): *friends, mage hand, poison spray, prestidigitation*
1st level (4 slots): *charm person, false life, magic missile, ray of sickness*
2nd level (3 slots): *hold person, invisibility*
3rd level (2 slots): *animate dead, hypnotic pattern*

ACTIONS

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

Claws. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 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.



Ghoul, Tar



Decayed bodies emerge from a pit, covered with a thick, black ooze, showing their sharp teeth and hissing with hunger in their eyes.

When attacked with fire, tar ghouls often scream with joy as they burst into flames.

Burning Wish. Bored while under the service of a necromancer, an efreeti prince toyed with his master's creations to give them an edge against fiery spellcasters.

Flaming Horde. These ghouls roam the darkness in packs, hunting for fresh meat. They relish roasting their food as it screams in pain.

Bring your Own Fire. These creatures do not fear flame. They revel in the fear their victims experience as the victims realize the inferno will be their doom. Most of these ghouls wear pieces of flint on their rags to ignite themselves if their prey does not use fire against them.

Hungry Dead Nature. The tar ghoul doesn't require air or sleep.

TAR GHOUL

Medium undead, neutral evil
Armor Class 13
Hit Points 66 (12d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	11 (+0)	10 (+0)	8 (–1)

Skills Perception +2
Damage Resistances necrotic
Damage Immunities fire, poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Common, Darakhul
Challenge 4 (1,100 XP)

Fire Hazard. As a bonus action or when it takes fire damage, the tar ghoul bursts into flame. The tar ghoul continues burning until it takes cold damage or is immersed in water. A creature that touches the tar ghoul or hits it with a melee attack while within 5 feet of it while it is burning takes 3 (1d6) fire damage. While burning, a tar ghoul deals an extra 3 (1d6) fire damage on each melee attack, and its vomit tar action is a 15-foot cone that ignites immediately. Each creature in that area must make a DC 13 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

ACTIONS

Multiattack. The tar ghoul makes one bite attack and one claw attack.

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

Claw. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Vomit Tar (Recharge 5–6). The tar ghoul vomits tar, covering the ground in a 10-foot square within 5 feet of it. Each creature in the area must succeed on a DC 13 Dexterity saving throw or be covered with tar. The tar ignites if touched by a source of fire or if a creature covered with tar takes fire damage. The tar burns for 3 (1d6) rounds or until a creature takes an action to stop the blaze. A creature that starts its turn in the area or that starts its turn covered with burning tar takes 5 (1d10) fire damage.

Ghoulsteed

The ghouls create horrific, intelligent, undead mounts for their most worthy soldiers and priests.

Although they're large, run on all fours, and can be ridden as mounts, ghoulsteeds are the undead remains of humanoids. They're created when a humanoid is killed by massive amounts of necrotic energy.

Hideous Mounts. Darakhul prize these undead creatures as mounts. They're ridden during war and hunts, but they are sometimes also trained as guardians for households, businesses, or temples.

Often Mute. Ghoulsteeds aren't quite as intelligent as ghouls, but they're cannier than most creatures give them credit for being. Certainly, unlike most creatures used as mounts, they are somewhat intelligent and capable of speech, but they prefer to remain mute as much as possible to avoid drawing attention to themselves. This makes them useful as gossips, spies, and informers among the darakhul, who have a tendency to forget their mounts' intelligences.

Prone to Biting. Ghoulsteeds are notorious for nibbling, nipping, or outright biting their riders, creatures passing by them, or the like.

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



GHOULSTEED

Large undead, neutral evil

Armor Class 13 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	6 (–2)	10 (+0)	6 (–2)

Skills Perception +2
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Common, Darakhul
Challenge 3 (700 XP)

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

Sprint (3/Day). When the ghoulsteed uses the Dash action, it can Dash again as a bonus action.

Undead Fortitude. If damage reduces the ghoulsteed to 0 hp, it makes 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 ghoulsteed drops to 1 hp instead.

Actions

Multiattack. A ghoulsteed makes two bite attacks.

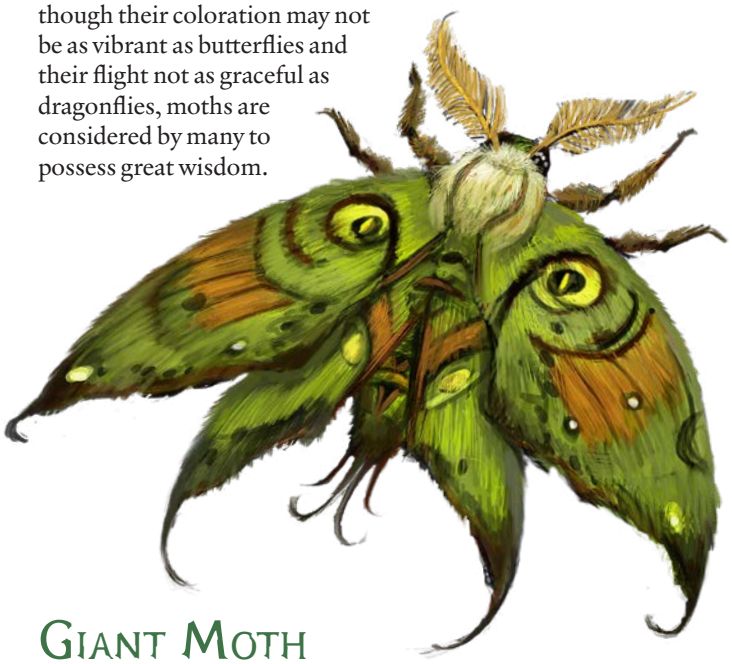
Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage and the ghoulsteed gains 5 (1d10) temporary hp. These temporary hp stack with each other, but the ghoulsteed can only have a maximum of 10 temporary hp at one time.

GHOULSTEEDS AND LIVING RIDERS

While ghoulsteeds serve the undead without overmuch complaint, the same cannot be said for living riders. A living creature who wishes to ride a ghoulsteed must make a DC 13 Charisma ability check before each long rest. On a failure, that ghoulsteed attempts to kill and devour its rider while the rider rests. On a success, the ghoulsteed attempts no attack that day.

Giant Moth

Moths are old creatures, and they have survived through ages and events that other species have not. For this reason, though their coloration may not be as vibrant as butterflies and their flight not as graceful as dragonflies, moths are considered by many to possess great wisdom.



Giant Moth

The wings of this giant insect feature bold patterns that give it camouflage and intimidate would-be predators. Two large antennae quiver from its head, and a long, sharp tongue-like proboscis unfurls during feeding.

Symbols of Death. Some cultures believe certain varieties of moths are omens of death or of the passing of one phase into another. These moths typically have darker coloration and may feature ominous-looking patterns on their wings.

GIANT MOTH

Small beast, unaligned
Armor Class 11
Hit Points 7 (2d6)
Speed 25 ft., fly 30 ft.

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

Skills Perception +2, Stealth +3
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 1/8 (25 XP)

Antennae. The giant moth has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

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

Powdery Wings (1/Day). A 10-foot radius cloud of fine powder disperses from the giant moth. Each creature in that area must succeed on a DC 10 Constitution saving throw or be blinded until the end of its next turn.

Giant Moth, Rimewing

The wings of this giant moth resemble a stunningly complex snowflake. Its long icicle-shaped antennae click and clatter as it flies across the snowy northern woods.

Captivating. Rimewings are prized for their wings, which feature a magically compelling pattern and coloration. They are found in cold and snow-covered climes, where they use their magic to draw in prey.

RIMEWING

Small beast, unaligned
Armor Class 12
Hit Points 22 (5d6 + 5)
Speed 25 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	3 (-4)	10 (+0)	7 (-2)

Skills Perception +2, Stealth +4
Damage Immunities cold
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 1/4 (50 XP)

Antennae. The giant moth has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

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

Frosted Wings (1/Day). A 20-foot radius cloud of colorful ice crystals extends from the rimewing. Each creature in that area must succeed on a DC 10 Wisdom saving throw or be charmed by the rimewing



for 1 minute. While charmed by the rimewing, a creature is incapacitated and must move up to its speed toward the rimewing at the start of its turn, stopping when it is 5 feet away. A charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Giant Moth, Shockwing

Visibly charged with electricity, these giant moths range from cerulean to navy blue. Their long, crooked legs dangle from their bodies like bolts of lightning.



Free in the Storm. The shockwing's presence predicts a great electrical storm when these giant moths breed. They are wild and unpredictable during storms, and many woodland creatures seek shelter from them as much as from the rain.

SHOCKWING

Small beast, unaligned
Armor Class 12
Hit Points 27 (5d6 + 10)
Speed 25 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	3 (-4)	10 (+0)	7 (-2)

Skills Perception +2, Stealth +4
Damage Immunities lightning
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 1 (200 XP)

Antennae. The giant moth has advantage on Wisdom (Perception) checks that rely on smell.

Charged. At the start of each of the shockwing's turns, each creature within 5 feet of it must succeed on a DC 12 Constitution saving throw or take 2 (1d4) lightning damage. This trait doesn't function if the shockwing has used its Fulminating Wings in the last 24 hours.

ACTIONS

Multiattack. The shockwing makes two proboscis attacks.

Proboscis. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage and 2 (1d4) lightning damage.

Fulminating Wings (1/Day). A 20-foot radius burst of electricity releases from the shockwing. Each creature in that area must succeed on a DC 12 Constitution saving throw or be stunned until the end of its next turn.

Giant Moth, Sootwing

This ashen-colored giant moth flies freely through flame and smoke. Its large eyes flicker from yellow to orange as it regards possible prey.

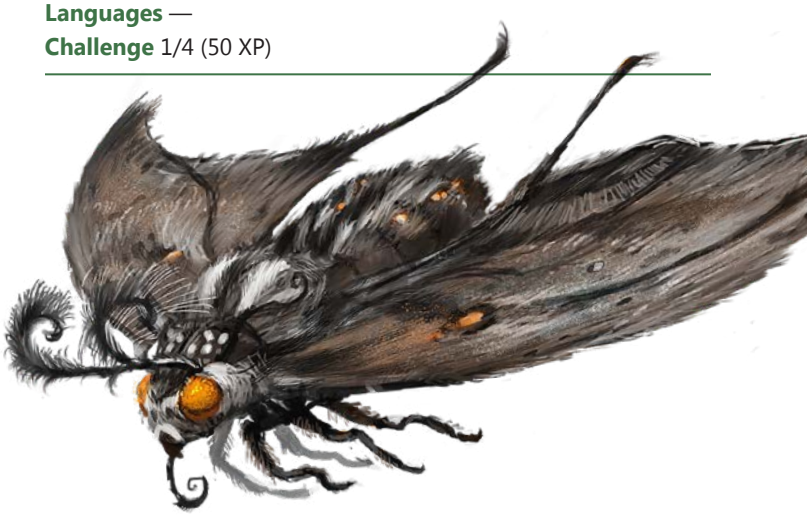
Dwellers in the Char. Sootwings are most commonly found in the recently burned regions of forests or grasslands, though some have been seen flapping near volcanoes. They lay their eggs in the charred remains of old trees, and their larvae feed on the burned wood.

SOOTWING

Small beast, unaligned
Armor Class 11
Hit Points 13 (3d6 + 3)
Speed 25 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	3 (-4)	10 (+0)	7 (-2)

Skills Perception +2, Stealth +3
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 1/4 (50 XP)



Antennae. The giant moth has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

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

Sooty Wings (1/Day). A 20-foot radius cloud of smoldering ash disperses from the sootwing. Each creature in that area must make a DC 11 Constitution saving throw. On a failure, a creature takes 4 (1d8) fire damage and is blinded until the end of its next turn. On a success, a creature takes half the damage and isn't blinded.

Giant, Blood

A towering frame of bone wrapped in vessels of frozen blood, like a tree covered in crimson vines, blocks the way.

Blood giants are formidable sentries, tireless in their oath to guard eldritch places and keep trespassers out.

Sworn Guardians. Blood giants belong to a primordial tribe of giants that swore an oath to a god long forgotten by men. They stand as guardians to secret holy places of great power and as wardens to keep ancient enemies of their god from ever seeing the light of day.

Blood Magic. Centuries ago, the blood of these creatures was mixed with the blood of the god to whom they swore their oath. That oath, keeps their bodies in a state between death and life, causing magical blood to endlessly flow through their bodies long after their mortal flesh has fallen away. They have great control over this blood, hardening it to an ice-like state and liquefying it at will. The blood giant's weapons are all made by this process.

Eternal Guardian Nature. A blood giant doesn't require air, food, drink, or sleep.

BLOOD GIANT

Huge giant, lawful neutral
Armor Class 15 (natural armor)
Hit Points 126 (12d12 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	18 (+4)	8 (–1)	16 (+3)	5 (–3)

Saving Throws Dex +4, Con +7, Wis +6
Skills History +2, Religion +2, Perception +6
Damage Resistance necrotic
Damage Immunities cold, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 16
Languages Giant
Challenge 8 (3,900 XP)

Blood Sense. A blood giant can pinpoint the location of living creatures within 60 feet of it and can sense the general direction of living creatures within 1 mile of it.

Magic Weapons. The blood giant's weapon attacks are magical.

ACTIONS

Multiattack. The blood giant makes two blood spear attacks.

Blood Spear. *Melee Weapon Attack*: +9 to hit, range 15 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage plus 7 (2d6) cold damage.

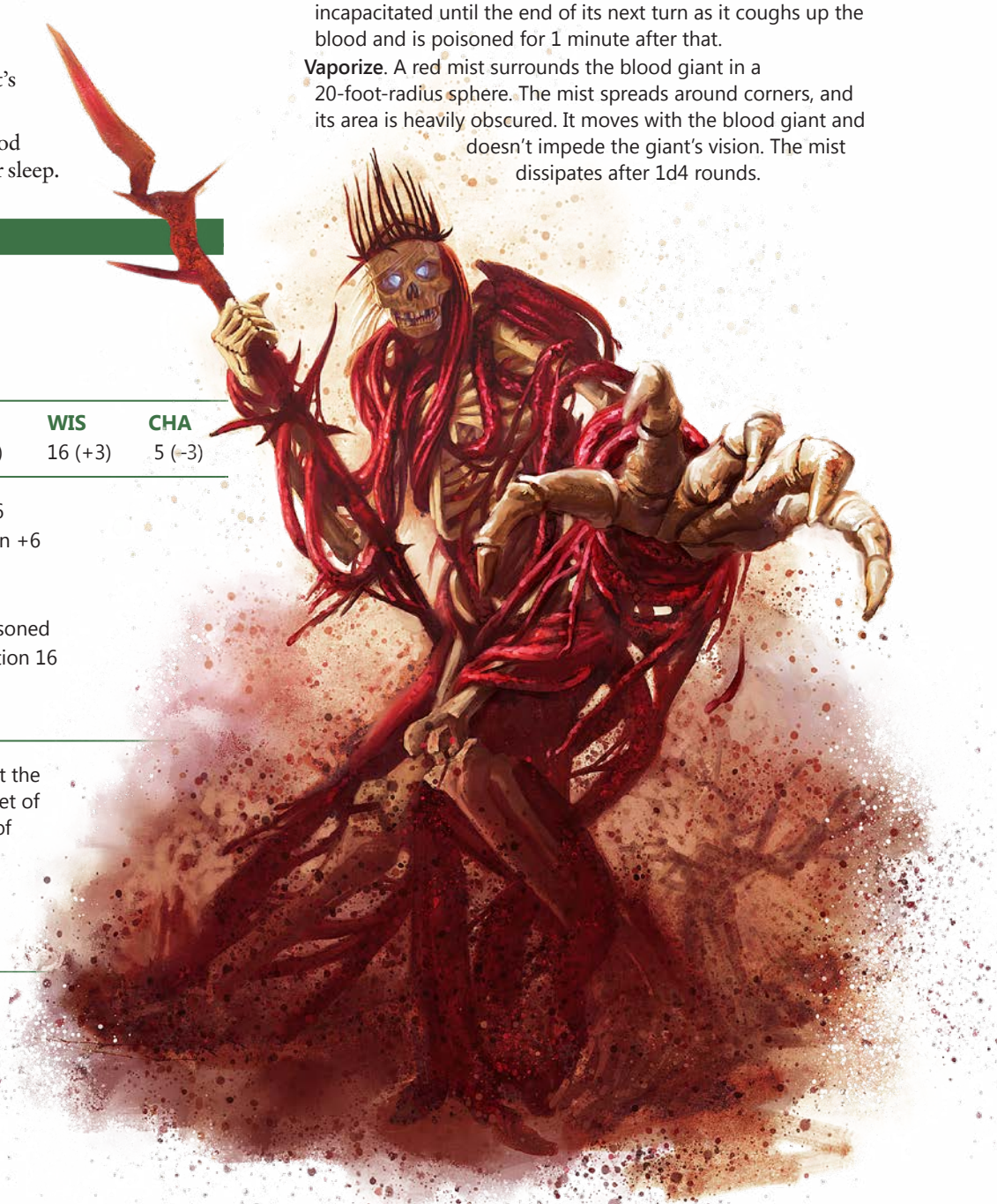
Rock. *Ranged Weapon Attack*: +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Blood Magic (Recharge 5–6). The blood giant uses one of the following:

Impale. The blood giant causes 10-foot-high blood spikes to burst from the ground within 15 feet of it. Each creature in the area must make a DC 15 Dexterity saving throw, taking 26 (4d12) piercing damage plus 7 (2d6) cold damage on a failed save, or half as much damage on a successful one.

Drown. The blood giant sends blood pouring down the throat of one creature within 30 feet, which must make a DC 15 Constitution saving throw. On a failure, the creature is incapacitated until the end of its next turn as it coughs up the blood and is poisoned for 1 minute after that.

Vaporize. A red mist surrounds the blood giant in a 20-foot-radius sphere. The mist spreads around corners, and its area is heavily obscured. It moves with the blood giant and doesn't impede the giant's vision. The mist dissipates after 1d4 rounds.



Giant, Cacus



Noxious smoke pours from the nostrils and mouth of this grinning giant.

A Divine Beginning. The original cacus giants spawned from a lesser deity of fire. The fire-bred giants acted as servants and helpers for their divine sire. After an interval of service, the cacus giants were released from their duties, free to make their own way in the mortal world.

While a few cacus giants found a place in the world, most bullied, abused, or robbed the mortals they encountered. Their lack of social graces and violent tempers put them into conflict with mortals, leading to heroes frequently hunting down and killing the cacus giants. As the years passed and the best of the giants fell, the cacus giants devolved into murderous beasts, surviving only by raiding and plundering civilized areas.

Raiders and Pillagers. The current cacus giants lair within walking distance of civilized areas, surviving by stealing and consuming livestock or humans. Although they are not very intelligent, cacus giants possess enough cunning to trick those who try to track them back to their lairs, laying down false trails and preparing traps to dissuade and injure pursuers.

Leaders and Followers. Enterprising and charismatic bandit princes may bribe, cajole, and flatter cacus giants into being the "leader" of the group, all the while controlling the foolish giants. Cacus giants might also be taken into the care of fire giants, who treat the cacus giants as shock troops in their war bands.

Occasionally a gifted and lucky cacus giant might actually become the leader of a group of raiders that plague an area. After stealing everything that is within easy reach, the group moves to another area, searching for similarly easy pickings.

CACUS GIANT

Huge giant, chaotic evil

Armor Class 16 (natural armor)
Hit Points 138 (12d12 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	20 (+5)	7 (-2)	14 (+2)	10 (+0)

Saving Throws Str +8, Con +8, Wis +5
Skills Perception +5, Survival +5
Damage Immunities fire
Senses passive Perception 15
Languages Giant
Challenge 6 (2,300 XP)

Final Breath. When the cacus giant dies, it exhales a final breath of divine essence in a gout of intense fire. Each creature within 5 feet of it must make a DC 16 Dexterity saving throw, taking 27 (6d8) fire damage on a failed save, or half as much damage on a successful one.

ACTIONS

Multiattack. The cacus giant makes two greatclub attacks.

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

Rock. *Ranged Weapon Attack*: +8 to hit, range 30/120 ft., one target. *Hit:* 27 (4d10 + 5) bludgeoning damage.

Fire Breath (Recharge 4–6). The cacus giant exhales fire in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

Giant, Cave



This towering hulk stinks of rot and smoke. Its already pale skin is smeared with white ash and daubed with crude designs in old blood. The foul, untanned hide of a cave bear serves as its loincloth. Hunched and long-armed, the giant carries two stone-headed axes, and two massive tusks jut up from its protruding jaw.

Cave giants are primitive brutes who keep a tribal society built around grisly shamanistic beliefs. They are exclusively carnivores and prefer the flesh of humanoids and other giants above all others. While they can subsist on animal flesh, they consider it disgusting and bad luck, to be undertaken only if absolutely necessary for survival.

Dwellers in the Deep. Cave giants shun sunlight and fear its touch. The sun's glare slowly turns cave giants to stone. They lurk in tunnels and caves beneath the earth and deep in the hearts of mountains. The brutes make forays into the lands of surface-dwellers that extend beneath the surface, such as dwarven strongholds, in search of meat and sacrifices.

Brutish and Primal. Cave giants are deeply superstitious and see their shamans as messengers and tools of the spirits. Thus, a charismatic shaman will dominate any given group of cave giants. The giants believe that eating another creature allows them to consume its spirit as well as its flesh and seek to devour as many sentient creatures as possible, especially spellcasters whose power they believe they can steal.

CAVE GIANT

Huge giant, chaotic evil

Armor Class 16 (natural armor)
Hit Points 200 (16d12 + 96)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	22 (+6)	8 (–1)	13 (+1)	6 (–2)

Saving Throws Dex +4, Con +10, Wis +5
Skills Athletics +12, Perception +5, Survival +5
Senses darkvision 120 ft., passive Perception 15
Languages Giant
Challenge 10 (5,900 XP)

Sunlight Petrification. If the giant starts its turn in sunlight, it takes 20 radiant damage. While in sunlight, it moves at half speed and has disadvantage on attack rolls and ability checks. If the giant is reduced to 0 hp while in sunlight, it is petrified.

ACTIONS

Multiattack. The giant makes three attacks: two with its handaxe and one with its tusks.

Handaxe. *Melee Weapon Attack*: +12 to hit, reach 10 ft. or range 20/60 ft., one target. *Hit:* 18 (3d6 + 8) slashing damage.

Tusks. *Melee Weapon Attack*: +12 to hit, reach 10 ft., one target. *Hit:* 22 (4d6 + 8) slashing damage, and if the target is a Large or smaller creature it must succeed on a DC 20 Strength saving throw or be knocked prone.

Rock. *Ranged Weapon Attack*: +12 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

Giant, Haunted

This giant appears dead-eyed and sullen, trudging along as if the weight of the entire world rests on his shoulders. Three huge ghostly figures swirl around the giant who looks at them with a mixture of fear and loathing.

By adolescence, some male hill and stone giants are plagued by the spirits of their ancestors. The ghosts' incessant whispers drive them off alone or in small familial groups to lay their ancestors' remains to rest. This can consume their lives to the extent that even breeding isn't a priority, so the giants' own ancestors drive their race toward extinction. The more who die, the more ghosts return to burden the living, leading many tribes to cremate their dead—though this is considered a vile act of desecration by many giants.

Anchored to Descendants. This ghostly harassment manifests itself as an ancestral spirit. These spirits are anchored to the souls of their descendants and appear near their host either as dark, flickering shades or as looming, spectral apparitions. The giant will take steps to defend its ancestral spirits if they are attacked but will likely be glad at the temporary respite if the spirits are driven off.

Permanent Haunting. Spirits return to plague their briefly relieved descendants at the rate of one spirit per hour. The spirits cannot be destroyed permanently unless their bones are found and laid to rest.

HAUNTED GIANT

Huge giant, chaotic neutral

Armor Class 20 (natural armor)
Hit Points 126 (12d12 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

Saving Throws Dex +2, Con +7, Wis +2
Skills Athletics +8, Perception +2
Senses passive Perception 12
Languages Giant
Challenge 6 (2,300 XP)

Ancestral Spirits. Three ghostly spirits haunt the giant. The spirits are incorporeal, remain within 10 feet of the giant at all times, and can't take actions. Each uses the giant's AC and saving throws, has 15 hp and can only be harmed by radiant damage. If an ancestral spirit is reduced to 0 hp, it disappears temporarily. Reduce the giant's AC by 1 and remove one trait granted by the spirits for each spirit that is driven off. Ancestral spirits can't be turned.

Reckless. At the start of its turn, the giant can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn. This trait is granted by the ancestral spirits.

See Invisibility. The giant can see invisible creatures and objects as if they were visible and can see into the Ethereal Plane. This trait is granted by the ancestral spirits.

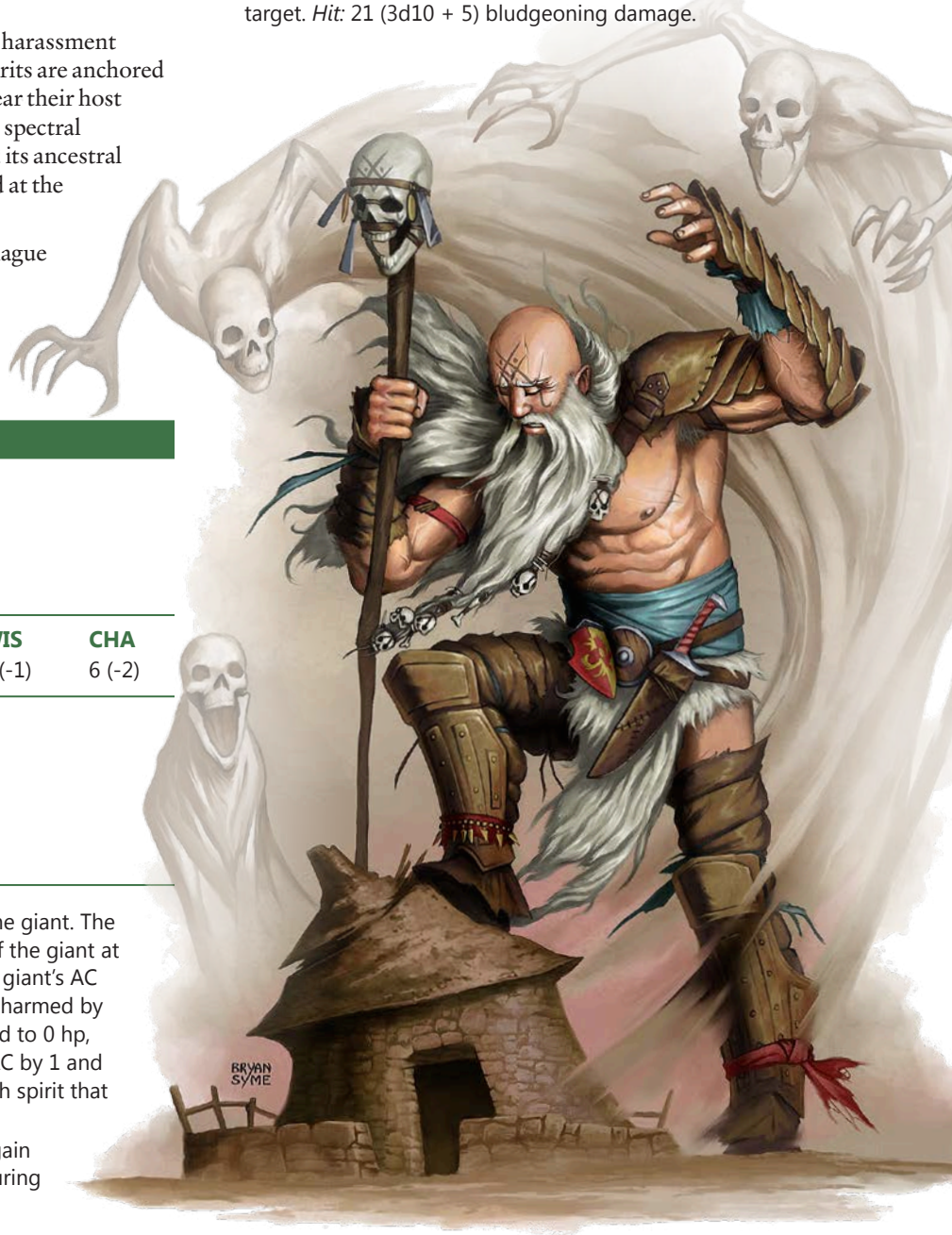
Steadfast. The giant is immune to the charmed and frightened conditions. This trait is granted by the ancestral spirits.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

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

Rock. *Ranged Weapon Attack*: +8 to hit, range 60/240 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.



Giant, Laestrigonian



Dressed in ragged skirts or makeshift togas stitched from sailcloth and human skin, sporting tangled beards and hair caked with blood and filth, and with its teeth filed to points, a Laestrigonian giant is a mad horror to behold.

Close Enough is Too Close. From a distance, a Laestrigonian giant resembles a human of normal proportions, though standing some ten feet tall. At closer range, however, a visible insanity inhabits its eyes—bloodlust is never far from a Laestrigonian giant.

Ship Wreckers. Laestrigonians dwell near natural harbors whose waters conceal jagged reefs and shoals. By various deceptions, they lure ships onto the hidden reefs and rocks, often the very same hazards that made them castaways. When escape becomes impossible, they run down and slaughter the shipwrecked sailors who attempt to come ashore in the surf.

Cursed by the Gods. Castaways who violate the taboo against cannibalism sometimes undergo a monstrous transformation resulting from of an ancient curse. When the curse takes hold, the accursed grows in size and gains the ability to go without sustenance for long periods of time. However, it loses all desire to eat anything but humanoid creatures and can barely digest anything else. A Laestrigonian giant is not, however, long-lived; it remains susceptible to the diseases and parasites that accompany cannibalism, a diet of raw meat, and a lack of other sustenance. Nevertheless, death for a Laestrigonian usually comes at the hands of its fellows.

LAESTRIGONIAN GIANT

Large giant, chaotic evil
Armor Class 13 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	9 (–1)	11 (+0)	8 (–1)

Senses passive Perception 10
Languages Common, Giant
Challenge 4 (1,100 XP)

Actions

Multiattack. The Laestrigonian giant makes one greatclub attack and one bite attack.

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hp except by magical means, and the target's hp maximum decreases by 3 (1d6) every 24 hours. If the target's hp maximum drops to 0 as a result of this disease, the target dies.

Greatclub. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Rock. *Melee or Ranged Weapon Attack*: +7 to hit, reach 5 ft. or range 60/240 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Giant, Mountain

The large hill uncurls into a standing position, revealing itself to be an unbelievably large, craggy creature.

Children of the Earth. At the beginning of time, the first creatures to spring forth were the mountain giants, the daughters and sons of Aurgelmir, first of the giants. Where these gargantuan creatures were born, the mountains themselves heaved up to allow their passage. Since those times, the mountain giants have ruled their places of birth, dwelling atop or within the lofty peaks.

Progeny Forged in Fire. While not immortal, because even the mountains themselves eventually crumble, the mountain giants are one of the longest-lived creatures known to inhabit the world. Once in its lifetime, whether male or female, a mountain giant feels the call to procreate. It seeks out the nearest active volcano, where it locates a mate with similar yearnings. Their progeny is born soon after, accompanied by spectacular volcanic activity that gives the newborn mountain giant a new home to inhabit and protect.

A Giant Among Ants. The mountain giant is so large and inscrutable that it considers smaller races as mere insects, pests to be tolerated until they become too much of a nuisance. Then the mountain giant acts, crushing whole towns and villages as a person might step on an anthill. Even the largest stone giants are little more than pets to a mountain giant.

A Mountain Giant's Lair

A mountain giant's lair includes all parts of the mountain that the giant calls home, from the large caverns deep within the mountain to the summit, and everywhere in between. The mountain giant is equally comfortable on the icy, snow-capped peaks as it is in the molten center of a volcano.

The mountain giant patrols its mountain lair regularly, ensuring that no creature is doing any harm, such as mining its metals, minerals, or gems or congregating in large communities in its plateaus, slopes, or valleys. Dwarven clans are the main pests for the mountain giant—they consider these bearded humanoids as humans might consider termites.

Lair Actions

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

- The dust, grit, and pebbles in a 20-foot-radius area within 60 feet of the mountain giant erupts in a cloud. The area becomes difficult terrain. A creature in the area must succeed on a DC 18 Constitution saving throw or be blinded until the end of its next turn.
- All flying creatures within 120 feet of the mountain giant are pulled to the ground, including those flying by magical means. A creature forced to the ground in this way takes 3 (1d6) force damage for each 10 feet pulled. The creature's speed becomes 0 until the end of its next turn.

Regional Effects

The region around a mountain giant's home suffers from its presence, which creates one or more of the following effects:

- Avalanches occur randomly within 5 miles of the lair. The rumbling can be heard at least an hour before the avalanche begins. The resulting avalanche varies in power: from toppling a few trees to destroying a city at the base of the mountain, to diverting the flow of a river in the valley.
- Hunting becomes harder in the area. The wildlife living within 1 mile of the mountain giant's lair become agitated, giving them advantage on all Wisdom (Perception) checks.
- Mining becomes more difficult near a mountain giant's lair. Any who attempt to mine ores, minerals, or gems within 5 miles of the lair find that it takes twice as much time and effort to mine the same amount as elsewhere.

Mountain Giant

Gargantuan giant, neutral evil

Armor Class 20 (natural armor)
Hit Points 313 (19d20 + 114)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	22 (+6)	14 (+2)	20 (+5)	10 (+0)

Saving Throws Con +13, Int +9, Wis +12, Cha +7
Skills Athletics +15, Perception +12
Damage Immunities cold, fire, lightning, thunder; bludgeoning
Condition Immunities charmed, frightened, paralyzed, petrified, stunned
Senses tremorsense 120 ft., passive Perception 22
Languages Common, Giant, Terran
Challenge 21 (33,000 XP)

Legendary Resistance (2/Day). If the mountain giant fails a saving throw, it can choose to succeed instead.

Magic Resistance. A mountain giant has advantage on saving throws against spells and other magical effects.

Mountain Master. The mountain giant can move and shape the terrain around it. This trait works like the *move earth* spell, except it has no duration, and the giant can manipulate any stone, natural or worked.

Siege Monster. The mountain giant deals triple damage to objects and structures with its melee and ranged weapon attacks.

Actions

Multiattack. The mountain giant makes two slam attacks.

Slam. *Melee Weapon Attack*: +15 to hit, reach 20 ft., one target. *Hit:* 21 (2d12 + 8) bludgeoning damage.

Boulder. *Ranged Weapon Attack*: +15 to hit, range 100/400 ft., one target. *Hit:* 40 (5d12 + 8) bludgeoning damage.

Boulder Spray (Recharge 5-6). The mountain giant unleashes a barrage of boulders in a 60-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw. On a failure, a creature takes 58 (9d12) bludgeoning damage and is knocked prone and restrained. On a success, the creature takes half the damage and isn't knocked prone or restrained. A target, including the restrained creature can take an action to make a DC 20 Strength (Athletics) or Dexterity (Acrobatics) check, freeing the restrained creature on a success.

LEGENDARY ACTIONS

A mountain giant 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 mountain giant regains spent legendary actions at the start of its turn.

Grasping Soil. The mountain giant commands the earth itself to assist in the fight. The giant chooses three creatures it can see within 60 feet. Each target must succeed on a DC 21 Dexterity saving throw or be restrained until the start of its next turn.

Roar (Costs 2 Actions). The mountain giant emits a tremendous growl. Each creature within 20 feet of the giant must make a DC 21 Constitution saving throw. On a failure, a creature takes 21 (6d6) thunder damage and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone.

Spawn Elemental (Costs 3 Actions). A piece of the mountain giant's body tears away in the form of an earth elemental. The earth elemental acts on the same initiative count as the mountain giant, obeying the mountain giant's commands and fighting until destroyed. The mountain giant can have no more than five earth elementals under its control at one time.



Giant, Void

Covered in writhing tattoos, the giant whispers strange words to itself.

Servants of the Void. The great void dragons maintain their primary lairs in the Void, the place of nothingness; however, some also keep lairs in the material world. These lairs are often empty of dragons, but still contain the great wealth that void dragons collect. Void giants, powerful servants of the void dragons, keep their masters' treasures safe.

Seekers of Power. Void giants roam the world, looking for suitable lairs for their dragon masters. In the course of their duties, they get many opportunities to seek knowledge and practice the void magic to which the dragon masters give them access and training.

Physical Representations of the Void. Stolen as children from cloud giant clans, void giants are imbued with dark magic from a young age. They are covered with writhing tattoos, arcane writings of the Void made manifest on their flesh, in dark rituals performed by their void dragon masters throughout their upbringing. These writings are the source of the giants' great spellcasting ability.

VOID GIANT

Huge giant, chaotic neutral
Armor Class 14 (natural armor)
Hit Points 210 (20d12 + 80)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	18 (+4)	18 (+4)	10 (+0)	14 (+2)

Saving Throws Con +8, Wis +4, Cha +6
Skills Arcana +8, History +8, Investigation +8
Senses passive Perception 10
Languages Common, Draconic, Giant
Challenge 11 (7,200 XP)

Void Casting. As a bonus action, the void giant can infuse a spell with void magic. One creature that is hit by that spell or who fails a saving throw against that spell is stunned until the end of the creature's next turn.

Spellcasting. The void giant is an 11th-level spellcaster. Its spellcasting ability is Intelligence (save DC 16, +8 to hit with spell attacks). The void giant has the following wizard spells prepared:

Cantrips (at will): *chill touch, light, mending, shocking grasp*
1st level (4 slots): *comprehend languages, magic missile, shield*
2nd level (3 slots): *crown of madness, mirror image, scorching ray*
3rd level (3 slots): *counterspell, fly, lightning bolt*
4th level (3 slots): *confusion, ice storm, phantasmal killer*
5th level (2 slots): *cone of cold, dominate person*
6th level (1 slot): *disintegrate*



Actions

Multiattack. The void giant makes two slam attacks.

Slam. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Reactions

Magic Absorption. If the void giant succeeds on a saving throw against an enemy spell, the void giant doesn't suffer the effects of that spell. If it uses Void Casting on its next turn, the void giant can affect all creatures hit by its spell or who fail a saving throw against its spell instead of just one creature.

Gloomflower

A tiny flower with shining black petals sways lightly on its thorny stem.

Corpse Blooms. Gloomflowers are tiny blooms that thrive in the umbral light of the Shadow Realm. When a wanderer dies or goes mad within the darkness, a single gloomflower blooms in the shadow of its corpse. Some shadow fey say that the tortured mind of that creature now inhabits the ebon petals of the gloomflower, the air around the flower humming with its silent screams.

GLOOMFLOWER

Tiny plant, unaligned

Armor Class 12 (natural armor)
Hit Points 44 (8d4 + 24)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	6 (–2)	16 (+3)	1 (–5)	6 (–2)	18 (+4)

Condition Immunities blinded, deafened, frightened
Senses blindsight 120 ft. passive Perception 8
Languages understands all languages known by creatures within 120 feet, but can't speak, telepathy 120 ft.
Challenge 3 (700 XP)

Blur. Creatures have disadvantage on attack rolls against the gloomflower. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

Psychic Scream. Whenever the gloomflower takes damage, each creature within 10 feet of the gloomflower must succeed on a DC 14 Wisdom saving throw or take 7 (2d6) psychic damage.

Actions

Multiattack. The gloomflower makes two psychic strike attacks.

Psychic Strike. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 10 (3d6) psychic damage.

Corrupting Visions (Recharge 5-6). Each creature of the gloomflower's choice that is within 60 feet of the gloomflower and aware of it must make a DC 14 Wisdom saving throw. On a failure, a creature is bombarded with visions of its fears and anxieties for 1 minute. While bombarded, it takes 7 (2d6) psychic damage at the start of each of its turns and must spend its action to make one melee attack against a creature within 5 feet of it, other than the gloomflower or itself. If the creature can't make a melee attack, it takes the Dodge action. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a success, a creature is incapacitated by hallucinations until the end of its next turn but isn't bombarded with visions of its fears and anxieties.

A creature that is reduced to 0 hp by this psychic damage falls unconscious and is stable. When that creature regains consciousness, it suffers permanent hallucinations and has disadvantage on ability checks until cured by a *remove curse* spell or similar magic.



Gnoll Slaver

With a fistful of chains and shackles and a fat money pouch, the cackling of a successful gnoll slaver is hard to mistake for anything else. They are common in slaveholding societies, though treated with respect only among their own kind.



Occupying a strange role in a human land, gnoll slavers perform duties at which their bestial appearance and nature work to their advantage. They serve as brutal enforcers among the slave population, as captains of raiding bands, and as slave catchers, leading patrols along the land's borders in search of escapees.

Brands, Scars, and Marks. Gnoll slavers have a fondness for gnawing their victims or threatening the creatures with punishments that scar and mark the victim. Branding slaves is a popular pastime among gnolls.

Slain on Sight. Races near gnoll slavers tend to show no mercy towards the evil raiders; a captured slaver can expect a speedy execution and often is slain out of hand by a former slave. This merely drives gnoll slavers to some degree of caution; they prefer to operate in groups with other gnolls, and they are often the first to flee if things turn against them.

GNOLL SLAVER

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (chain shirt)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

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

Skills Athletics +6, Intimidation +5, Perception +2, Stealth +6
Senses darkvision 60 ft., passive Perception 12
Languages Common, Gnoll
Challenge 3 (700 XP)

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

ACTIONS

Multiattack. The gnoll makes three attacks: one with its bite and two with its whip or three with its longbow.

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Whip. *Melee Weapon Attack*: +6 to hit, reach 10ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

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

Menace Captives (Recharge 5–6). The gnoll selects up to three creatures it has taken captive within 30 feet. Each creature must succeed on a DC 15 Wisdom saving throw or have disadvantage for 1 minute on any attack rolls or skill checks to take actions other than those the gnoll has ordered it to take.

Goblin, Chaos-Spawn

This stunted creature, wrapped almost entirely in the remnants of a cloak, has the face of an emaciated goblin. Its tiny hole of a mouth looks incapable of speech, and its glazed eyes stare at nothing.

Warped by the Unknowable. These creatures were once goblins, still retaining their general size and form, but long exposure to the psyche-obliterating presence of Great Old Ones has warped them in a variety of ways. They no longer speak aloud but communicate telepathically in images. Chaos-spawn goblins no longer eat as they once did, receiving all of their sustenance from the star-born creatures they now serve.

Single-minded Servants. Raiding and taking captives still occupies much of the chaos-spawn's time, but now their captives are placed inside organic pods or orifices of various kinds which grow in the ground below their masters' feet in web-like structures. There, the Great Old Ones drain whatever it is they wish from the captives, who leave nothing but a gel-like substance behind. This substance is what sustains the chaos-spawn goblins, which they take in through feeding tubes.

Loyal Servants. In their hunts for captives, they do not hesitate to prey on goblins. For this reason, and out of sheer terror, other goblins avoid the chaos-spawn as much as they are able. Indeed, the areas chaos-spawn inhabit are often barren of other intelligent life.

CHAOS-SPAWN GOBLIN

Small humanoid (goblinoid), neutral evil
Armor Class 13 (natural armor)
Hit Points 22 (5d6 + 5)
Speed 30 ft.

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

Skills Stealth +6
Damage Resistances psychic
Condition Immunities frightened
Senses darkvision 60 ft., passive Perception 10
Languages telepathy 120 ft.
Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The chaos-spawn goblin makes two attacks with its scimitar.

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

Psychic Stab (Recharge 6). The chaos-spawn goblin targets one creature that it can sense within 30 feet of it. The target must make a DC 12 Intelligence saving throw, taking 7 (2d6) psychic damage on a failed save, or half as much damage on a successful one.



Goblin, Shadow



This hunched and scrawny goblin has a long nose and pointed ears and wears an insincere, obsequious expression on its slate-grey face. Dressed in a servant's uniform, it conceals a large knife behind its back.

Unseelie Servants. Someone needs to cook the meals, scrub the floors, and polish the silverware in the courts of the shadow fey, and more often than not these jobs fall on the shadow goblins. Smarter than the average goblin but just as cowardly and lazy, shadow goblins have served the shadow fey for centuries, working in the kitchens, stables, and smithies under the direction of a chamberlain known as the Goblin King, who presides over his own "court" below stairs. Shadow goblins make good cooks and reasonable grooms, but they are indifferent footmen and chambermaids.

Touched by Shadow. Most shadow goblins were originally average goblins but living in the Shadow Realm for so long has changed them. They have taken on some of their masters' fey qualities. Others were once shadow fey or humans, who were caught stealing from powerful members of the courts or who offended shadow fey rulers and were transformed into shadow goblins as punishment.

Untrustworthy Guides. Outsiders of low status visiting the shadow fey courts often end up relying on shadow goblins as guides and sources of information. Unfortunately, the goblins tend to be both annoyingly whiny and notorious liars. Although they are easily intimidated, shadow goblins are never truly cooperative and will disappear at the first sign of danger. Their loyalty to their shadow fey masters is born out of fear. They are reluctant to do anything that is likely to upset their masters and lead to a thrashing. Those outsiders that bully the goblins tend to suffer subsequently from badly-cooked food, missing bits of gear, and other petty acts of retribution.

SHADOW GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 13
Hit Points 13 (3d6 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	13 (+1)	12 (+1)	8 (−1)

Skills Sleight of Hand +5, Stealth +5
Senses darkvision 60 ft., passive Perception 11
Languages Common, Elvish, Goblin, Umbral
Challenge 1/2 (100 XP)

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

Shadow Camouflage. The shadow goblin has advantage on Dexterity (Stealth) checks made to hide in dim light or darkness.

Sunlight Sensitivity. While in sunlight, the shadow goblin has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

Traveler in Darkness. The shadow goblin has advantage on Intelligence (Arcana) checks made to know about shadow roads and shadow magic spells or items.

Unseelie Blessing. The shadow goblin has advantage on saving throws against being charmed, and magic can't put it to sleep.

Actions

Multiattack. The shadow goblin can make two attacks with its kitchen knife. The second attack has disadvantage.

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

Reactions

Vengeful Jinx. When the shadow goblin is hit by an attack from a creature it can see, it can curse the attacker. The attacker has disadvantage on attack rolls until the end of its next turn.

Golem, Alchemical



A man of solid silver plods steadily forward. Three massive tanks are embedded in its back, each sporting an adamantine needle pointing towards its metal neck.

Enhanced by Alchemy. Alchemical golems are powered not by traditional magic, but by a viscous fluid that flows through their silver bodies like blood. This alchemical slurry is potent enough on its own to power the twelve-foot-tall golem but burns with incredible power when infused with one of the three prime alchemical substances: brimstone, quicksilver, or salt. If multiple infusions are injected into the golem's vital stream at once, the mixture may become volatile.

Pierced by Adamantine. An alchemical golem's exterior can only be pierced by magical or adamantine implements. To infuse the golem with alchemical admixtures, the golem's creator has equipped its alchemical tanks with adamantine syringes.

Construct Nature. A golem doesn't require air, food, drink, or sleep.

ALCHEMICAL GOLEM

Large construct, unaligned

Armor Class 15 (natural armor)

Hit Points 147 (14d10 + 70)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	7 (–2)	21 (+5)	7 (–2)	10 (+0)	1 (–5)

Damage Resistances acid, cold, fire, lightning

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 9 (5,000 XP)

Alchemical Infusion. Syringes on the golem's back pierce its silver hide and infuse it with a powerful admixture. At the start of its turn, the alchemical golem can select one of the following infusions. Each infusion lasts until the start of its next turn. The golem can't use multiple infusions at once.

Brimstone: The golem takes 7 (2d6) necrotic damage when it activates this infusion. The golem can breathe poison as an action. In addition, any creature that starts its turn within 5 feet of the golem must succeed on a DC 16 Constitution saving throw or be poisoned until the start of the creature's next turn.

Quicksilver: The golem takes 14 (4d6) necrotic damage when it activates this infusion. The golem's silver hide turns to shifting quicksilver, increasing its speed to 40 feet and granting it resistance to damage to which it is not already immune.

Salt: The golem takes 17 (5d6) necrotic damage when it activates this infusion. The golem's silver hide is covered with salt crystals, increasing its AC by 3. The golem's slam attacks deal an extra 14 (4d6) piercing damage and the ground within 20 feet of the golem becomes difficult terrain for 1 hour.

A creature can force an adamantine syringe into the golem's body with a successful DC 25 Strength check while grappling the golem, nullifying its current infusion and dealing 35 (10d6) piercing damage to it.

Elemental Expulsion. Whenever the golem takes acid, cold, fire, or lightning damage, all creatures within 20 feet of the golem must make a DC 16 Dexterity saving throw, taking damage equal to the damage the golem took on a failed save, or half as much damage on a successful one.

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

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

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

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Poison Breath (Brimstone Infusion Only; Recharge 5-6). The golem exhales poisonous fumes in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

Golem, Altar Flame

The large creature's rough, humanoid form is made of durable brick or stone, and its demonic face is shaped from flame.

Guardian of Fire. Certain fire cultists protect their sanctums in a surprising way. Those who seek to defile the holy altar of such cults find that it's capable of defending itself. The altar quickly takes a humanoid shape and destroys or drives out all who fail to show proper obeisance to the sacred flame, searing them with a holy inferno or crushing them with scorching fists of brick. These golems are found in larger, more important fire temples and seldom appear anywhere else.

Construct Nature. A golem doesn't require air, food, drink, or sleep.

ALTAR FLAME GOLEM

Large construct, neutral

Armor Class 16 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (–1)	18 (+4)	3 (–4)	10 (+0)	1 (–5)

Damage Immunities fire, poison, psychic; bludgeoning, piercing and slashing from nonmagical attacks not made with adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 10 (5,900 XP)

Aversion to Water. If the golem takes cold damage or is doused with at least three gallons of water, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Death Burst. When the altar flame golem is reduced to 0 hp, it explodes into shards of hot stone and fire. Each creature within 15 feet of it must make a DC 16 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one. An altar flame golem is not immune to the fire damage of another altar flame golem's death burst and doesn't absorb it.

False Appearance. While the golem remains motionless, it is indistinguishable from an altar bearing an eternal flame.

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

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

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

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

ACTIONS

Multiattack. The altar flame golem makes two slam attacks.

Slam. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 11 (2d10) fire damage.

Flame Breath (Recharge 5–6). The golem breathes fire in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 36 (8d8) fire damage on a failed save, or half as much damage on a successful one.



Golem, Armory



A hulking construct of living weaponry shambles across the battlefield, punching a hole through the vanguard like a torrent of steel.

These animated piles of weapons and armor can shore up the defenses of a beleaguered line of troops or serve as the point of attack against entrenched enemies.

Wartime Wizard Ingenuity. Conjuration magic capable of raising the contents of an unattended weapons armory was born out of necessity during long sieges. War arcanists would find themselves defending locations that had exhausted their troops, leaving the arcanists with plenty of armaments and no one to wield them. Thus was born the armory golem.

Walking Weapons. Armory golems resemble a pile of discarded swords, shields, and spears in a vaguely-humanoid shape. Because they are literal moving armories, these golems have many weapons at their disposal. Soldiers have been known to resupply from an armory golem during battle.

Focus Weapon. The armory golem's creation spell requires one weapon or piece of armor as the target of the magic. This item powers the rest of the golem and is located in the center of its body. Casters have conjured more powerful golems using enchanted weapons as the focus, and some have even created sentient armory golems by employing sentient magic items, though how the items feel about such employment varies.

Construct Nature. A golem doesn't require air, food, drink, or sleep.

ARMORY GOLEM

Large construct, unaligned

Armor Class 15 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 30 ft.

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

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 7 (2,900 XP)

Armory Exploit. The objects that make up the golem's body can be removed or destroyed. With the exception of the slam attack, an attacker can choose to disable one of the armory golem's attacks on a critical hit. Alternatively, the attacker can attempt to destroy the golem's focus instead of disabling one of its attacks.

Focus Weakness. A creature grappling the armory golem can take its action to remove the golem's focus by succeeding on a DC 15 Strength check. If its focus is removed or destroyed, the armory golem must make a DC 8 Constitution saving throw at the start of each of its turns. On a success, the golem continues working properly, but it repeats the saving throw the next round at 1 higher DC. On a failure, the golem dies, falling into a heap of armaments.

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

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

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

ACTIONS

Multiattack. The armory golem makes any two weapon attacks.

Slam. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) bludgeoning damage.

Polearm Strike. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit:* 11 (1d12 + 5) piercing damage.

Crossbow Barrage. *Ranged Weapon Attack*: +5 to hit, range 80/320 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Shield Wall (Recharge 4–6). The golem reconfigures its construction, moving shields and armor to encase its body. It regains 10 hp, and its AC increases by 2 until the end of its next turn.

Golem, Bone

The creature moves with a strange grace despite the motley collection of bones that comprise its form.

A Lesser Golem. Upon seeing the gangly form of a bone golem, even experienced adventurers assume the terrible creature is the work of a necromancer. In reality, however, the creature is a construct, a golem in the same vein as a flesh or clay golem.

Ghoul Servant. The art of crafting a golem from the bones of the fallen has been mastered by advanced clans or even nations of ghouls. After noticing the fragility of their animated skeletons, they undertook the study of construct magic to create the hardier and more resilient bone golems. These constructs are often sent on patrols with ghoul rangers to provide martial support.

Construct in Undead Clothing. The ghoul arcanists who create bone golems do their best to disguise their creations as typical skeletons, hoping to fool wielders of divine might into wasting resources often used against real undead. In battle, a DC 20 Intelligence (Arcana) check is needed to determine the creature is a construct and not an undead.

Construct Nature. A golem doesn't require air, food, drink, or sleep.

BONE GOLEM

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	17 (+3)	3 (-4)	10 (+0)	1 (-5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine

Damage Immunities necrotic, poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 7 (2,900 XP)

Berserk. Whenever the bone golem starts its turn with 30 hp or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, usually an object smaller than itself. Once the golem goes berserk, it continues to attack until it is destroyed or it regains all its hp.

The golem's creator, if within 60 feet of the berserk golem, can calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 30 hp or fewer, the golem might go berserk again.

False Appearance. While the bone golem remains motionless, it is indistinguishable from a pile of bones or ordinary, inanimate skeleton.

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

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

Magic Weapons. The bone golem's weapon attacks are magical.

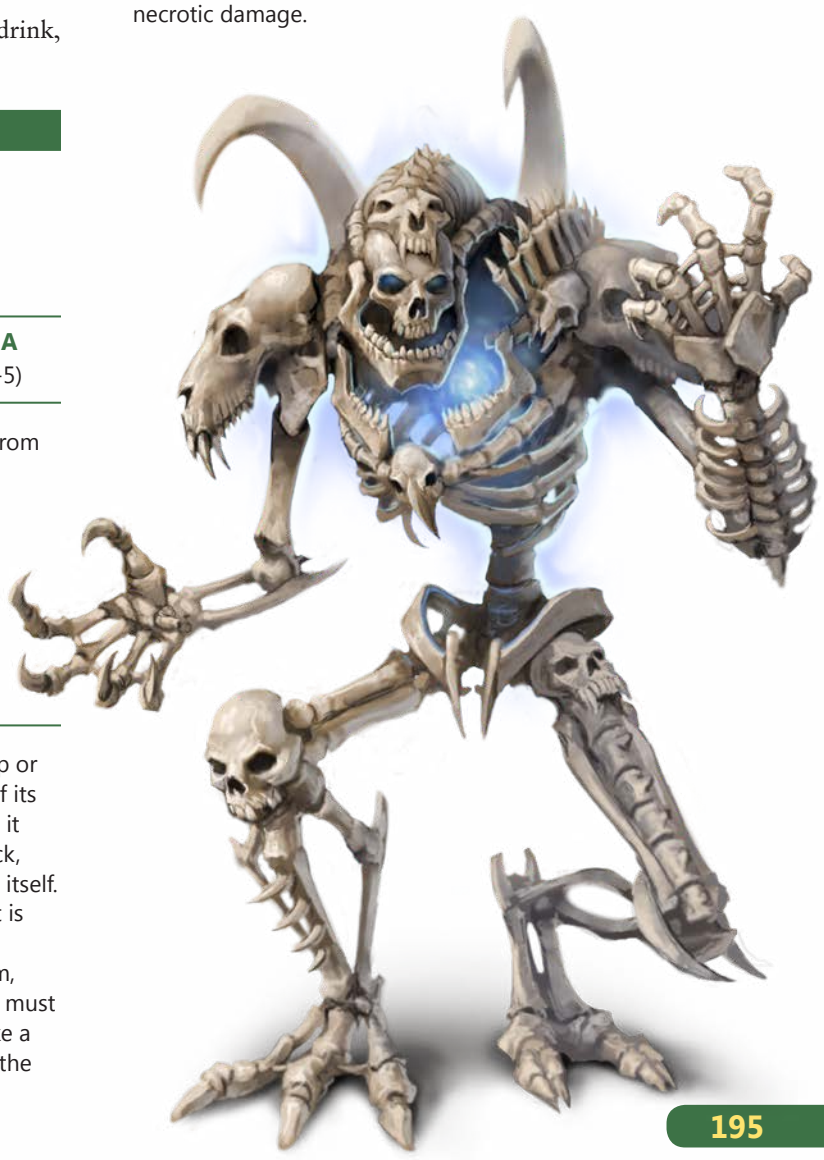
Necrotic Absorption. Whenever the bone golem is subjected to necrotic damage, it takes no damage and instead regains a number of hp equal to the necrotic damage dealt.

ACTIONS

Multiattack. The bone golem makes two attacks.

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 7 (2d6) necrotic damage.

Bone Shard. *Ranged Weapon Attack*: +6 to hit, range 60/240 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) necrotic damage.



Golem, Bronze



Steam hisses from openings along the chest and jawline of a shining bronze man with enormous fists.

Refurbished Statues. Early bronze golems were crafted on a budget and had to use existing statues as a base. The interiors of these statues were hollowed out to fit the golem's internal steam boiler, and the leftover bronze was recast into an intimidating, stern-visaged head. Early bronze golems were used as arcane prison guards and guardians of secret temples.

Magic over Mechanics. Bronze golems were first developed as early prototypes of the steam golems (*Tome of Beasts*, p. 237). These prototypes used arcane magic to smooth over inconsistencies in early steam technology, but rapid advancements in steam and clockwork mechanical engineering has made mass-producing mechanical golems much faster and cheaper than creating magical ones.

Valuable Bodies. A bronze golem weighs approximately 3,500 pounds and requires 3,000 gp worth of bronze and a steam engine worth 500 gp to construct. It also requires the replacement of magical reagents worth 1,500 gp every year to maintain the golem. Unlike a normal steam golem that requires coal and water to power it, these golems are powered by magical reagents, which perpetually generate burning steam within the bronze golem's internal boiler.

Construct Nature. A golem doesn't require air, food, drink, or sleep.

BRONZE GOLEM

Large construct, unaligned

Armor Class 13 (natural armor)
Hit Points 57 (6d10 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	6 (–2)	18 (+4)	1 (–5)	10 (+0)	1 (–5)

Skills Perception +4
Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages understands the languages of its creator but can't speak
Challenge 3 (700 XP)

Boiling Body. The golem's body is hot to the touch, thanks to the boiler inside its chest. A creature that touches the golem or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

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

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

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

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage and, if the target is a Medium or smaller creature, it is grappled (escape DC 13). The golem can only grapple one creature at a time.

Brazen Bull. The golem makes a slam attack against a target it is grappling as it opens a plate in its chest and exposes its arcane boiler. If the attack hits, the target is forced into the golem's boiler, and the grapple ends. While inside the boiler, the target is blinded and restrained, it has total cover against attacks and other effects outside the boiler, and it takes 14 (4d6) fire damage at the start of each of its turns. To escape, it or another creature must succeed on a DC 13 Strength (Athletics) check to open the boiler, freeing the target, which falls prone in a space within 5 feet of the golem. A bronze golem can only have one creature in its boiler at a time.

Golem, Doom



One hears a doom golem long before one sees it; a wailing of despair, a whisper of fate, like a lesser incarnation of death itself.

Winter Bound. Made of antlers, bone, and steel infused with winter spirits of death and destruction, doom golems are the creations of evil wizards and doomsday cults. They invariably include a hangman's rope, bones of an animal sacrificed to a dark god, and the captured final breath of a man sent to die in exile. A doom golem is animated by a trapped spirit of the arctic, which flees with a howl when the golem is destroyed.

Glowing Bones. The golem's inner core glows blue, making it easy to see a doom golem after nightfall. Their bone frameworks are sometimes built with polar bear skulls or white dragon bones, and many have a pronounced hunch in their posture.

Chorus of Fear. A doom golem's clattering bones make noise to terrify foes. Animals find the sound disquieting, but demons, goblins, and other creatures of evil are delighted by the ominous tones.

Construct Nature. A golem doesn't require air, food, drink, or sleep.

DOOM GOLEM

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 153 (18d10 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	16 (+3)	3 (–4)	10 (+0)	1 (–5)

Damage Immunities cold, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine

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

Senses darkvision 120 ft., passive Perception 10

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

Challenge 10 (5,900 XP)

Fear Aura. Any non-evil creature that starts its turn within 20 feet of the doom golem must make a DC 15 Wisdom saving throw, unless the doom golem is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the doom golem's Fear Aura for the next 24 hours.

Luminous Skeleton. The doom golem sheds dim light in a 10-foot radius.

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

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

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

ACTIONS

Multiattack. The doom golem makes one bite attack and one doom claw attack.

Doom Claw. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage plus 7 (2d6) cold damage.

Bite. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 23 (3d10 + 7) slashing damage.

Wind of Boreas (Recharge 5–6). The doom golem releases an arctic wind in a 15-foot radius around itself or in a 30-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 38 (11d6) cold damage on a failed save, or half as much damage on a successful one.

REACTIONS

Doom Upon You. When a creature the doom golem can see within 60 feet of it hits it with a spell or attack that requires a ranged attack roll, the doom golem strikes the attacker with a doom bolt. The doom bolt is a shadowy reflection of the original attack, using the same attack roll and effects as the original, except it deals necrotic damage.

Golem, Fractal

A twelve-foot-tall granite carving of a great warrior lunges to attack.

Fractal golems are usually composed of granite. They are thin, long of limbs, and intricately carved. While looking like menacing hulks, these constructs are able trackers and lurkers.

Programmed Hunters. Fractal golems are often used as bodyguards or arcane bounty hunters, knocking their quarry unconscious and bringing it back to their masters. A fractal golem's creator can imprint the golem with a specified individual the creator wants the construct to capture.

Exploding Duplicates. Like other golems, fractal golems are nearly impervious to spells and ordinary weapons. However, when they would ordinarily be destroyed, they explode and split into smaller parts. Travelers fighting what they might have mistaken for an ordinary stone construct could end up fighting eight tiny golems, each with the power of the original. Once split, a fractal golem can't be healed or returned to its previous form.

Construct Nature. A golem doesn't require air, food, drink, or sleep.

FRACTAL GOLEM

Large construct, unaligned

Armor Class 18 (natural armor)
Hit Points 8 (1d10 + 3)
Speed 30 ft.

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

Skills Perception +2, Stealth +4, Survival +5
Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages understands the languages of its creator but can't speak
Challenge 8 (3,900 XP)

Fractalize. When the golem is reduced to 0 hp, it explodes. Each creature within 5 feet of it, except for other fractal golems, must succeed on a DC 14 Dexterity saving throw or take 4 (1d8) force damage and be pushed back 5 feet. Two duplicate fractal golems appear in the golem's space and the nearest unoccupied space, each with the same statistics as the original fractal golem, except one size smaller. When a Tiny duplicate of the golem is reduced to 0 hp, it explodes and doesn't duplicate. All duplicates act on the same initiative.

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

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

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

ACTIONS

Slam. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) bludgeoning damage.



Golem, Keg

An ornate keg with a stern dwarven face, arms, and legs walks about the tavern, dispensing drink to any and all.



Dwarven runes adorn the metal of the keg golem, powering it. Some dwarves use the golems to promote their favorite drinking spots.

Creation. Keg golems are created when dwarven rune masters acquire a keg of their strongest ale and carve magical runes into it. The creator then forges a replica of its own face onto the front of the keg. The process requires two weeks of forging and runic inscription. The runes glow with the arcane energy of the creator, ranging from faint blues to dark reds.

Mobile Guardian. Many dwarves create these constructs to use as a mobile source of ale on long journeys. When its master is threatened, the golem helps to incapacitate the adversary with its powerful ale blast. If lost, stolen, or bartered for, a keg golem can be used for promotional purposes or for guarding a tavern.

Construct Nature. A golem doesn't require air, food, drink, or sleep.

KEG GOLEM

Medium construct, unaligned

Armor Class 11 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	8 (–1)	7 (–2)	3 (–4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 8

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

Challenge 3 (700 XP)

Empty Keg. A keg golem holds 20 gallons of ale. If it runs out of ale or empties itself from ale blast, the golem's speed is reduced to 0 and it has disadvantage on all attack rolls until it is refilled with at least 1 gallon of ale.

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

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

Rolling Charge. If the keg golem moves at least 15 feet straight toward a creature and then hits it with a slam attack on the same turn, that target must succeed on a DC 13 Dexterity saving throw or be knocked prone. If the target is prone, the keg golem can make one slam attack against it as a bonus action.

ACTIONS

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

Ale Blast (Recharge 5-6). The keg golem shoots a 1 gallon jet of ale in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Constitution saving throw. On a failure, a target takes 9 (2d8) poison damage and is poisoned for 1 minute. On a success, a target takes half the damage and isn't poisoned. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Golem, Lesser



Some golems are made by the concentrated work of dozens or hundreds of priests, wizards, or other enchanters, focusing all their efforts on a suitably impressive display of their god's power or their arcane mastery. Others are thrown together by apprentices on a bet or just to prove that hair can, indeed, be animated as a construct. The latter are the lesser golems, a set of golems that are rather easy to create but are often rather feeble when compared to their full-fledged brethren.

Mundane Materials. The lesser golems of hair and mud are simply animated piles of those materials. Those made of glass and wood are sturdier and often ornamented in some fashion but are far less robust that iron or clay.

Temple and Workshop Helpers. In many instances, a lesser golem is conjured or animated to remove some of the drudgery of daily tasks. Initiate priests ask a hair golem to sweep the floors and remove spent candles from chapels. Apprentice alchemists set mud or glass golems to stir cauldrons, pulverize noxious minerals, or feed fires.

Construct Nature. A lesser golem doesn't require air, food, drink, or sleep.

GLASS GOLEM

Small construct, unaligned

Armor Class 12
Hit Points 45 (10d6 + 10)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	3 (−4)	8 (−1)	1 (−5)

Damage Vulnerabilities bludgeoning
Damage Resistances piercing and slashing from nonmagical attacks not made with adamantine
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands the languages of its creator but can't speak
Challenge 2 (450 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.
Magic Resistance. The glass golem has advantage on saving throws against spells and other magical effects.

ACTIONS

Shard. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

REACTIONS

Shatter. When a glass golem takes bludgeoning damage, it can make one shard attack against each creature within 5 feet of it.

HAIR GOLEM

Small construct, unaligned

Armor Class 13
Hit Points 13 (3d6 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	13 (+1)	3 (−4)	8 (−1)	1 (−5)

MANUAL OF THE LESSER GOLEM

Wondrous item, rare

A *manual of the lesser golem* can be found in a book, on a scroll, etched into a piece of stone or metal, or scribed on any other medium that holds words, runes, and arcane inscriptions. Each *manual of the lesser golem* describes the materials needed and the process to be followed to create one type of lesser golem. The GM chooses the type of lesser golem detailed in the manual or determines the golem type randomly.

To decipher and use the manual, you must be a spellcaster with at least one 2nd-level spell slot. You must also succeed on a DC 10 Intelligence (Arcana) check at the start of the first day of golem creation. If you fail the check, you must wait at least 24 hours to restart the creation process, and you take 10 (3d6) psychic damage that can only be regained after a long rest.

A lesser golem created via a *manual of the lesser golem* is not immortal. The magic that keeps the lesser golem intact gradually weakens until the golem finally falls apart. A lesser golem lasts exactly twice the number of days it takes to create it (see below) before losing its power.

Once the golem is created, the manual is expended, the writing worthless and incapable of creating another.

d20	Golem	Time	Cost
1–7	Hair	2 days	100 gp
8–13	Mud	5 days	500 gp
14–17	Glass	10 days	2,000 gp
18–20	Wood	15 days	20,000 gp

Damage Vulnerabilities slashing
Damage Resistances bludgeoning and piercing from nonmagical attacks not made with adamantine
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands the languages of its creator but can't speak
Challenge 1/4 (50 XP)



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

ACTIONS

Lash. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage. The target must succeed on a DC 11 Dexterity saving throw or be knocked prone.

MUD GOLEM

Small construct, unaligned
Armor Class 10
Hit Points 27 (6d6 + 6)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	3 (−4)	8 (−1)	1 (−5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands the languages of its creator but can't speak
Challenge 1 (200 XP)



Immutable Form. The golem is immune to any spell or effect that would alter its form.
Magic Resistance. The mud golem has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The mud golem makes two slam attacks.
Slam. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.
Mud Ball. *Ranged Weapon Attack*: +2 to hit, range 30/120 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, and the target is blinded until the end of its next turn.

WOOD GOLEM

Medium construct, unaligned
Armor Class 14 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	3 (-4)	10 (+0)	1 (-5)

Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 3 (700 XP)



Immutable Form. The golem is immune to any spell or effect that would alter its form.
Magic Resistance. The wood golem has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The wood golem makes two slam attacks.
Slam. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Golem, Lotus



Drawing power from the river's current, the creature's core glows brighter, and its flowery surface blossoms and fades in cycles like a dozen springtimes.

Magic Battery. Lotus golems absorb magical power from their surroundings, which spellcasters can utilize.

Flowering Strength. A lotus golem's body always has several blossoms, typically blooms of water plants. These are linked to its mystic strength: a lotus golem with only a few blossoms is far less powerful than one covered in them.

Seasonal Creations. The lotus golem is made of woven water plants and flowers. To make a lotus golem, the creator must use expert weavers with fresh materials and complete the ritual between sunset and sunrise along a river bank. The golems are much less durable than their clay or stone counterparts and usually last only a few seasons. When they fall apart, their reeds and papyrus elements are used to make spell scrolls.

Construct Nature. A golem doesn't require air, food, drink, or sleep.

LOTUS GOLEM

Large construct, unaligned

Armor Class 14

Hit Points 82 (11d10 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	14 (+2)	6 (-2)	12 (+1)	4 (-3)

Saving Throws Str +6, Dex +8

Skills Athletics +6, Perception +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Damage Immunities cold, fire, poison, psychic

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

Senses darkvision 60 ft., passive Perception 19

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

Challenge 9 (5,000 XP)

Arcane Pool. The lotus golem absorbs energy from nearby spellcasting. Most lotus golems hold 1 charge point at any given time but can hold up to 4. As a bonus action while casting a spell within 5 feet of the lotus golem, the golem's controller can expend the golem's charge points to cast the spell without expending a spell slot. To do so, the controller must expend a number of charge points equal to the level of the spell.

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

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

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

Water Walker. The golem can move across the surface of water as if it were harmless, solid ground. This trait works like the *water walk* spell.

ACTIONS

Multiattack. The lotus golem makes two arcane water attacks.

Arcane Water. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d12 + 2) bludgeoning damage plus 7 (2d6) force damage.

REACTIONS

Arcane Absorption. When a spell is cast within 30 feet of it, the golem absorbs some of the spell's potency. If it is a spell that forces a saving throw, the DC to succeed drops by 2. If it is a spell with an attack roll, the attack roll has disadvantage. The golem regains 20 hp and gains 1 charge point in its Arcane Pool.

VARIANT TRAIT: ITEM DRAINING

Drain Item. When the golem hits with a melee attack, the target must succeed on a DC 16 Dexterity saving throw or one magic item it is wearing or carrying loses its magical properties until the target finishes a long rest or the golem dies. The golem gains 1 charge point if the target fails.

LOTUS GOLEMS IN MIDGARD

Lotus golems are found throughout the Southlands, especially in Siwal, Nuria Natal, and Ishadia. To use the golem's charge points, a caster must be a ley line initiate (see *Midgard Heroes Handbook*). A lotus golem near a weak ley line has 1 charge point, while strong and titanic ley lines provide 2 and 4 points, respectively.

Golem, Manastorm

All the colors of the rainbow shimmer within a cloud. It coalesces into a vaguely humanoid form that smells of ozone and ash.

A Golem Without Form. The manastorm golem is the creation of a master wizard who harnesses the magic around it to create a construct without the need for materials; it makes the creature from magic itself. The golem is malleable and amorphous, expanding and contracting as needed, but it always reforms into a vaguely humanoid-shaped cloud of energy.

Intelligent and Communicative. The manastorm golem is unique among its cousins because it is given an inherent intelligence from its creator. This, and its ability to fly, makes it a perfect scout. The golem can fly somewhere, investigate the area, and return with information, conveying it to the golem's master via magical whispers.

Construct Nature. A golem doesn't require air, food, drink, or sleep.

MANASTORM GOLEM

Medium construct, unaligned

Armor Class 14 (natural armor)
Hit Points 90 (12d10 + 24)
Speed 60 ft., fly 60 ft.

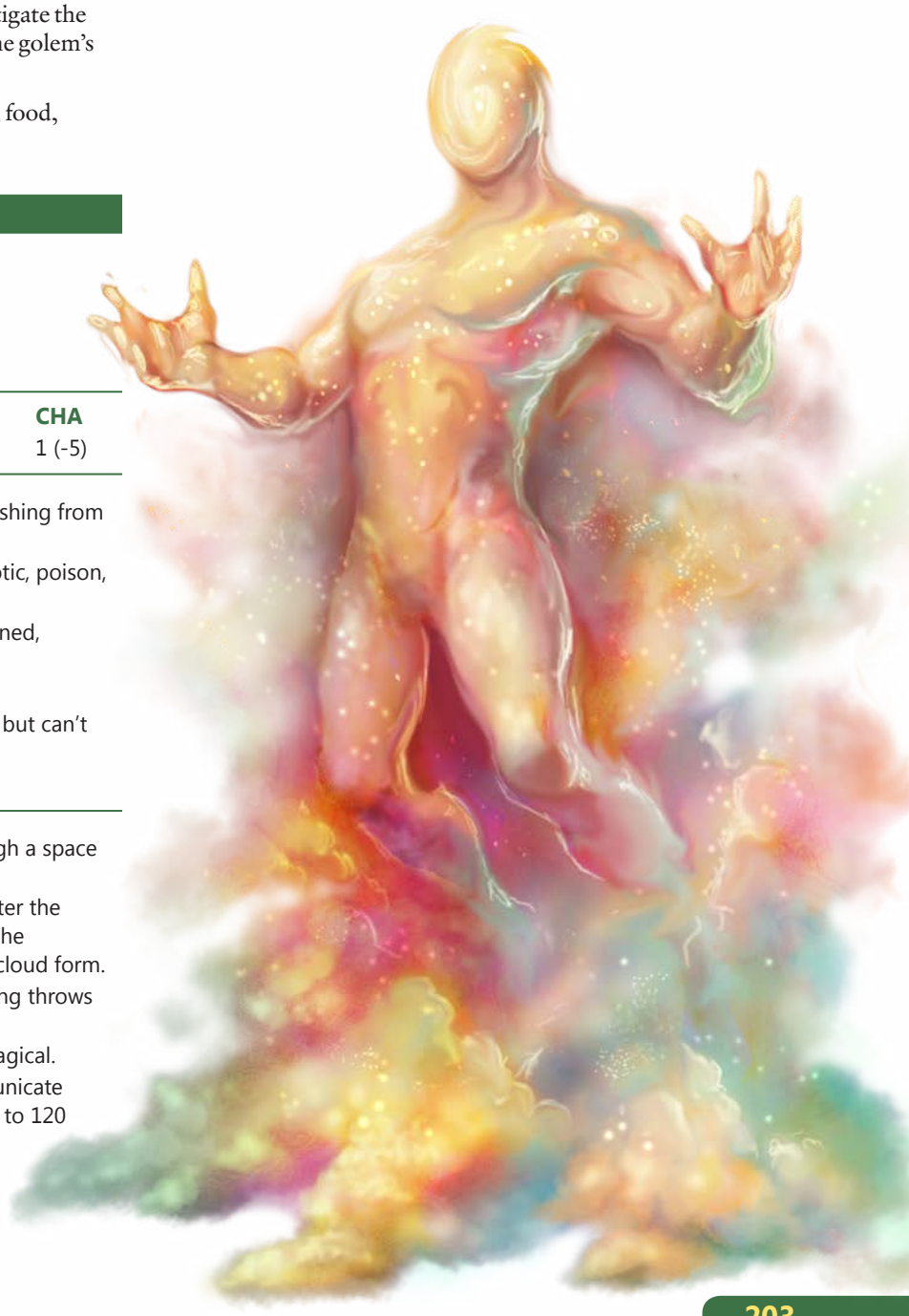
STR	DEX	CON	INT	WIS	CHA
6 (-3)	14 (+2)	14 (+2)	16 (+3)	8 (-1)	1 (-5)

Damage Resistances bludgeoning, piercing, and slashing from magical weapons
Damage Immunities acid, cold, fire, lightning, necrotic, poison, psychic, radiant, thunder
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses truesight 120 ft., passive Perception 9
Languages understands the languages of its creator but can't speak
Challenge 8 (3,900 XP)

Amorphous. The manastorm golem can move through a space as narrow as 1 inch wide without squeezing.
Limited Mutability. Any spell or effect that would alter the golem's form only alters it for 1 round. Afterwards, the manastorm golem returns to its humanoid-shaped cloud form.
Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.
Magic Weapons. The golem's weapon attacks are magical.
Mystic Messages. The manastorm golem can communicate with its maker via magical whispers at a distance up to 120 feet. Only its master hears these messages and can reply. Its messages go through solid objects but are halted by stone, magical silence, a sheet of lead, and similar obstacles. Its voice can travel through keyholes and around corners.

ACTIONS

Multiattack. The golem makes two slam attacks. If both attacks hit a single living creature, the creature is stunned until the end of its next turn.
Slam. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) force damage.
Force Bolt. *Ranged Spell Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 25 (4d10 + 3) force damage.



Golem, Paper

A seemingly ordinary piece of paper leaps to life and lashes out with its sharp edges.

Reams of Danger. Though a single paper golem can protect the spellbooks of paranoid spellcasters, it is far more formidable when in the form of a swarm.

Protector of Secrets. Once the paper golem has been created, it patiently lies in wait, dormant until an unsuspecting creature happens upon it.

Poisoned Manuscripts. The ink of the paper golem is imbued with magic, creating a toxin to use against its victims.

Construct Nature. A golem doesn't require air, food, drink, or sleep.

PAPER GOLEM

Tiny construct, unaligned

Armor Class 13
Hit Points 7 (2d4 + 2)
Speed 20 ft., fly 30 ft.

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

Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 30 ft., passive perception 8
Languages understands the languages of its creator but can't speak
Challenge 1/4 (50 XP)

False Appearance. While the paper golem remains motionless, it is indistinguishable from an ordinary sheet of paper.

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

Ink Blot (Recharge 4–6). As a bonus action, the paper golem applies ink to itself. The next time it hits a creature with a paper cut attack, the creature must make a DC 13 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

Magic Weapons. The paper golem's weapon attacks are magical.

ACTIONS

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



PAPER GOLEM SWARM

Medium swarm of Tiny constructs, unaligned

Armor Class 13
Hit Points 55 (10d8 + 10)
Speed 20 ft., fly 30 ft.

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

Damage Vulnerabilities fire
Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 30 ft., passive perception 8
Languages understands the languages of its creator but can't speak
Challenge 3 (700 XP)

False Appearance. As the paper golem.

Immutable Form. As the paper golem.

Ink Blot (Recharge 4–6). As the paper golem, except it can also apply to the swarm's whirlwind.

Magic Weapons. The paper golem's weapon attacks are magical.

Swarm. The swarm can occupy another creature's space and vice versa, and it can move through any opening large enough for a piece of paper. The swarm can't regain hp or gain temporary hp.

ACTIONS

Paper Cut. *Melee Weapon Attack*: +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) slashing damage, or 7 (2d6) slashing damage if the swarm has half of its hp or fewer.

Whirlwind (Recharge 5–6). The air is momentarily filled with paper golems. Each creature within 5 feet of the swarm must make a DC 13 Dexterity saving throw, taking 7 (2d6) slashing damage on a failed save, or half as much damage on a successful one.

Golem, War Machine

A tavern-sized, iron construct crushes everything in its path, sweeping away enemies and walls with one swipe of its mighty fist. The top of its head sports a catapult launching boulders.

War machine golems are 40-foot-high, self-piloting siege weapons powered by dwarven engineering and necromancy.

Fueled by Dead Dwarves. It takes a battalion of dwarf engineers a decade to manufacture a body for a golem war machine. Once the body is constructed, a circle of five necromancers summons the spirits of the dwarves' ancestors. Infused with these spirits, the body comes to life. The construct is bound to a master by the circle of necromancers at the time of the spirit infusion, usually a dwarf general. If the golem loses its master, it follows its last order and then lies dormant until another circle of necromancers is assembled to cast a ritual to bind the construct to a new master.

Construct Nature. A golem doesn't require air, food, drink, or sleep.

WAR MACHINE GOLEM

Gargantuan construct, unaligned

Armor Class 18 (natural armor)
Hit Points 232 (15d20 + 75)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (–1)	21 (+5)	3 (–4)	10 (+0)	1 (–5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands Dwarvish but can't speak
Challenge 18 (20,000 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.
Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.
Magic Weapons. The golem's weapon attacks are magical.
Siege Monster. The golem deals double damage to objects and structures.

ACTIONS

Multiattack. The golem makes two slam attacks and one catapult attack.
Slam. *Melee Weapon Attack*: +14 to hit, reach 10 ft., one target. *Hit:* 22 (4d6 + 8) bludgeoning damage.
Catapult. The war machine golem hurls a boulder at a point it can see within 120 feet of it. Each creature within 10 feet of that point must make a DC 19 Dexterity saving throw. On a failure, a target takes 16 (3d10) bludgeoning damage and is knocked prone. On a success, a target takes half the damage and isn't knocked prone.
Fire Breath (Recharge 5-6). The war machine golem breathes fire in a 60-foot cone. Each creature in the area must make a DC 19 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.



VARIANT: BEYOND BOULDERS

War machine golems can be built with alternate forms of ammunition for their catapults. When creating such a variant, substitute the appropriate damage for the appropriate damage type. For example, golems with ballistae on their heads deal piercing damage while those that sling flaming pitch deal fire damage. All other effects of the catapult attack remain the same.

Goliath Longlegs



A spider the size of a large house, with legs that could pass for trees, moves through the forest.

Solitary hunters, goliath longlegs sit motionless for long periods of time, waiting for unsuspecting prey to walk beneath them.

Stealthy Ambush Predators. The legs of a goliath longlegs mimic the size and texture of the trees of the forest in which it resides. It uses this natural camouflage to its advantage, hiding its body in the crowns of the nearby trees.

Venomous Weapons. The goliath longlegs' legs are vulnerable to attack, so it prefers to poison its prey with a paralyzing nerve agent.

Unknown Origin. Not much is known about the origin of this species. They are few in number, and, when one is discovered, word rarely gets back to civilization.

GOLIATH LONGLEGS

Gargantuan monstrosity, unaligned
Armor Class 16 (natural armor)
Hit Points 162 (12d20 + 36)
Speed 20 ft.

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

Skills Perception +4, Stealth +5
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 14
Languages —
Challenge 7 (2,900 XP)

Expansive. A creature at least one size smaller than the goliath longlegs can travel through and finish its turn in the goliath longlegs' space.

False Appearance. While a goliath longlegs remains motionless, it is indistinguishable from other plants or trees.

Forest Camouflage. The goliath longlegs has advantage on Dexterity (Stealth) checks made to hide in forested terrain.

Vulnerable Legs. The goliath longlegs has eight legs. While it has more than four legs, the goliath longlegs is immune to being knocked prone or restrained. Whenever the goliath longlegs takes 20 or more damage in a single turn, one of its legs is destroyed. Each time a leg is destroyed after the fourth one, the goliath longlegs must succeed on a DC 13 Constitution saving throw or fall prone. Any creature in the goliath longlegs' space or within 5 feet of it when it falls prone must make a DC 15 Dexterity saving throw, taking 21 (6d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

ACTIONS

Multiattack. The goliath longlegs makes one bite attack and then as many leg attacks as it has legs. It can use its Reel in place of two leg attacks.

Bite. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage and the target must make a DC 15 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hp, the target is stable but poisoned for 1 hour, even after regaining hp, and is paralyzed while poisoned in this way.

Leg. *Melee Weapon Attack*: +7 to hit, reach 15 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Paralytic Web (Recharge 5–6). *Ranged Weapon Attack*: +5 to hit, range 30/60 ft., one Large or smaller creature. *Hit:* The creature is restrained by webbing and must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the paralyzed effect on itself on a success. As an action, the restrained creature can make a DC 15 Strength check, escaping from the webbing on a success. The webbing can also be attacked and destroyed (AC 12; hp 15; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Reel. The goliath longlegs pulls one creature caught in its web up to 30 feet straight toward it. If the target is within 10 feet of the goliath longlegs, the goliath longlegs can make one bite attack as a bonus action.

Goreling



Bits and pieces of ground-up flesh and bone given unholy life shuffles forward, eager to feed.

Gorelings are a necromancer's answer when there just isn't enough flesh around to create a full zombie. During a fight, a chopped off appendage or two can be converted into a handy minion.

Torturous Hunger. It is said that within each goreling is a fragment of the dead creature's soul. It seeks out the flesh of living things, desperately trying to make itself whole again.

Leftover Parts. Gorelings come in a variety of shapes and sizes, since they are made of whatever is lying around, including whole eyes, ears, fingers, and organs. The sight of one is unsettling, often even for a necromancer.

Cannibal Tendencies. If no living flesh is available for a goreling to consume, it will cannibalize another goreling. Specimens become larger and larger as they absorb more and more flesh. Thankfully, most decay away to nothing before they get to be too big, but a massive goreling has been mistaken for a flesh golem more than once.

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

GORELING

Small undead, unaligned

Armor Class 12
Hit Points 11 (2d6 + 4)
Speed 20 ft.

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

Damage Immunities necrotic, poison
Condition Immunities poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7
Languages —
Challenge 1/4 (50 XP)

Bloodthirsty. If 6 or more gorelings are within 30 feet of one another, they become frenzied and their attacks deal an extra 2 (1d4) necrotic damage.

Swarming. Up to five gorelings can occupy the same space.

Actions

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

Reactions

Multiplying. When a goreling is hit but not reduced to 0 hp, it splits into two new gorelings. Each new goreling has 1 hp, doesn't have this reaction, and is one size smaller than the original goreling.

VARIANT: ROTTEN GORELING

While fresh gore is preferable when raising gorelings, rotting flesh will suffice, too. These gooey black and green undead creatures smell absolutely awful. Such gorelings have a challenge rating of 1/2 (100 XP) and gain the following trait.

Putrid Stench. Rotten gorelings emit a terrible, sweet stench. Each creature that starts its turn within 30 feet of the goreling must succeed on a DC 13 Constitution saving throw or have disadvantage on attack rolls for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Putrid Stench of all gorelings for the next 24 hours.

Grave Behemoth



A massive giant reeking of rotting flesh shambles forward. Its rubbery skin constantly ripples as if living things are trapped underneath.

Weapon Against Giants. In the past, a necromancer kingdom neared destruction from rampaging giants. Their undead were not sufficient to defeat the giants, so they turned to even darker arts. The necromancers flayed the flesh off hill giants, keeping the skins mostly intact, and stuffed the resulting sacks of flesh full of humanoid bodies before sewing it back together. Then, they enveloped their creations in necrotic energy until the giant flesh animated . . . along with the zombies trapped inside.

Out of Many, One. A grave behemoth is more than the sum of its grisly parts. The dark ritual forms a hive mind between the behemoth and its zombie tenants, which act as an extension of the behemoth's will.

Undead Nature. A grave behemoth doesn't require air, food, drink, or sleep.

GRAVE BEHEMOTH

Huge undead, neutral evil
Armor Class 9
Hit Points 210 (20d12 + 80)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (–1)	19 (+4)	13 (+1)	10 (+0)	8 (–1)

Saving Throws Con+8, Wis+4
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 10 (5,900 XP)

Fleshbag. The behemoth starts with two arms and two legs. If it loses one arm, it can't multiattack. If it loses both arms, it can't slam. If it loses one leg, its speed is halved. If it loses both legs, it falls prone. If it has both arms, it can crawl. With only one arm, it can still crawl, but its speed is halved. With no arms or legs, its speed is 0, and it can't benefit from bonuses to speed.

Flesh Wound. At the end of any turn in which the behemoth took at least 30 damage, roll a d8. On a 1, it loses an arm. On a 2, it loses a leg. In addition, 2 (1d4) zombies fall prone in unoccupied spaces within 10 feet of the behemoth, spilling from the wound.

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

Zombie Keeper. Zombies created by a grave behemoth's Flesh Wound and Hurl Flesh share a telepathic link with it, are under its control, are immune to necrotic damage, and act immediately and on the grave behemoth's initiative.

ACTIONS

Multiattack. The grave behemoth makes two slam attacks.

Slam. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Gorge. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 25 (3d12 + 6) piercing damage plus 14 (4d6) necrotic damage.

Hurl Flesh (Recharge 5-6). The grave behemoth vomits putrid flesh and 5 (2d4) zombies in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw. On a failure, a target takes 38 (11d6) necrotic damage and is covered in rotting slime for 1 minute. On a success, a target takes half the necrotic damage and isn't covered in slime. A creature, including the target, can take an action to clean off the slime. Zombies under the grave behemoth's control have advantage on attack rolls against creatures covered in a grave behemoth's slime.

Green Knight of the Woods

Clad in emerald green plate mail and a cloak woven from leaves, this mysterious knight wields a mighty battle axe. A shield decorated with greenery is strapped to his arm.

Fey Champions. Green knights serve the Fey Lords and Ladies, acting as their champions and protecting those ancient forests where the borders between the Material Plane and the lands of the fey are thin. They are creatures of honor, and they are sometimes sent by a fey noble to test the integrity and honesty of a mortal knight by challenging the mortal to a duel or other contest. Beneath their plate armor, green knights appear as heavily built humanoids with a greenish tinge to their skin.

Forest Hideaways. Green knights make their homes in "green chapels" deep in the woods. These places are sometimes ruined churches or keeps overgrown with moss, vines and other foliage, or hidden forest gorges guarded by woodwoses (see page *383*) or other fey creatures. Green knights often ride green-skinned, fey warhorses into battle (use warhorse statistics with the Magic Resistance trait and plate barding).

GREEN KNIGHT OF THE WOODS

Medium fey, lawful neutral

Armor Class 20 (plate, shield)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

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

Saving Throws Dex +3, Con +5
Skills Athletics +7, Intimidation +6, Survival +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with cold iron
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 11
Languages Common, Elvish, Sylvan
Challenge 6 (2,300 XP)

Headsman's Woe. If the green knight's head is severed by a vorpal weapon or by other means, magical vines sprout from its neck and the head reattaches by the start of the green knight's next turn, preventing the green knight from dying from the loss of its head.

Knight's Challenge (3/Day). As a bonus action, the green knight targets one creature that it can see within 30 feet and issues a challenge. If the target can see the green knight, it must succeed on a DC 14 Wisdom saving throw or become magically compelled to engage the green knight in melee combat for 1 minute, or until the knight challenges a new opponent. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

On its turn, the affected creature must move towards the green knight and make a melee attack against the green knight.

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

Speak with Beasts and Plants. The green knight can communicate with beasts and plants as if they shared a language.

ACTIONS

Multiattack. The green knight makes two attacks: one with its battle axe and one with its shield bash.

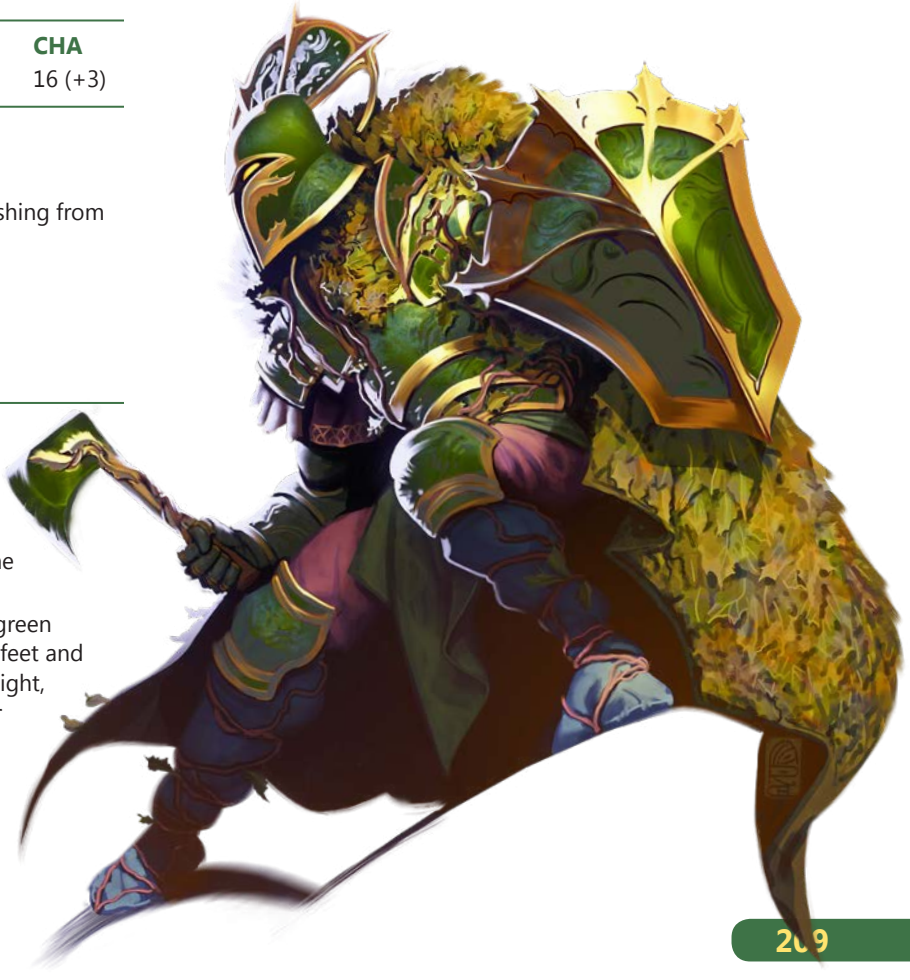
Battle Axe. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Shield Bash. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained by magical vines springing forth from the green knight's shield, and the green knight can't make shield bash attacks against other targets.

Javelin. *Melee or Ranged Weapon Attack*: +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

REACTIONS

Knight's Rebuke. When the green knight is hit by a melee attack from a creature it has successfully challenged, it can make one battle axe attack with advantage against the attacker.



Grindylow

This creature has a fishlike head that is almost triangular in shape, sloping down and outward toward its wide mouth, filled with small, sharp teeth. Large eyes stare unblinking from its hideous face. A scrawny chest, covered in fish scales, supports two long, wiry arms which end in three clawed digits. Its lower body resembles the long tail of an eel.

Menace of the Shallows. Grindylows live in small bands of a dozen or so individuals, primarily in warm, coastal waters. Often hunted down by merfolk, they are quick to ingratiate themselves with other intelligent predators like the sahaugin in the hopes of gaining some protection. In this way, they often find themselves absorbed into the cults of their allies, dedicated to demon lords and malevolent sea gods.

A Taste for Fear. Grindylows don't care much about religious pursuits, however. Their single passion in life consists of lurking in tide pools, rivers, and lagoons, where they wait for gnomes, halflings, or human children to come near the water's edge so they can leap up with their long, wiry arms and drag their victims under the water. They eat what they kill in this manner, but this is a matter of convenience. Their true enjoyment is derived from the attack and the fearful reactions of their prey, not the resulting meal.

Murderous Mimics. Grindylows have some talent at voice mimicry which they sometimes use to lure creatures closer to the shore, but the most use this talent sees is in the recounting of the screams of their latest or greatest successes.

GRINDYLOW

Medium aberration, chaotic evil

Armor Class 13 (natural armor)
Hit Points 27 (5d8 + 5)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	8 (–1)	14 (+2)	9 (–1)

Skills Acrobatics +4, Athletics +3, Stealth +4
Senses darkvision 60 ft., passive Perception 12
Languages Aquan
Challenge 1 (200 XP)

Mimicry. The grindylow can mimic humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 13 Wisdom (Insight) check.

Slippery. The grindylow has advantage on ability checks and saving throws made to escape a grapple.

Water Breathing. The grindylow can breathe only underwater.

ACTIONS

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

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

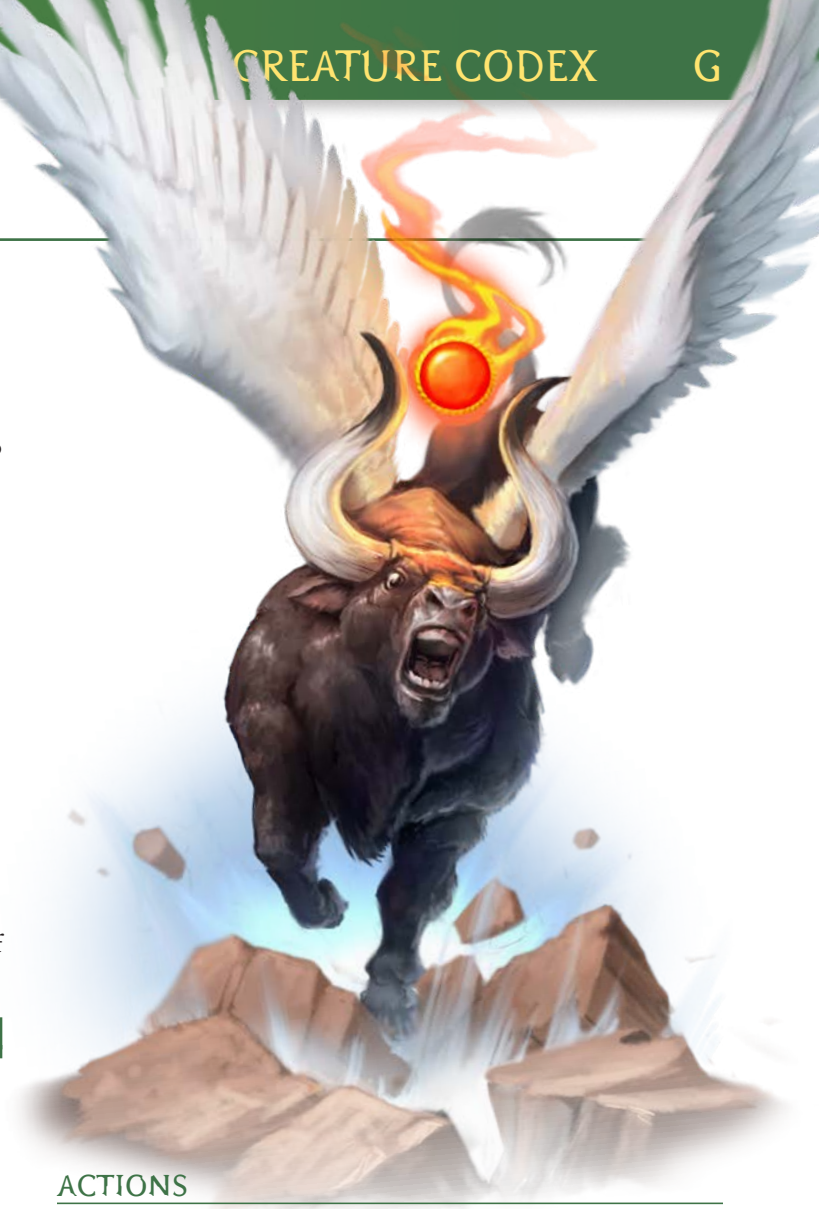
Claws. *Melee Weapon Attack*: +3 to hit, reach 10 ft., one target. *Hit:* 8 (2d6 + 1) slashing damage and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the grindylow can't use its claws on another target.

Ink Cloud (Recharges after a Short or Long Rest). A 20-foot-radius cloud of ink extends all around the grindylow if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink.

After releasing the ink, the grindylow can use the Dash action as a bonus action.



Gugalanna



A large black bull rips up the earth in great heaps. White wings spread wide from his shoulders, and a burning sun disc floats between his white horns.

Gugalanna, "The Great Bull of Heaven Who Makes the Earth Shake," is an instrument of Heaven, sent to trample enemies into dust. The sun disc between his horns makes clear his authority.

Wrath of the Divine. Gugalanna often arrives in times of war, torture, slavery, or oppression in answer to prayers by the poor or the plague-ridden. While rare, these forms of divine intercession occur often enough that evil-doers are familiar with some of its ways and portents. Shining clouds are said to foretell Gugalanna's arrival, as are flowers blooming in midwinter or on the altars of dark gods.

A Friend to Brother Ox. The animal lord Brother Ox (see page 24) seems to be a friend to Gugalanna; the two sometimes work together.

Hatred of Blood Magic. The biggest source of evil that brings Gugalanna's attention is the use of blood magic. The use of this form of magic invariably involves blood sacrifices, ritual murder, and other horrors. Gugalanna shakes down the pillars of temples devoted to such activities.

GUGALANNA

Huge celestial, chaotic good

Armor Class 18 (natural armor)
Hit Points 253 (22d12 + 110)
Speed 60 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	20 (+5)	10 (+0)	20 (+5)	18 (+4)

Saving Throws Dex +10, Con +12, Wis +12
Skills Athletics +14, Insight +12, Intimidation +11
Damage Resistances necrotic
Damage Immunities fire, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened
Senses truesight 60 ft., passive Perception 15
Languages understands all but can't speak, telepathy 120 ft.
Challenge 21 (33,000 XP)

Flyby. Gugalanna doesn't provoke an opportunity attack when it flies out of an enemy's reach.

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

Magic Weapons. Gugalanna's weapon attacks are magical.

Trampling Charge. If Gugalanna moves at least 20 feet straight toward a creature and then hits it with a horns attack on the same turn, that target must succeed on a DC 22 Strength saving throw or be knocked prone. If the target is prone, Gugalanna can make one kick attack against it as a bonus action.

Actions

Multiattack. Gugalanna makes two attacks: one with its horns and one with its kick.

Horns. *Melee Weapon Attack*: +14 to hit, reach 5 ft., one target. *Hit:* 34 (5d10 + 7) piercing damage and 14 (4d6) fire damage.

Kick. *Melee Weapon Attack*: +14 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage.

Legendary Actions

Gugalanna 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. Gugalanna regains spent legendary actions at the start of his turn.

Kick. Gugalanna makes a kick attack.

Rearing Stomp (Costs 2 Actions). Gugalanna spreads his wings and stomps his hooves, shaking the earth. Each creature within 10 feet of Gugalanna must make a DC 22 Strength saving throw. On a failure, a target takes 18 (2d10 + 7) bludgeoning damage and is pushed 20 feet away from Gugalanna. On a success, a target takes half the damage and isn't pushed. Gugalanna can then fly up to half his flying speed.

Blazing Sun Disc (Costs 2 Actions, Recharge 5-6). The sun disc floating between Gugalanna's horns flares. Each creature within 30 feet of Gugalanna must make a DC 18 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Gulon



This creature has the face and claws of a great cat but a body covered in the shaggy reddish fur of a fox. It moves like a canine, its insatiable mouth dripping with drool.

Gulons are forest-dwelling predators addicted to meat. They are known to attack any flesh-based creature they come across, even those much larger than themselves.

Insatiable Gluttons. Gulons take immense pleasure in eating. One of these creatures gorges itself on a meal until it can consume no more, then finds two trees very close together. The monster then forces itself through the space between the trees to discharge the food from its body through violence. Once this disgusting process is complete, the gulon continues feeding. Travelers who find large piles of waste between two trees should turn back – for they are in gulon territory.

Adventurous Eaters. When a gulon picks up the scent of a creature it has never tasted before, the monster hunts that quarry to the ends of the earth. Gulons have an innate drive to consume as many different kinds of meat as possible. If a gulon is drawn out of its territory following a potential meal, it may wander into a civilized area full of new meaty delights, and it may not leave that new hunting ground for days or weeks.

Eating and Mating. Gulons are typically solitary animals, but males do make annual migrations in the spring to seek out a female's territory. If a female accepts a male, they spend weeks hunting together. The male returns to its territory near the end of the season and the female gives birth to a litter of gulon pups that leave the territory when they mature.

GULON

Large monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 110 (13d10 + 39)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	5 (–3)	12 (+1)	5 (–3)

Skills Perception +4, Stealth +5, Survival +4
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 6 (2,300 XP)

Amorphous. The gulon can move through a space as narrow as 1 foot wide without squeezing. When it moves through an area smaller than its normal space, it excretes waste in a 5-foot cube. This waste is difficult terrain and creatures crossing through it must succeed on a DC 16 Constitution saving throw or become poisoned for 1 minute.

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

Actions

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

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

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

Too Full (Recharge 5-6). The gulon belches a 15-foot-radius cloud of toxic gas around itself. Each creature in the area must make a DC 16 Constitution saving throw, taking 31 (7d8) poison damage on a failed save, or half as much damage on a successful one.

Gumienniki

These stooped creatures resemble elderly humans with cranberry-colored skin and bright, glowing eyes. They dress in loosely-woven clothing made from hay and foul leather strips.

Bargainers. Gumienniki strike fiendish bargains with willing farmers. They offer to protect silos and storehouses from vermin, thieves, and fire in return for a steady supply of livestock. Most of these bargains end poorly for the farmer, who soon discovers that the gumienniki doesn't discriminate when it's hungry.

Slip in by Moonlight. The gumienniki travel from the Lower Planes to the Material Plane whenever the moon is full. They delight in sacrificing captured humanoids or livestock in starlight, and the harvest moon is of particular importance to them. During the harvest moon, gumienniki are said to sprout flaming wings, which allow them to fly.

Servants of the Harvest. The gumienniki sometimes ally themselves with dark fertility cults in hidden groves, bringing blood sacrifices directly from their protected farmers to an altar. The farmers themselves may eventually be brought into the cult. The gumienniki may ally with a pack of roggenwolf (see page *320*) or rattok demons (see page *90*) to starve entire villages. In a few cases, they become servants to vampires, spying on a village in their cat form and reporting any effort to resist the vampire's rule.



GUMIENNIKI

Small fiend (shapechanger), neutral evil

Armor Class 13
Hit Points 22 (5d6+5)
Speed 30 ft.

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

Skills Acrobatics +5, Stealth +5
Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Abyssal, Common, Infernal
Challenge 1 (200 XP)

Shapechanger. As a bonus action, the gumienniki can change its form into a Tiny housecat, or back into its true form. Its statistics, other than its size, are the same in each form except it loses its flaming hand scythe attack when in cat form.

Through Grass and Sheaves. The gumienniki's speed is doubled when traveling over grassy areas or through planted crops.

Actions

Flaming Hand Scythe. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage and 7 (2d6) fire damage.

Fiendish Blink (1/Day). The gumienniki flashes its glowing eyes, illuminating a 15-foot cone. Each creature in that area that can see the gumienniki must succeed on a DC 12 Constitution saving throw or be blinded for 1 minute.

Reactions

Taunting Cackle. When the gumienniki is missed by an attack, it can taunt the attacker. The attacking creature must succeed on a DC 12 Wisdom saving throw or have disadvantage on its next attack roll or saving throw.

Hag, Snow



Wrapped up against the cold in thick furs and a head scarf, this ugly old crone has a hooked nose, blue-tinged skin and long, clawed fingers. She trudges through the snow, leaning heavily on a gnarled staff.

Snow hags live in the cold lands of the far north, making their homes in wooden cottages amidst the trees of the taiga or in remote mountainside caves.

Evil Whispers. Snow hags enjoy posing as kindly wise women, selling herbal remedies and lucky charms. These remedies will work at first, but their efficacy soon fades, prompting the buyer to ask for something more permanent. The hag is only too willing to help but will ask for a favor in return. This might involve spreading gossip about another villager or playing a "harmless" prank on a neighbor. Slowly but surely, things escalate until everyone in the village is at each other's throats, much to the hag's delight.

Exiled for Ugliness. The first snow hags were daughters of the Snow Queen (*Tome of Beasts*, p. 198), fathered by a hill giant lover she denies ever knowing. Appalled by their ugliness, the Snow Queen threw her offspring into the frozen wastes where they live to this day.

Mothers of Beauty. Snow hags reproduce by stealing human infants and eating them. A year and a day after consuming the infant, the hag gives birth to a beautiful ice maiden (*Tome of Beasts*, p. 254). The magical kiss of an ice maiden freezes the heart of a mortal, putting it under her spell, but this magic can be broken by the kiss of the victim's true love. If an ice maiden loses seven lovers in this way, she transforms into a snow hag.

SNOW HAG

Medium fey, neutral evil

Armor Class 17 (natural armor)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

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

Skills Arcana +3, Deception +5, Survival +4
Damage Vulnerabilities fire
Damage Immunities cold
Senses darkvision 60 ft., passive Perception 12
Languages Common, Giant, Sylvan
Challenge 3 (700 XP)

Ice Walk. The snow hag can move across icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra moment.

Innate Spellcasting. The snow hag's spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The snow hag can innately cast the following spells, requiring no material components:

At will: *minor illusion, prestidigitation, ray of frost*
1/day each: *charm person, fog cloud, sleet storm*

Actions

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

Icy Embrace (Recharge 5-6). The snow hag exhales a cloud of freezing fog in a 15-foot-radius around her. Each creature in that area must make a DC 13 Constitution saving throw. On a failure, a target takes 21 (6d6) cold damage and is restrained by ice for 1 minute. On a success, a target takes half the damage and isn't restrained. A restrained target can make a DC 13 Strength check, shattering the ice on a success. The ice can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire and bludgeoning damage; immunity to slashing, cold, poison, and psychic damage).

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have human hands, but someone touching them would feel her sharp claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

Herald

From time to time, the gods send various emissaries and messengers out into the world. These Heralds have great power and a clear mission to enforce their creator's edicts and spread dogma in a concrete way.

Herald of Fire

Boasting shining, golden claws and crimson robes and smelling of smoke and ash, the bipedal dragon strode through the burning city, pointing its golden claw at certain homes and businesses. In each place, the soldiers found golden plunder to load on the wagons.



The herald of fire is a living embodiment of fiery justice and burnt sacrifices to the draconic gods. In most cases, the herald appears when some great sacrilege has been committed against the faith of fire, such as the withholding of taxes and tribute, or the slaughter of dragons and their kin, or desecration of a temple.

Fiery Eyes and Magical Sword. Though the herald can assume the shape of a dragonborn, human, or kobold, it always has eyes filled with leaping flames, no matter its guise. This is far more obvious by night than in daylight. The herald often carries a magical sword of truth. It rarely uses this weapon in battle, for it is made of soft silver and inlaid with mithral and gold. However, all those near the sword find it quite difficult to lie.

Quick to Anger. While a herald of fire does seek justice and tribute for the dragon gods, it is known for its propensity to anger at slight provocations. In many cases, its anger leads it to shout, stamp its clawed feet, or smash objects around it. In a few cases, it performs immediate and even fatal judgment on the source of its annoyance. Afterwards, it generally claims to have acted entirely within the law and dares others to gainsay it.

HERALD OF FIRE

Large dragon, lawful evil

Armor Class 16 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	17 (+3)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Str +7, Dex +4, Wis +5
Skills Perception +5
Damage Vulnerabilities cold
Damage Resistances lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities charmed, paralyzed, exhaustion, poisoned, stunned, unconscious
Senses darkvision 120 ft., passive Perception 15
Languages Common, Draconic, Infernal
Challenge 12 (8,400 XP)

Blood Frenzy. The herald of fire has advantage on melee attack rolls against any creature that doesn't have all its hp.

Hidden Herald. The herald of fire can use its action to polymorph into a Medium dragonborn, Medium human, Small kobold, or back into its true draconic humanoid form. In each form, its eyes glow with magical fire and it wears a silver sword, revealing its identity as a herald. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying, other than the silver sword, transforms with it. It reverts to its true form if it dies.

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

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

Scales of Justice. At the start of each of the herald's turns, each creature within 30 feet of it must succeed on a DC 16 Charisma saving throw or speak only the truth until the start of the herald's next turn while within 30 feet of the herald.

Treasure Sense. The herald can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of it.

ACTIONS

Multiattack. The herald of fire makes two fire claw attacks. If both attacks hit the same target, the target ignites. Until a creature takes an action to douse the fire, the target takes 7 (2d6) fire damage at the start of each of its turns.

Fire Claw. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage plus 7 (2d6) fire damage.

Fiery Lance (Recharge 5-6). The herald magically shoots fire in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Strength saving throw. On a failure, a target takes 42 (12d6) fire damage and, if it is Huge or smaller, is pushed up to 15 feet away from the herald. On a success, a target takes half the damage and isn't pushed.

LEGENDARY ACTIONS

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

Fiery Claw. The herald makes one fiery claw attack.

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

Immolate Foe (Costs 2 Actions). The herald of fire calls down searing, crimson fire in a 10-foot-radius, 40-foot-high cylinder centered on a point the herald can see within 120 feet of it. When a creature enters the area for the first time on a turn or starts its turn there, it is engulfed in flames and must make a DC 16 Dexterity saving throw. The creature takes 14 (4d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects in the area that aren't being worn or carried ignite. The pillar of fire lasts until the herald uses this legendary action again or until the herald dies.

Herald of the Great Wyrm

Doors flew open, and gates lifted as the draconic humanoid approached the castle. All locks failed, and a glowing portal opened between the roots of the courtyard chestnut tree. It opened its mouth to speak the words of the dragon gods.

Opener of the Ways. Rare indeed is the arrival of a herald of the Great Wyrm, the Keeper of Portals, the Opener of the Ways and Lord of Dragons. All locks, stoppers, chests, wards, and doors are said to spring open when it treads near, and gates and shadow portals pop into existence at its bidding. The herald of the great wyrm is a sign that the eye of dragonkind is upon a particular place or person—perhaps the thief of a great treasure, perhaps a great treasure to be taken.

Keeper of Knowledge. The herald of the Great Wyrm knows of all scrolls, books, maps, and even carvings and graffiti within 10 miles of its location. No source of lore or writing can be hidden from it.

HERALD OF BAAL-HOTEP

The heralds of fire are better known as the heralds of Baal-Hotep in the Dragon Empire and sometimes in Nuria-Natal, Parthia, Beldestan, and Khandiria, where they have long served both as relatively reliable judges and as tax collectors of an extremely impatient kind. When the cortege of the herald of Baal-Hotep is sighted by a town, its smoke and fiery sparks make its imminent arrival obvious. The herald's most frequent companions are fire sorcerers, agnibarra (see page 9), salamanders, and (occasionally) dragonborn light cavalry (see page 124). Fire giants or masses of kobolds follow in a wagon train laden with treasure.

Those who have been remiss in proffering various monies owed to the Dread Sultan, the morza, or other rulers may be dragged from their homes and given a last chance to settle their accounts. Those who value gold more than life or those who refuse to share the burdens and costs of the empire are taken to the square and burnt alive by a fire elemental summoned for that purpose. Their homes are then plundered thoroughly before being burnt to ashes. Such extreme cases are very rare, and they are most often ascribed to followers of Mammon or other dark gods.

Once all accounts are settled, the herald of Baal-Hotep hears all cases brought before it. Any hairy servant, any slave, and any of the scaled folk can accuse anyone else of a crime and expect to hear a judgment; however, the temperament of the herald can be impulsive and prone to both melancholy and extreme vengeance, depending on the state of the settlement and its people—the richer the village or town, the more time the herald spends on sharp questioning and deduction. Accusations of corruption by the mighty are also treated with extreme seriousness, though a human peasant who accuses a dragon lord of some form of tax-skimming, cruelty, or neglect of the city's guards and people had best have an ironclad case; failure to convince a herald may result in judgment against the accuser. At the same time, the word of a herald of Baal-Hotep can and has destroyed even drakes and true dragons when their crimes, nepotism, and treachery are made plain.

HERALD OF THE GREAT WYRM

Large dragon, lawful neutral

Armor Class 18 (natural armor)
Hit Points 171 (18d10 + 72)
Speed 30 ft.

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

Saving Throws Str +9, Dex +5, Con +9, Wis +6
Skills Arcana +9, History +9, Perception +6, Religion +9
Damage Vulnerabilities necrotic
Damage Resistances lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, poison
Condition Immunities charmed, paralyzed, exhaustion, poisoned, stunned, unconscious
Senses truesight 120 ft., passive Perception 16
Languages Abyssal, Common, Celestial, Draconic, Dwarven, Elvish, Giant, Infernal
Challenge 15 (13,000 XP)

Aura of Immobility. The herald of the great wyrm emits an area of antimagic within 60 feet of itself. This trait works like the *antimagic field* spell, except it only affects magical travel. At the start of each of its turns, the herald chooses whether this aura is active. The aura prevents the herald's own magical traveling.

Hidden Herald. The herald of the great wyrm can use its action to polymorph into a Medium dragonborn, Medium human, Small kobold, or back into its true draconic humanoid form. In each form, its eyes glow with a magical light that shifts in color and it wears a silver key, revealing its identity as a herald. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying, other than the silver key, transforms with it. It reverts to its true form if it dies.

Legendary Resistance (2/Day): If the herald of the great wyrm fails a saving throw, it can choose to succeed instead.

Portal Mastery. As a bonus action, the herald of the great wyrm can open any object that contains a mundane or magical means that prevents access. This trait works like the *knock* spell, except it dispels rather than suppresses *arcane lock* and it doesn't create an audible knock when used. Alternatively, the herald can use a bonus action to open or close any magical portal, road, gateway, or path.

Portal Movement. As a bonus action, the herald of the great wyrm can teleport up to 30 feet to an unoccupied space it can see toward or away from a hostile creature.



HERALD OF THE GREAT WYRM IN MIDGARD

In the Midgard setting, the Herald of the Great Wyrm is more commonly called the Herald of Veles, and its arrival is rare. The crowning of a new morza (dragon lord) in the Dragon Empire and that lord's investment in its role as provincial lord and ruler is one such occasion. Other times, the Herald of Veles answers the call of certain priests and oracles of the world serpent, who seek consultation about new signs and portents or to express some particularly obscure point of doctrine. Most visits are made without great fuss by the herald of Veles, but include some degree of shock and bewilderment from all the scaly folk, who sometimes interpret such visits as signs of the impending end of the world.

ACTIONS

Multiattack. The herald of the great wyrm makes two claw of fate attacks or two spectral barrier attacks. If both claw of fate attacks hit the same target, the target is restrained. While restrained, the target takes 13 (2d12) radiant damage at the start of each of its turns. A creature, including the target, can take an action to make a DC 17 Strength check, ending the restrained condition on a success. The herald can restrain only two creatures at a time in this way.

Claw of Fate. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage plus 9 (2d8) radiant damage.

Spectral Barrier. *Ranged Magical Attack*: +9 to hit, range 60 ft., one target. *Hit:* 18 (4d8) radiant damage. The target must succeed on a DC 18 Wisdom saving throw or be restrained by magical bands of force for 1 minute. A creature, including the target, can take its action to burst the bands of force by succeeding on a DC 17 Strength check.

LEGENDARY ACTIONS

The herald of the great wyrm 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 herald regains spent legendary actions at the start of its turn.

Claw of Fate. The herald makes one claw of fate attack.

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

Black Well of Unmaking (Cost 2 Actions). The herald of the great wyrm creates a 5-foot-sphere of void matter on a point it can see within 120 feet of it. At the start of each of the herald's turns, each creature other than the herald within 30 feet of the well of unmaking must succeed on a DC 16 Strength saving throw or be pulled up to 15 feet toward the well. Each creature that starts its turn within 5 feet of the well must make a DC 16 Constitution saving throw. On a failure, a creature takes 27 (6d8) necrotic damage and is stunned. On a success, a creature takes half the damage and isn't stunned. The well of unmaking lasts until the herald uses this legendary action again or until the herald dies.

Herald of Undeath

Skeletal and towering over the battle, the herald of undeath blasts the living in the name of its dark lord: "Hail the age of apocalypse, for your death is here! I shall reap you all into my master's fold, for I am the end times made flesh!"

Fresh from the land of the dead, a herald of undeath is an enormous, undead servitor of the dark gods of undeath. It is often accompanied by flutterflesh (*Tome of Beasts*, p. 203) scouts or a pack of wraiths, and it travels as a messenger to a hierophant lich (see page 251) or an evil high priest. The herald of undeath walks tirelessly to spread its master's grim message of death, doom, and decay.



Shrieking Bones. When struck by magic or by a magical weapon, the bones of the herald cry out in pain with the voices of the damned.

Separable Limbs and Eyes. The herald of undeath can detach its various limbs at any time, leaving them to act independently. It will often leave an eyeball somewhere to keep watch on a particular location.

Raises Entire Cemeteries. A herald of undeath can and will raise entire undead armies from large cemeteries, battlefields, or necropoli. There is no limit to the number of undead that will follow a herald of undeath, and even intelligent undead are not immune to its clarion call. Tribes of gnolls sometimes follow them, seeking chaos and easy plunder.

Undead Nature. A herald of undeath doesn't require air, food, drink, or sleep.

HERALD OF UNDEATH

Large undead, lawful evil

Armor Class 16 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 40 ft.

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

Saving Throws Str +6, Dex +8
Skills Deception +7, Perception +5, Stealth +8
Damage Vulnerabilities radiant
Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, paralyzed, poisoned, stunned, unconscious
Senses darkvision 120 ft., passive Perception 15
Languages Common, Darakhul, Infernal
Challenge 11 (7,200 XP)

Creeping Death. A creature that starts its turn within 10 feet of the herald must succeed on a DC 16 Constitution saving throw or take 13 (3d8) necrotic damage.

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

Turn Resistance. The herald has advantage on saving throws against any effect that turns undead.

ACTIONS

Multiattack. The herald of undeath makes two reaping scythe attacks or uses its Ray of Annihilation twice. If both reaping scythe attacks hit the same target, the target must succeed on a DC 14 Constitution saving throw or it is reduced to 0 hp.

Reaping Scythe. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage plus 9 (2d8) necrotic damage.

Ray of Annihilation. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 18 (4d8) necrotic damage and the target must succeed on a DC 16 Charisma saving throw or be blinded for 1 round.

THE HERALD OF MOT IN MIDGARD

The herald of undeath is referred to as the herald of Mot in the Southlands and the East, where the god of undeath and his hideous messengers live within ancient necropolis, or summoned on battlefields in the Red Wastes, to create a city of the undead. A herald may corrupt ley lines or transform a ruler of Nuria into a god-king or god-queen. Its role in this later work requires deep necromancy and a divine spark in the chosen ruler.

CEMETERY CITIES OF THE RED WASTES

In places most deeply corrupted by necrotic energies, the herald of undeath crowns itself as a minor godling and bringer of the grave's embrace. It builds a settlement of undeath, first a small village and temple of skeletons and zombies building shrines to demons and dark gods, then a larger town looting tombs and decorating an elaborate and profane cathedral, and (if left undisturbed) an entire city of undead working to gather the living into its chilly embrace. Some of the cities of the Red Wastes follow this pattern, as do some cities in the Southlands and elsewhere.

The largest of these cemetery cities are strange places filled with the chittering of ghouls and the clatter of bone, and their primary purpose is the slavish adulation of the dark god who sponsors their founding herald. They have no fields to till or livestock to maintain; instead, they gather and carve stone into grotesque buildings, offertories, and abattoirs where the living cross into undeath. Cemetery cities can grow to enormous size with freakishly carved devotional scriptures on every wall, gates made of ebon stone, and streets paved in powdered bones and small cobblestones, each ivory stone crudely carved to resemble a skull. At some point, their rituals, stonework, and sheer nightmarish blasphemy generates a portal to the land of the dead, and many demons and powers of the outer darkness can enter the world of the living directly. These might include chained angels (*Tome of Beasts*, p. 20), neophron demons (see page *86*), and umbral vampires (*Tome of Beasts*, p. 397).

Destroying cemetery cities is always an urgent priority for followers of the gods of life and light. Doing so usually requires either a traditional siege powered by living troops and clerics able to turn undead, or a smaller group of powerful heroes able to reach and destroy the herald of undeath itself. Destroying the herald usually severs the connection that its undead followers have to the afterlife; skeletons, zombies, and most intelligent undead turn to dust immediately, and the cemetery city itself crumbles into ruins within a few weeks or months

Horned Serpent



This huge snake has a pair of wide horns, like those of a bull, and a smooth, opaque, red, ovoid stone between its eyes that gives off a faint glow.

Plague Bearers. Known to be a bringer of magical plagues, horned serpents are also sought after for their horns and the strange stones between their eyes, both believed to have powerful curative properties.

Wilderness Wanderer. Horned serpents travel between lakes, ponds, and deep rivers, never staying in one area for more than a few seasons. Though they live primarily in the water, they venture onto the land to hunt, where the sweetness of their poisonous scent draws game to them.

Grisly Signs. The presence of a horned serpent is most often detected by an area of dead creatures, poisoned but otherwise untouched.

HORNED SERPENT

Large monstrosity, unaligned
Armor Class 18 (natural armor)
Hit Points 210 (20d10 + 100)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3	20 (+5)	4 (-3)	14 (+2)	16 (+3)

Saving Throws Dex +7, Wis +6
Skills Perception +6, Stealth +7
Damage Resistances fire
Damage Immunities necrotic, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 12 (8,400 XP)

Amphibious. The horned serpent can breathe air and water.

Corpse Cough. Those who fail a saving throw against the horned serpent's Gem Gaze or bite attack become infected with the corpse cough disease. The infected creature can't benefit from short or long rests due to a constant, wet cough. The infected creature must succeed on a DC 17 Constitution saving throw each day or take 18 (4d8) necrotic damage. The target's hp maximum is reduced by an amount equal to the necrotic damage taken. The target dies if this effect reduces its hp maximum to 0. The reduction lasts until the target is cured of the disease with a *greater restoration* spell or similar magic. If the infected creature comes into physical contact with a blood relative before the disease is cured, the relative must succeed on a DC 17 Constitution saving throw or also become infected with the disease. The blood relative is afflicted with a constant, wet cough within hours of infection, but the disease's full effects don't manifest until 1d4 days later. Corpse cough is so named due to the smell of the cough as the infected creature's lungs become necrotic.

Poisonous Aura. At the start of each of the horned serpent's turns, each creature within 20 feet of it must make a DC 17 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one.

Shielded Mind. The horned serpent is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

ACTIONS

Multiattack. The horned serpent makes one gore attack and one bite attack.

Gore. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit:* 19 (4d6 + 5) piercing damage.

Bite. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage, and the target must succeed on a DC 17 Constitution saving throw or become infected with the corpse cough disease (see the Corpse Cough trait).

Gem Gaze (Recharge 5-6). The horned serpent's gem flashes, bathing a 30-foot cone in iridescent light. Each creature in the area must make a DC 17 Constitution saving throw. On a failed save, a creature takes 35 (10d6) radiant damage and is infected with the corpse cough disease (see the Corpse Cough trait). On a success, a creature takes half the damage and isn't infected with the disease. Gem Gaze has no effect on constructs and undead.

Hound of Tindalos

Stepping through corners of otherwise solid walls, the hairless dog-like creatures coated in blue ichor are relentless pursuers able to cross dimensional barriers in pursuit of prey.

Hunters from the Void. Hideous and strange creatures from the Void, hounds of Tindalos hunt those who travel the planes of existence or break the bonds of time. None know if the hounds take offense to travel through time and space or if there is some quality of such travelers that they find irresistible, but, once they have the scent of such a creature, they rarely lose it. They hunt without rest, draining the creature of all fluids with long, hollow tongues once caught, leaving behind little more than a husk. They possess intelligence and the ability to speak, but no society or civilization of their kind has ever been witnessed. They live only to hunt.

A Taste for Humanity. Hounds of Tindalos prefer human prey even when presented with other options.

Hideous Beasts. The hound resembles a hairless dog, but its forelimbs end in remarkably human-looking hands. It has the head of a bat with large, luminous eyes and a short black beak, sharp as a razor. Notches in the center of the top and bottom of the beak allow a long, blue, hollow proboscis to snake out for feeding. Its skin color varies, though nodules along the hound's spine ooze a blue ichor that coats it most of the time.

HOUND OF TINDALOS

Medium aberration, neutral evil

Armor Class 17 (natural armor)
Hit Points 93 (11d8 + 44)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	18 (+4)	14 (+2)	16 (+3)	18 (+4)

Saving Throws Con +7, Wis +6
Skills Acrobatics +9, Perception +6
Damage Resistances necrotic
Damage Immunities cold, psychic, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 120 ft., passive Perception 16
Languages Void Speech
Challenge 8 (3,900 XP)

Entrance by Corners. The hound of Tindalos may only enter the Material Plane at a sharp intersection of surfaces. As a bonus action, the hound can teleport from one location to another within sight of the first, provided it travels from one sharp corner to another.

Keen Smell. The hound of Tindalos has advantage on Wisdom (Perception) checks that rely smell.

Magic Resistance. The hound of Tindalos has advantage on saving throws against spells and other magical effects.

Pounce. If the hound of Tindalos moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the hound of Tindalos can make one tongue attack against it as a bonus action.

Slippery. The hound of Tindalos has advantage on ability checks and saving throws made to escape a grapple.

ACTIONS

Multiattack. The hound of Tindalos makes two claw attacks and one bite attack. It can make one tongue attack in place of its two claw attacks.

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage.

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

Tongue. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) necrotic damage. The target's hp maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0.

Hunter of the Lost. The hound can transport itself to a different plane of existence. This works like the *plane shift* spell, except the hound can only affect itself, not other creatures, and can't use it to banish an unwilling creature to another plane.



Hungry Ghost, Gaki



A wretched spirit, at once both emaciated and bloated, stuffs huge handfuls of filth from a dung heap into its gaping, toothy maw.

The gaki, or hungry ghosts, are restless spirits of avaricious humans, cursed by the gods to live eternally in constant hunger. This hunger manifests itself as an insatiable desire to consume filth or cannibalistically devour human carrion. A hungry ghost appears as a hairless human with deep, bruised-blue skin stretched tight over both its emaciated ribs and its pendulous belly.

Desperate Hunger. Gaki rarely hunt mortal creatures. Though gaki can kill mortal creatures and devour their flesh, they find the rancid taste of carrion far more appetizing. When gaki do attack humanoids, it is because that mortal is keeping it from eating. Gaki cursed to eternally feed on feces, for instance, stalk outhouses and viciously attack the creatures relieving themselves within, as the gaki believes the creatures are guarding their rightful meal.

Esoteric Devourers. A hungry ghost is cursed to consume a single thing for eternity. Usually the object of their hunger is disgusting refuse like feces or garbage, but some gaki have more unusual tastes. Often, these tastes ironically reflect the sins these spirits committed in life. Gaki are generally benign, but the hungers that put them in conflict with civilized creatures—such as hungering for gold, clothing, magical scrolls—are the most destructive of all.

Hungry Dead Nature. The hungry ghost doesn't require air or sleep.

GAKI

Medium undead, chaotic evil

Armor Class 14

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	18 (+4)	17 (+3)	10 (+0)	12 (+1)	16 (+3)

Saving Throws Wis +4, Cha +6

Skills Perception +4

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 14

Languages any languages it knew in life

Challenge 8 (3,900 XP)

Aura of Famine. If a creature starts its turn within 10 feet of a gaki, it is overwhelmed by a hunger that dissolves fat and atrophies muscle. It must make a DC 14 Constitution saving throw, taking 11 (2d10) necrotic damage on a failed save, or half as much damage on a successful one.

Gluttonous Attraction. At the start of its turn, if a creature can see the gaki, it must make a DC 14 Wisdom saving throw. On a failure, it is overcome with a desire to kill and eat the ghost, and it must move as close to the gaki as it can.

Hungry Frenzy. The gaki has advantage on melee attack rolls against any creature that doesn't have all its hp.

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

Actions

Multiattack. The gaki makes two bite attacks.

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) acid damage.

Spit Acid. *Ranged Spell Attack:* +6 to hit, range 30 ft., one target. *Hit:* 21 (6d6) acid damage.

VARIANT: JIKININKI

Another type of hungry ghost, known as the jikininki, is the spirit of a selfish or blasphemous person now cursed to feed on fresh human flesh. The jikininki remembers all the details of its past life. It despises its accursed state, but, nonetheless, it is compelled to kill and feed. A jikininki has a challenge rating of 9 (5,000 XP) and, when it deals damage with its bite attack, it regains hp equal to the damage dealt by that attack. It also gains immunity to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Hungry Ghost, Preta

The emaciated creature smacks its withered lips in hungry anticipation as it reaches out with taloned claws.

In Eastern lands when men and women huddle in their homes behind stout shutters, they know the scratch of claws upon the door heralds an unending hunger for blood. Preta appear as human-like undead with sunken, mummified skin, narrow limbs, distended bellies and wide, unblinking eyes.

The Hungry Ghost. In many traditions, the preta is a pitiful creature suffering maddening hunger that can never be sated. They are often servants to blood cultists or ghouls.

Blood-Drinking Trickster. While some only desire love or food or companionship, the dangerous preta are the ones who hunger for blood. These preta roam the countryside picking off travelers or isolated farmers. They use their invisibility and mastery of illusions to mask their approach until it is too late for their prey to flee.

Hungry Dead Nature. The hungry ghost doesn't require air or sleep.

PRETA

Medium undead, neutral evil
Armor Class 13 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages the languages it knew in life
Challenge 3 (700 XP)

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

Actions

Multiattack. The preta uses its Blood Siphon. It then makes two attacks with its claws.

Claws. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Blood Siphon. The preta magically draws the blood from a target it can see within 30 feet into its ever-hungry mouth. The target must succeed on a DC 13 Constitution saving throw or take 7 (2d6) points of necrotic damage. The preta regains hp equal to half the necrotic damage dealt.

Etherealness. The preta magically enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Hidden Illusionist. The preta turns invisible until it attacks or uses Blood Siphon, or until its concentration ends (as if concentrating on a spell). While invisible, it leaves no physical evidence of its passage, leaving it traceable only by magic. Any equipment the preta wears or carriers is invisible with it. While invisible, the preta can create small illusory sounds and images like the *minor illusion* spell except it can create either two images, two sounds, or one sound and one image.



Ichneumon

With powerful jaws and teeth capable of shearing scales from meat with ease, the creature resembles a weasel the size of a brown bear.

Outsized Temerity. These creatures live in burrows and caves whose previous inhabitants were likely devoured by the new residents. Wily hunters, ichneumons prey upon all kinds of creatures, but they go to great lengths and far out of their way to feast on dragon eggs, or the dragons themselves if they can.

Resourceful Rodent. Ichneumons have a keen animal intelligence, and they make an innovative use of their environment. A musky oil with insulating properties coats the fur of an ichneumon, granting it a measure of protection. When an ichneumon has the luxury of time to prepare before hunting, it finds the nearest source of mud and applies layer after layer to itself. The mud bonds with the creature's oily coat and forms a hard, thick outer armor, enhancing its natural protections.

Hunted and Hated. The ichneumon's very existence is a source of humiliation and outrage for dragonkind. The mention of a dragon's name who was killed by an ichneumon is considered distasteful among dragons once they have hunted for the killer and settled the matter. Different standards of decency apply for other beings, however, and any non-dragon foolish enough to mention an ichneumon within hearing of a dragon might never be heard from again.

ICHNEUMON

Large monstrosity, unaligned

Armor Class 16 (natural armor; 18 with Mud Armor)
Hit Points 123 (13d10 + 52)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	18 (+4)	6 (–2)	14 (+2)	12 (+1)

Saving Throws Dex +8, Con +8, Wis +6
Skills Acrobatics +8, Athletics +10, Stealth +8, Survival +6
Damage Resistances acid, cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 120 ft., passive Perception 12
Languages —
Challenge 11 (7,200 XP)

Draconic Predator. The ichneumon is immune to a dragon's Frightful Presence and has advantage on saving throws against the breath weapons of dragons.

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

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

Mud Armor. If the ichneumon spends an hour applying mud to itself, it can increase its AC by 2 for 8 hours.

ACTIONS

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

Bite. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) piercing damage and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the ichneumon can't use its bite on another target.

Claws. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.



Ijiraq



A bipedal caribou adorned with spiked horns stalks the edge of the forest. Its melodious voice calls to hunters, telling them of clean springs, a fine honeycomb, and easy prey just a little further ahead.

While their true forms are invisible to most, ijiraq are often seen wandering the wilds in the form of beasts or terrible caribou-human hybrids. If seen in their true forms, they resemble short humans with horrifying features.

Hunters of Man. Ijiraq are known to abduct humans to use for sport. Many will carry skulls of their kills as trophies, and they have a fondness for the taste of human meat. At times, they do pretend to be guides to some hidden shrine or a flock of fat geese, to lure a hunter away from others. However, they view it as poor form to attack humans that come to speak with them and will treat such people with respect during a moot.

Loathing of the Sea. The ijiraq detest open waters, the creatures that live within them, and goods that come from them. Many villages have found safety from ijiraq by relocating close to the water's edge.

IJIRAQ

Medium fey, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 127 (15d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	19 (+4)	11 (+0)	15 (+2)	9 (-1)

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

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

Languages Sylvan

Challenge 7 (2,900 XP)

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

Memory Loss. After encountering an ijiraq, a creature must succeed on a DC 15 Wisdom saving throw to remember the events. On a failure, the details of the encounter rapidly fade away from the creature's mind, including the presence of the ijiraq.

Actions

Multiattack. In its true form, the ijiraq makes two claw attacks. In its hybrid form, it makes one gore attack and one claw attack.

Gore (Hybrid Form Only). *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage and 9 (2d8) poison damage.

Claw (Hybrid Form or True Form Only). *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 13 (3d8) poison damage.

Invisibility (True Form Only). The ijiraq magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). It may choose whether equipment it wears or carries is invisible with it or not.

Change Shape. The ijiraq magically polymorphs into any beast that has a challenge rating no higher than its own, into its caribou-human hybrid form, or back into its true from. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the ijiraq's choice).

While in its true form or its hybrid form, its statistics are the same. When in a beast form, the ijiraq retains its alignment, hp, Hit Dice, ability to speak, proficiencies, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Incinis

This unusual elemental seems to be made from magma and fire. Its skin is pitch black with glowing cracks forming and closing as it moves. Its face is featureless, except for a great flaming maw that sputters and smokes as it speaks.

Curious. Incinis are naturally curious creatures, and though they savor the taste of the living, they are likely to greet newcomers before attacking. An incinis is not naive or easily fooled, and it resorts to violence the instant it senses treachery or lies.

Volcanic Spirits. The incinis are often found on or near pools of magma, and seem to be capable to shaping and directing the flows of lava from active volcanoes.

Elemental Nature. The incinis doesn't require air, food, drink, or sleep.

INCINIS

Large elemental, neutral evil

Armor Class 17 (natural armor)
Hit Points 171 (18d10+72)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	18 (+4)	10 (+0)	16 (+3)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 13
Languages Common, Ignan
Challenge 10 (5,900 XP)

Magma Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage and must succeed on a DC 16 Strength saving throw or the weapon becomes stuck in the elemental. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. Until the grapple ends, the wielder takes 5 (1d10) fire damage at the start of each of its turns. To end the grapple, the wielder can release the weapon or pull it free by taking an action to make a DC 16 Strength check and succeeding.

ACTIONS

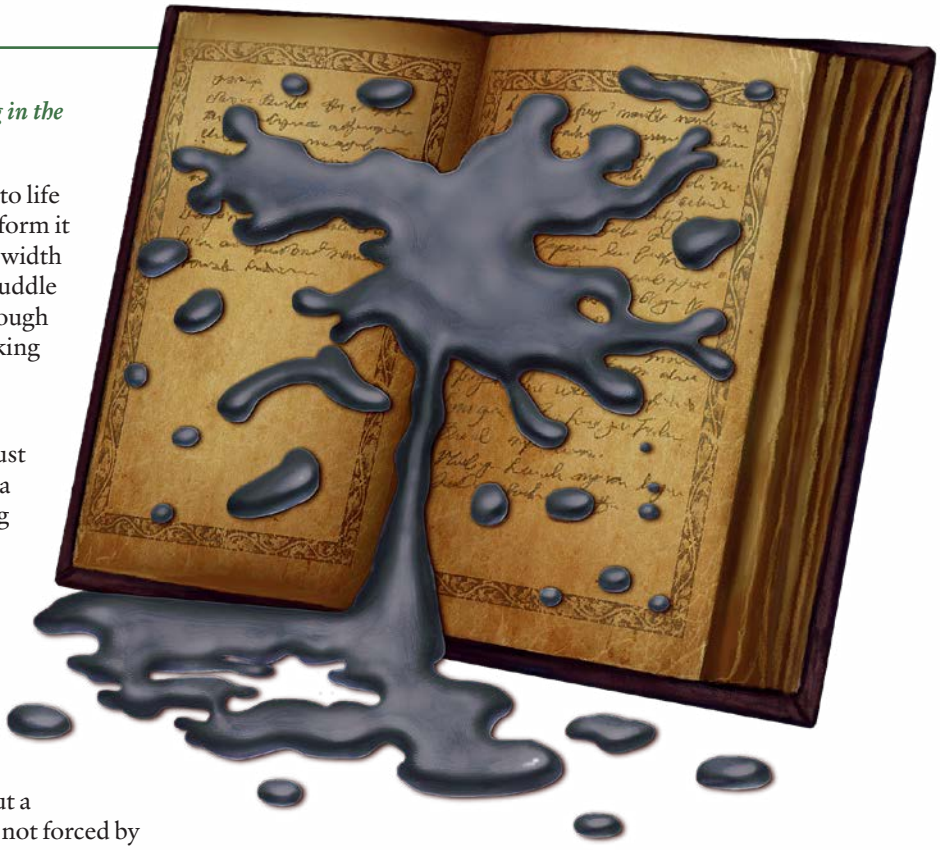
Multiattack. The incinis makes two magma fist attacks.

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

Wave of Magma (Recharge 5-6). The incinis transforms into a wave of magma, moving up to its speed in a straight line. Each creature in the path where the incinis moves must make a DC 17 Dexterity saving throw. On a failure, a target takes 21 (6d6) fire damage and, if it is a Large or smaller creature, it is pushed ahead of the incinis and knocked prone in an unoccupied space within 5 feet of where the incinis ends its movement. On a success, a target takes half the damage and is neither pushed nor knocked prone.



Inkling



A small, sentient pool of magical ink, shimmering in the light, flows along the bookshelf.

An inkling forms when dormant magic sparks to life in a long-unused spellbook. It can take on any form it wishes, although it rarely exceeds a height and width of six inches. It usually chooses the form of a puddle and flows in and around books. It can seep through even the tiniest cracks in its surroundings, making its search for hidden knowledge an easier task.

Wizards' Bane. Inklings possess a wizard's natural thirst for knowledge. Arcane casters must be careful, for inklings are disastrous to find in a wizard's library, craving knowledge and stealing the ink and the knowledge of spells for themselves. Inklings are primarily solitary entities. However, if enough spellbooks or scrolls are stored in one location, a horde of inklings can sometimes form.

Clever Pets. Some inklings have been caught by the wizards they tried to plague. Those not destroyed are kept by such wizards and can be trained to search out a rival's books and bring back knowledge. While not forced by any binding or magical curse, the inklings still follow those they consider their masters, as they crave the acquisition of the arcane their masters provide. As long as the "master" keeps the inkling well-supplied with scrolls and other magical writings, it remains a loyal companion.

Innate Casters. Inklings are naturally in tune with the arcane elements of the world and know the inner workings of spells. Not only can they cast some of the basic spells of wizards, they can also sometimes alter the nature of a spell already cast. This is quite helpful if they are ever discovered in a wizard's abode and need to make an escape.

Construct Nature. The inkling doesn't require air, food, drink, or sleep.

INKLING

Tiny construct, unaligned

Armor Class 12

Hit Points 10 (4d4)

Speed 20 ft.

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

Skills Arcana +4, Stealth +4

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

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

Challenge 1/4 (50 XP)

Amorphous. The inkling can move through a space as narrow as 1 inch wide without squeezing.

A Thirst for Knowledge. If an inkling spends 24 hours with a spellbook or a spell scroll, it can learn the magic of one 2nd-level or lower spell, erasing and absorbing all the ink and magic used to inscribe the spell. The inkling can then cast the spell once per day.

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

Innate Spellcasting. The inkling's innate spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring only somatic components:

At will: *fire bolt, mending, minor illusion, prestidigitation*

1/day each: *color spray, detect magic, magic missile*

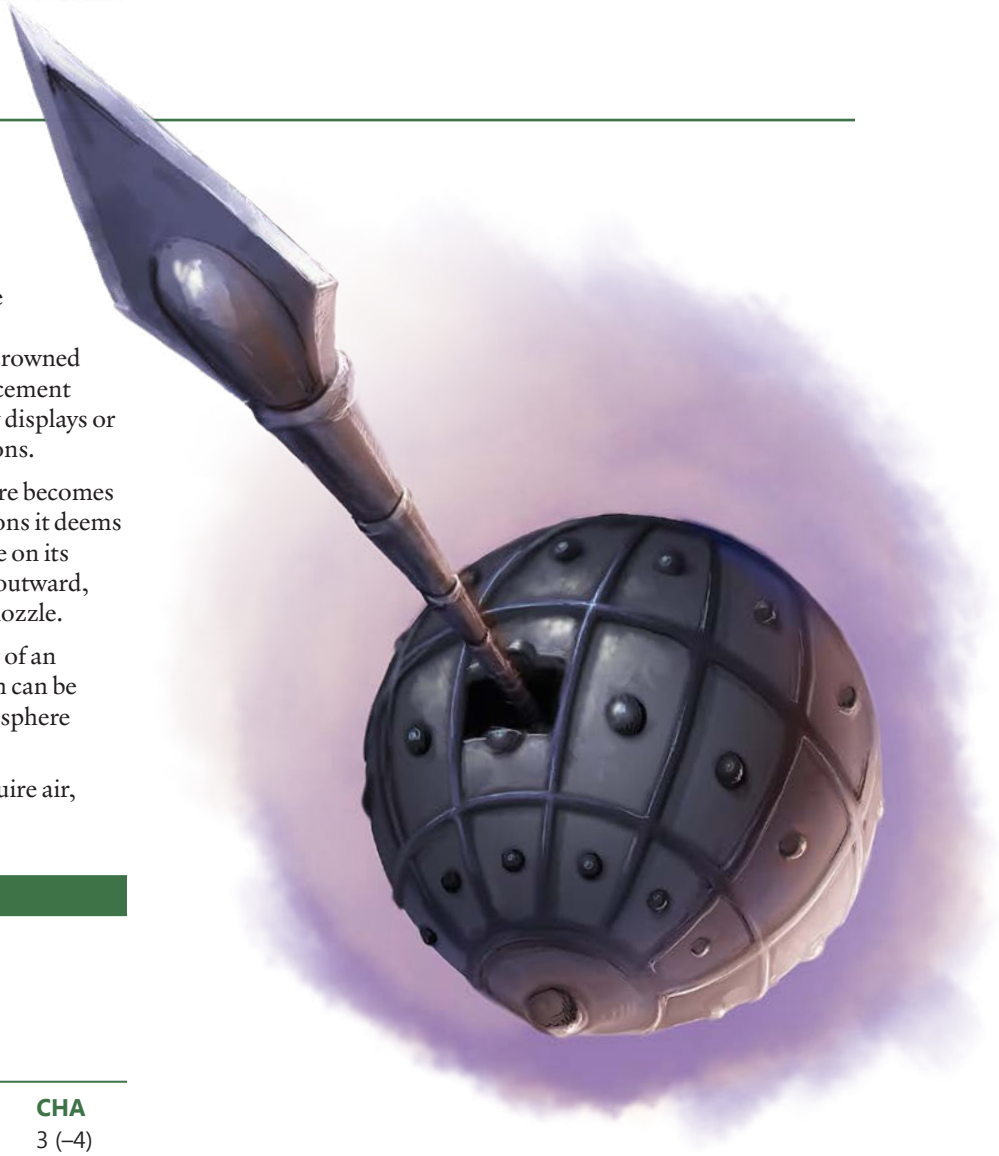
Actions

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

Reactions

Redirect Spell. If a spell attack hits the inkling, it can force the attacker to make a DC 12 Intelligence saving throw. If the attacker fails the saving throw, the spell is redirected to hit another creature of the inkling's choice within 30 feet.

Iron Sphere



An iron ball covered in black panels sits at the statue's feet. It seems slightly out of place, its surface smooth and bright.

Hidden Threat. From a distance, the iron sphere appears to be a ball four feet in diameter. Closer inspection reveals square plates in the sphere, each crowned by a black hemisphere. Iron spheres usually find placement as art objects, sometimes incorporated into statuary displays or among white stones, vases, or other decorative notions.

Unpredictable Opponent. Once the iron sphere becomes active, it rolls toward a threat, deploying what weapons it deems necessary by means of the pistons beneath each plate on its exterior. Some pop open like a chest's lid, some fire outward, and others split open to reveal a blade, a spike, or a nozzle.

Direct Control or Set to Guard. The owner of an iron sphere gives it commands through a gem, which can be concealed inside the plate at the topmost part of the sphere when not being used to control the sphere.

Construct Nature. The iron sphere doesn't require air, food, drink, or sleep.

IRON SPHERE

Small construct, unaligned

Armor Class 16 (natural armor)

Hit Points 60 (8d6 + 32)

Speed 30 ft., burrow 10 ft., climb 20 ft.

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

Skills Athletics +6, Perception +3

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

Damage Immunities lightning, necrotic, poison, psychic, radiant

Condition Immunities charmed, exhaustion, frightened, poisoned, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 13

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

Challenge 5 (1,800 XP)

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

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

Standing Leap. The sphere can launch itself into the air by extending the rods within it like pistons. The sphere's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

Tunneler. The sphere can burrow through solid rock at half its burrow speed and leaves a 5-foot-wide, 5-foot-high tunnel in its wake.

ACTIONS

Multiattack. The iron sphere makes three melee attacks.

Blade. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Piston. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Spike. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Lightning Cannon (Recharge 5–6). The sphere extends a metal rod from one of its many facets and fires a bolt of lightning in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

Jaanavar Jal

The massive white worm opens its gaping maw, revealing two square teeth, and spews flaming oil onto its prey.

Exploding out of the river, the jaanavar jal, also known as the burning beast, is the scourge of the slow-moving rivers of the East. Though dim-witted, jaanavar jal is a canny predator who consumes anything it can catch.

River Ambusher. The jaanavar jal is known to ambush herd animals, fishermen and even whole boats, spewing flaming oil from its gaping maw to roast its prey before feasting.

Valuable Oils. The glands that produce the flaming oil (naphtha) are prized among the alchemists of the East. The brave, or perhaps foolish, hunters who manage to bring down a burning beast can make their fortunes with a single kill.



JAANAVAR JAL

Huge monstrosity, unaligned
Armor Class 15 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	6 (-2)	13 (+1)	10 (+0)

Saving Throws Str +8, Con +8
Skills Perception +4, Stealth +5
Damage Vulnerabilities cold
Damage Immunities fire
Senses blindsense 60 ft, passive Perception 14
Languages —
Challenge 7 (2,900 XP)

Amphibious. The jaanavar jal can breathe air and water.
Regeneration. The jaanavar jal regains 10 hp at the start of its turn if it has at least 1 hp. If the jaanavar jal takes cold damage, this trait doesn't function at the start of its next turn. The jaanavar jal dies only if it starts its turn with 0 hp and doesn't regenerate.

Actions

Multiattack. The jaanavar jal makes two attacks: one with its bite and one to constrict.

Bite. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage
Constrict. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one Large or smaller creature. *Hit:* 10 (1d10 + 5) bludgeoning damage and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained and the jaanavar jal can't constrict another creature.
Flaming Oil Spittle (Recharge 5-6). The jaanavar jal expels a line of burning oil that is 40 feet long and 5 feet wide from glands beside its mouth. Each creature in that line must make a DC 16 Dexterity saving throw, taking 31 (9d6) fire damage on a failed save, or half as much damage on a successful one.

Jiangshi



Its sickly-green, glowing skin covered in tattered robes, the undead creature lurches forward with a stiff, hopping motion, and baring claw-like hands. A thin strip of paper covered in tiny writing hangs from its hat.

Inauspicious Burials. A jiangshi is created when burial rites are carried out improperly. Unable to leave the body, the tortured soul re-animates the corpse after rigor mortis has set in, giving the jiangshi its rigid posture and nickname as a "hopping vampire." A jiangshi has a burial prayer written on a small scroll stitched to its forehead or hat, warding it against magic.

Bizarre Gaits. Stiff-limbed and hunched, jiangshi move around by hopping, rather than walking, in search of living prey. It can make enormous leaps to catch a foe, and, when it grabs hold of a victim, it sucks out the creature's breath. Jiangshi are blind, detecting living victims by listening for the sounds of breathing. It is possible to remain undetected by a jiangshi by holding one's breath and keeping very still.

Hungry Dead Nature. The jiangshi doesn't require air or sleep.

JIANGSHI

Medium undead, chaotic evil

Armor Class 15 (natural armor)
Hit Points 117 (18d8 + 36)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	6 (-2)	12 (+1)	14 (+2)

Skills Athletics +6, Perception +4
Damage Vulnerabilities fire
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities blinded, exhaustion, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14
Languages understands any languages it knew in life but can't speak
Challenge 6 (2,300 XP)

Blind Senses. The jiangshi can't use its blindsight while deafened.

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

Prayer of Magic Resistance. The jiangshi has advantage on saving throws against spells and other magical effects. A creature can take its action while within 5 feet of the jiangshi to rip the prayer off the jiangshi by succeeding on a DC 16 Strength check. The jiangshi loses this trait if its prayer scroll is removed.

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

Terrifying Appearance. When a creature that can see the jiangshi starts its turn within 30 feet of the jiangshi, it must make a DC 14 Wisdom saving throw, unless the jiangshi is incapacitated. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the jiangshi's Terrifying Appearance for the next 24 hours.

Actions

Multiattack. The jiangshi makes two claw attacks. It can use Life Drain in place of one claw attack.

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage. The target is grappled (escape DC 14) if it is a Medium or smaller creature and the jiangshi doesn't have two other creatures grappled.

Life Drain. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one creature that is grappled by the jiangshi, incapacitated, or restrained. *Hit:* 14 (4d6) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hp maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0.

A humanoid slain in this way rises 24 hours later as a jiangshi, unless the humanoid is restored to life, its body is bathed in vinegar before burial, or its body is destroyed.

Jinmenju

The incessant sound of laughter fills the air, as if dozens of mirthful spirits are tittering at an unheard joke. The sound seems to come from a magnificent apple tree that bears dozens upon dozens of white apples, all of which shake in an unfelt breeze. Closer inspection reveals that each apple bears a face howling with laughter.

Bearer of Laughing Fruit. Legends say that the first jinmenju tree sprouted from the severed head of a traveling jester. The tree that grew from the jester's head bore white fruit with a human face that laughed incessantly. If the jinmenju tree can be made to laugh uproariously, such as with a *hideous laughter* spell or a joke told with a successful DC 15 Charisma (Performance) check, a piece of fruit falls from the tree and rolls away, growing into a new jinmenju over 1d4 weeks if it stays on the ground.

Terrifying Jokester. Despite its unsettling appearance and demeanor, the jinmenju tree simply wants to bring happiness to other living creatures. The tree cannot move, but its magic is so powerful that people living near the tree have dreams calling them to sit beneath its boughs and blissfully eat its fruit. Though the jinmenju means no harm by its psychic intrusions, its actions often destroy communities and spread horror across the land. The tree itself cannot talk, but its fruit can hear its thoughts and speak them one word at a time, split between all the fruit on the tree. When the jinmenju wishes to convey a particularly strong emotion—often in the punchline of a joke—all of its fruit speaks at once.

A Jinmenju's Lair

A jinmenju grows wherever its seeds take root. Since animals are unaffected by its fruit's magic, they can spread its seeds by eating the fruit and excreting the seeds, just like any other plant. Sometimes travelers pick jinmenju fruit and take it along to



keep them company until it rots and they discard it. A jinmenju prefers to grow in shady groves and temperate rainforests, and jinmenju saplings will sometimes ask travelers to uproot them and relocate them to more favorable terrain.

An adult jinmenju usually keeps an audience nearby to listen to its jokes, though it often doesn't realize its psychic influence is keeping them there against their will. The lairs of ancient jinmenju look clean but are filled with hidden caches of bones and the starved corpses of those unable to break its thrall.

LAIR ACTIONS

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

- The jinmenju sways its branches, causing its fruit to sing a soothing melody. Each creature within 60 feet that can hear the jinmenju must succeed on a DC 16 Wisdom saving throw or suffer the effects of the *charm person* spell until initiative count 20 on the next round.
- The jinmenju shakes its branches, causing its fruit to scream gibberish. Each creature within 60 feet that can hear the jinmenju must succeed on a DC 16 Wisdom saving throw or suffer the effects of the *confusion* spell until initiative count 20 on the next round.
- The jinmenju wiggles its branches, causing its fruit to giggle a cacophony of merriment. Each creature within 60 feet that can hear the jinmenju must succeed on a DC 16 Wisdom saving throw or suffer the effects of the *hideous laughter* spell until initiative count 20 on the next round.

REGIONAL EFFECTS

The region containing a jinmenju's lair is warped by its magic, which creates one or more of the following effects:

- People within 6 miles of the jinmenju have a 10% chance each night of experiencing a strange and enthralling dream. The dreamer is sitting with hundreds of other happy, laughing people beneath the boughs of a tree that bears white apples. When the dreamer awakens, it is psychically compelled to seek out the tree.
- People who live within 1 mile of the jinmenju find everyday occurrences unusually funny, often laughing at unhappy news or at inappropriate events, like funerals.

If the jinmenju dies, these supernatural effects disappear after 1d10 days.

JINMENJU

Huge plant, chaotic neutral

Armor Class 14 (natural armor)
Hit Points 126 (12d12 + 48)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	1 (–5)	19 (+4)	17 (+3)	8 (–1)	22 (+6)

Saving Throws Con +8, Cha +10
Skills Perception +3, Persuasion +14
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities exhaustion, prone
Senses darkvision 60 ft., tremorsense 120 ft. (blind beyond this radius), passive Perception 13
Languages all languages known by creatures within 120 feet
Challenge 9 (5,000 XP)

Burrowing Roots. Whenever the jinmenju makes a root attack, it can choose a point on the ground within 120 feet of it. The root bursts from the ground, and that point becomes the attack's point of origin. After attacking, the exposed root protrudes from that point, and the jinmenju gains a reaction each turn that it can only use to make an opportunity attack with that root. A root has AC 15, 45 hp, and resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks. Damaging a root doesn't damage the jinmenju tree. The jinmenju can have up to 5 roots active at one time. If it makes a root attack while it has 5 roots active, one of the active roots burrows back into the ground and a new root appears at the location of the new attack.

Laughing Fruit. If a creature with Intelligence 5 or higher eats a bite of the fruit of the jinmenju, it must succeed on a DC 16 Wisdom saving throw or fall prone, becoming incapacitated by fits of laughter as it perceives everything as hilariously funny for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target takes damage while prone, it has advantage on the saving throw.

ACTIONS

Multiattack. The jinmenju makes two root attacks.

Root. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) bludgeoning damage plus 14 (4d6) psychic damage.

LEGENDARY ACTIONS

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

Root. The jimenju makes one root attack.

Revitalize Roots. The jinmenju restores 10 (3d6) hp to each of its exposed roots.

Mirthful Miasma (Costs 2 Actions). The jinmenju emits a puff of purple gas around its roots. Each creature within 10 feet of an exposed root must succeed on a DC 16 Constitution saving throw or fall prone with laughter, becoming incapacitated and unable to stand up until the end of its next turn. A creature in an area of overlapping gas only makes the saving throw once. A creature with an Intelligence score of 4 or less isn't affected.

Kallikantzaros

This goat-legged creature has green or brown skin, dirty ivory tusks, and black eyes that burn red in the dark. It considers frogs and worms treats, and the creature has a leather pouch stuffed with both.



The kallikantzaros are dark fey creatures that dwell deep beneath the surface of the mortal world, along the trunk of Yggdrasil, the World Tree. Every day, the kallikantzaros work to saw down Yggdrasil, though who set them to this task has been forgotten by even them.

Solstice Marauders. Each year, as the kallikantzaros draw close to succeeding in their purpose, the winter solstice arrives, a 12-day period where the kallikantzaros may cross over to the surface world to harass those who dwell there. Each year, the kallikantzaros are compelled to the surface to terrorize and plunder. And each year, upon returning to their lair, they are enraged to find that the World Tree has been healed.

Goblin Confusion. With their greenish skin and pointed ears, the kallikantzaros are often mistaken for goblins or dust goblins. This drives most of them into a fury, as they insist they share nothing with "worthless, lazy, foolish" goblins. Many will insist on an immediate and profuse apology or a duel to settle the point.

KALLIKANTZAROS

Small fey, chaotic evil
Armor Class 13 (hide armor)
Hit Points 59 (17d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	10 (+0)	6 (-2)	8 (-1)	10 (+0)

Skills Stealth +3
Senses darkvision 60 ft., passive Perception 9
Languages Sylvan, Undercommon
Challenge 2 (450 XP)

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

Hateful Scents. A kallikantzaros who begins its turn within 20 feet of burning incense must succeed on a DC 13 Constitution saving throw or have disadvantage on attack rolls until the start of its next turn. The kallikantzaros can't voluntarily move toward the incense. Burning old shoes has the same effect.

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

ACTIONS

Multiattack. The kallikantzaros makes two handsaw attacks or two spear attacks.

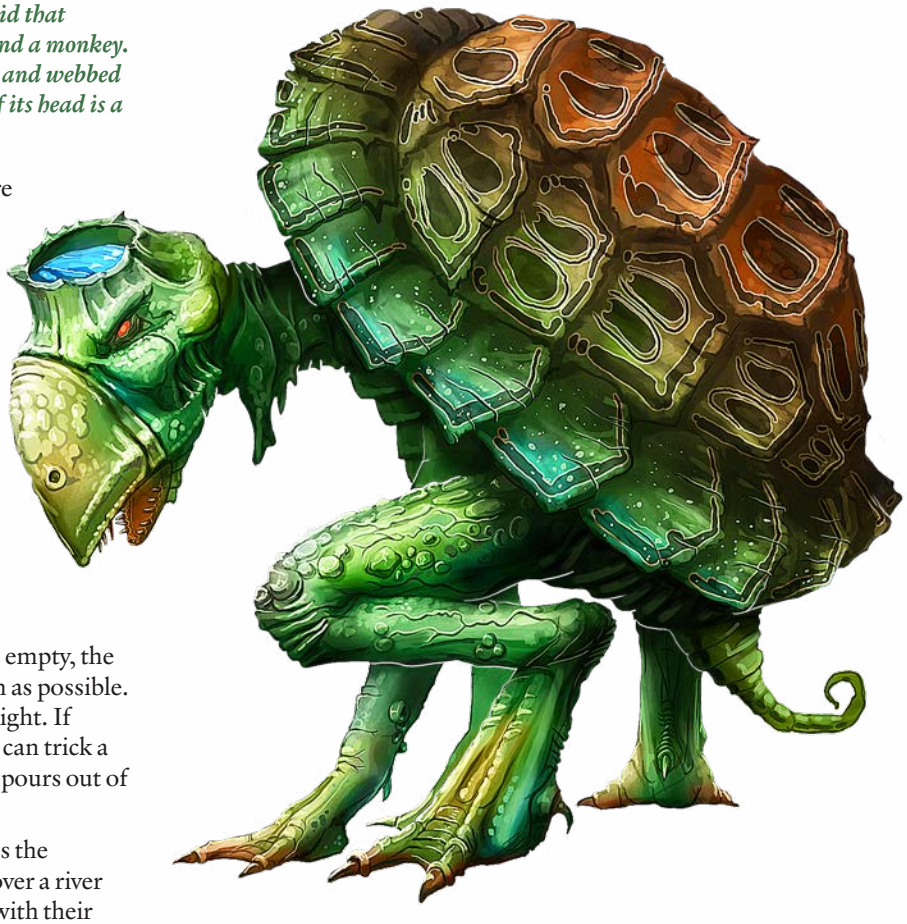
Handsaw. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage. The handsaw does an extra die of damage against a target that is wearing no armor.

Spear. *Melee or Ranged Weapon Attack*: +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Misery Whip. Two kallikantzaros can combine their actions to move up to their speed with a 5-foot, two-person saw held between them and attack a single creature in their path. The target must succeed on a DC 13 Dexterity saving throw or take 9 (2d6 + 2) slashing damage. If the creature is Large or smaller, it must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is knocked prone, each kallikantzaros may make a handsaw attack against it as a bonus action.

Kappa

Lurking in the water is a strange child-sized humanoid that resembles a bizarre cross between a turtle, a lizard, and a monkey. It has a beak-like mouth, scaly reptilian skin, clawed and webbed hands, and a turtle-like shell on its back. In the top of its head is a bowl-like depression filled with water.



Tricksters and Trouble-Makers. Kappa are impish fey spirits that live in the rivers, lakes, and swamps of the eastern lands. Mischievous, they will often play lewd, childish pranks on those passing close to their homes, such as pulling down a traveler's breeches or stealing its clothing while it is swimming. They love the taste of horse and cow flesh and can drag the large animals into the water to drown before sucking out the creatures' entrails. Dark-hearted kappas will attempt to wrestle and drown innocent mortals.

Weak Spot. The source of a kappa's power is the bowl-like cavity on the top of its head, which is filled with water from the river, lake, or other body of water where it resides. If this bowl ever becomes empty, the kappa is weakened and it will refill the bowl as soon as possible. Kappa are both scrupulously polite and not very bright. If approached with courtesy, a person bowing deeply can trick a kappa into returning the gesture, so that the water pours out of its head bowl.

Favorite Foodstuffs. A kappa's favorite food is the cucumber. Wise travelers who must cross a bridge over a river inhabited by a kappa will throw cucumbers carved with their names and those of their companions into the water to assuage the creature's appetite. Farmers have been known to befriend kappas with regular gifts of cucumbers, melons, eggplants, and the occasional cow. In return, the kappas may irrigate the farmer's fields, provide fresh fish, or teach the farmer how to set broken bones.

KAPPA

Small fey, chaotic neutral or chaotic evil
Armor Class 16 (natural armor)
Hit Points 49 (11d6 + 11)
Speed 25 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	12 (+1)	7 (-2)	14 (+2)	8 (-1)

Skills Athletics +6, Medicine +4, Perception +4, Stealth +4
Senses passive Perception 14
Languages Common, Sylvan
Challenge 2 (450 XP)

Amphibious. The kappa can breathe air and water.

Expert Wrestler. The kappa can grapple creatures that are two sizes larger than itself and can move at full speed when dragging a creature it has grappled.

Head Bowl. The kappa has a bowl-like indentation on its head which holds water from the river or lake where it lives. If the kappa's head bowl is empty, it has disadvantage on attack rolls and ability checks until the bowl is refilled with water.

Normal movement and combat do not cause water to spill from the bowl, but an opponent can empty the bowl by knocking the kappa prone or by making two successful grapple attacks – one to grab the kappa, and one to tip its head while it is grappled.

Slippery. The kappa has advantage on ability checks and saving throws made to escape a grapple.

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

Actions

Multiattack. The kappa makes two claw attacks.

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage. The target is grappled (escape DC 14) if it is a Large or smaller creature and the kappa doesn't already have another creature grappled.

Karakura



The karakura is a creature of haze and shadow, its hypnotic presence often overpowering.

Charismatic Predators. Karakura are vampiric fiends that use their wit and charm to draw in prey rather than chase it down. They prefer to charm mortals and feed upon devotion and love, though flesh and blood will do in a pinch.

Corruptors for the Cause. Karakura often serve demon lords who direct them to seduce and corrupt mortals. As a mortal falls under the fiendish influence, a taint spreads upon its soul. It is transformed into a mane when it dies, which provides sustenance for the demon lords. The karakura regularly serve Alquam, the Demon Lord of Night (*Tome of Beasts*, p. 84), and his realm serves as a home to many karakura.

KARAKURA

Medium fiend (shapechanger), neutral evil
Armor Class 15 (natural armor)
Hit Points 76 (17d8)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	11 (+0)	15 (+2)	13 (+1)	20 (+5)

Saving Throws Cha +8
Skills Deception +8, Perception +4, Persuasion +8, Stealth +7
Damage Vulnerabilities radiant
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Abyssal, Common, Infernal, telepathy 60 ft.
Challenge 5 (1,800 XP)

Night Walkers. The karakura can only exist on the Material Plane at night or underground. Spells or effects that count as sunlight cast the fiend back to the Plane of Shadow for 1d4 hours.

Shapechanger. The karakura can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Other than its size, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Telepathic Bond. The karakura can telepathically communicate with any creature it has charmed at any distance and across different planes.

Actions

Multiattack. The karakura makes three claw attacks and can use Charm or Shroud in Darkness, if it is available.

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

Charm. One humanoid the karakura can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed until dawn. The charmed target obeys the fiend's commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw to end the effect. If the target successfully saves, or if the effect on it ends, the target is immune to this karakura's Charm for the next 24 hours.

The karakura can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Shroud in Darkness (Recharge 5-6). Bands of shadow stretch out from the karakura and wrap around a target it can see within 30 feet. The target must succeed on a DC 15 Charisma saving throw or be translocated to the Plane of Shadow for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. When a target exits the shroud, it appears in an unoccupied space within 10 feet of the karakura.

The karakura can have only one target in its shroud at a time. It can release a target as a bonus action.

While in the Plane of Shadow, the target is bombarded with horrific images and sensations. Each round it remains in the Plane of Shadow, it must succeed on a DC 15 Charisma saving throw or gain one short-term madness. A target held in the shroud is released when the karakura dies.

Shadow Walk. The karakura can magically enter the Plane of Shadow from the Material Plane, or vice versa.

Kitsune

Kitsune enjoy being mysterious, elusive, and maddening—they like to have a secret or a joke at the ready. They delight in leading travelers into box canyons or deep marshes, though they are also quite witty, kind, and true to their friends.

Kitsune are fey creatures that appear as foxes with two or more tails, depending on their age; an additional tail grows every 100 years. Kitsune are grey, black, shades of brown, or auburn, until their ninth tail grows. By that time, their fur has become white or golden. Occasionally, a blue, green, or bright red kitsune is seen; these are almost always cases of a kitsune sticking itself into a dyer's vat and gaining bright and distinctive fur for a time.

Fashionable Humans. A kitsune in human form is usually quite elegant, well-dressed, and smooth. In some cases, they have a tendency to sniff for scent more than humans do; a habit from their fox form.

Spirit Messengers. Some kitsune serve particular fey or spirits of a place, such as a shrine, a stream, or a particular mountain. In these cases, they often accept sacrifices on behalf of the spirit they serve.

Faithful Tricksters. While kitsune are mischievous and enjoy playing pranks, they are loyal friends and guardians to loved ones.

KITSUNE

Small fey (shapechanger), chaotic neutral

Armor Class 12

Hit Points 49 (14d6)

Speed 40 ft., 30 ft. as humanoid

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	11 (+0)	12 (+1)	15 (+2)	14 (+2)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Sylvan

Challenge 2 (450 XP)

Shapechanger. The kitsune can use its action to polymorph into a Small or Medium humanoid, or back into its true form. The kitsune's tails remain, however, and its humanoid form often has a fine coat of fur the same color as the kitsune. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Innate Spellcasting. The kitsune's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The kitsune can innately cast the following spells, requiring no material components:

At will: *detect thoughts, fire bolt* (2d10), *invisibility* (self only), *major image*

2/day each: *disguise self, fear, tongues*

1/day each: *confusion, fly*

Actions

Multiattack. In humanoid form, the kitsune makes one rapier attack and one dagger attack. In fox form, it makes two bite attacks.

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

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

Dagger (Humanoid Form Only). *Melee or Ranged Weapon Attack*: +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



Kobold, Elite



Swift and lightly armored, the elite are archers, miners, and trap-makers—educated and quicker than most of their fellow tribesmen.

Educated Mine Bosses. Elite kobolds are generally the claws of the king, literate, able to work out sums, keen-eyed with a sling stone, and (most of all) loyal to their tribe more than to their clutchmates. King kobolds (see page 239) take advantage of their loyalty and put them in charge of planning raids as sergeants and junior chieftains or keeping other kobolds working in the mines.

Quick Troops. In war, elite kobolds fill the roles of slingers, engineers, and massed light infantry. They fight with great devotion, though often with little effect except through weight of numbers or the occasional notable success at undermining enemy walls.

ELITE KOBOLD

Small humanoid (kobold), lawful neutral
Armor Class 14 (leather armor)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

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

Skills Perception +4, Stealth +5
Senses darkvision 60 ft., passive Perception 14
Languages Common, Draconic
Challenge 1 (200 XP)

Combat Tunneler. If two elite kobolds wielding any combination of picks and shovels combine their efforts, they gain a burrow speed of 15 feet through non-rocky soil.

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

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

ACTIONS

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

Sling. *Ranged Weapon Attack*: +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Lantern Splash (Recharge 5-6). The elite kobold opens its miner's lantern and splashes burning oil in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Small but Fierce. Two elite kobolds within 5 feet of each other can combine their actions to slam their mining picks into the ground and split the earth in a 20-foot line that is 5 feet wide, extending from one of the pair. Each creature in that line must make a DC 13 Dexterity saving throw. On a failure, a creature takes 7 (2d6) bludgeoning damage and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone.

ELITE KOBOLDS IN MIDGARD

The kobolds of the Mharoti Empire occupy the second rank of society, being scaled and thus superior citizens in comparison to humans and other unscaled folk. They have a well-deserved reputation for lording it over their inferiors at every opportunity, referencing their draconic blood and connections of influence within the empire. The elite kobolds control many trade guilds throughout the Dragon Empire, directing skilled labor and public works projects.

Kobold, Junk Shaman



This short, reptilian humanoid has scales of dull yellow and gleaming copper. It is swathed in filthy robes absolutely festooned with scrap metal, chains, nails, and other bits of metal and wood refuse. It carries a staff made of a length of pipe, topped with a battered candelabra that burns with hissing flames.

Spindly even for kobolds, junk shamans weigh more than most thanks to the metal bits in which they decorate themselves.

Fringe Oracles. Most other kobolds look at the junk shamans as touched but can't deny that they channel some form of divine energy. A kobold community might openly shun a junk shaman, even while every member of the warren individually seeks the shaman out for wisdom and insight.

Treasures from Trash. A junk shaman eschews the normal, respectable kobold pursuits of mining, trapmaking, and sorcery. Instead, it provides an afterlife of sorts for castoff articles from kobolds and other races alike. It gathers massive collections of broken weapons, useless tools, scrap materials, and other detritus, imbuing the garbage with a semblance of life.

JUNK SHAMAN

Small humanoid (kobold), lawful neutral

Armor Class 12 (15 with junk armor)
Hit Points 42 (12d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	14 (+2)	11 (+0)	11 (+0)	17 (+3)	9 (–1)

Saving Throws Dex +4, Wis +5
Senses darkvision 60 ft., passive Perception 13
Languages Common, Draconic
Challenge 2 (450 XP)

Animate Objects (1/Day). The kobold casts *animate objects* without any components. Wisdom is its spellcasting ability.

Junk Armor. As a bonus action, the kobold can create magical armor out of scrap metal and bits of junk it touches. The armor provides AC 13 + Dexterity modifier, and a critical hit scored against the kobold becomes a normal hit instead. The armor lasts until the kobold uses a bonus action to end it, the armor is removed from the kobold, or the kobold dies.

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

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

ACTIONS

Multiattack. The kobold junk shaman makes two junk staff attacks.

Junk Staff. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 3 (1d6) fire damage.

Flame Jet. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 7 (2d6) fire damage. If the target is a creature or flammable object that isn't being worn or carried, it ignites. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the start of each of its turns.

JUNK SHAMANS IN MIDGARD

The Free City of Zobeck is home to the most junk shamans in all of Midgard, though the Red Wastes run a close second. The shamans crawl through the trash dumps and scrap piles of the Kobold Ghetto and are run off like rats daily from alleys behind temples to Rava, the Gear Goddess. Gearforged, in particular, dislike junk shamans and keep a very close lens on any they encounter.

Kobold, King



Wrapped in tattered finery and draped in silver and gold jewelry, the king kobold sits on a throne, surrounded by an assortment of grisly traps and weaponry. Its crown, a garish mass of precious metals, adds weight to its boastful decrees.

Keen Nose for Politics. With considerable guile won by hard experience, a king kobold excels at subterfuge, sustains lucrative trade, and hones a keen eye for potential treachery. The king who rules for more than a few seasons has mastered the art of keeping itself safe through a combination of warriors paid well enough to be loyal, a constant campaign to root out enemies, and an abundance of traps, tricks, and contingencies should things go sour. However, security from threats above and below ground and wealth earned through trade are what truly maintain a king on its throne.

Eyes Everywhere. The condition of its warrens and outlying tribes that pay tribute occupy much of a king kobold's time and energy. Tunnel-runners come and go in a constant stream from warren to warren to keep the king abreast of happenings in all of its holdings. A truly successful king may command fealty from a network of tribes stretching for miles.

Long Live the King. Unlike many tribal kobold chieftains, a king kobold leaves the fighting to its underlings whenever possible, except when doing so might weaken its hold on its territory. Few creatures are as ruthless as a threatened king, and the king will not hesitate to sacrifice everything and everyone to escape and live to fight another day.

KING KOBOLD

Small humanoid (kobold), lawful neutral

Armor Class 15 (18 with *mage armor*)
Hit Points 112 (25d6 + 25)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	20 (+5)	12 (+1)	14 (+2)	14 (+2)	15 (+2)

Saving Throws Dex +8, Int +5
Skills Deception +5, Insight +8, Intimidation +8, Persuasion +8
Senses darkvision 60 ft., passive Perception 12
Languages Common, Draconic
Challenge 6 (2,300 XP)

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

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

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

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

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

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

Cantrips (at will): *fire bolt, mage hand, minor illusion, poison spray*
1st level (4 slots): *alarm, grease, mage armor*
2nd level (3 slots): *alter self, hold person, invisibility*

Actions

Multiattack. The king kobold makes two shortsword attacks.

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

Hand Crossbow. *Ranged Weapon Attack*: +8 to hit, range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Reactions

Uncanny Dodge. The king kobold halves the damage from one attack that hits it. To do so, it must see the attacker.

Kobold, Swolbold

From behind the collection of angry kobolds steps a creature the size of a dwarf, its bulging muscles flexing as its kobold-like snout twists into a terrible grin.

A Beast Among Kobolds. The swolbold is the brute of the kobold world, a hulking specimen among its smaller and more fragile cousins. Roughly the height of a dwarf but much wider, the rippling muscles of the swolbold betray its ferocious strength. In contrast to the sneakiness and cunning of the kobold, the swolbold is straightforward and devastating in combat.

Bred for Destruction. Swolbolds are very rare, and their penchant for unthinking destruction has stumped sages. Some theorize that swolbolds have been bred by evil wizards in arcane experiments gone horribly wrong. Others state the dark gods revered by kobolds gift these monsters to tribes particularly fervent in their worship. Others still conclude that carefully crafted alchemy transformed normal kobolds into these beastly creatures. Regardless of the swolbold's origins, experts agree on one thing: you don't want to meet a swolbold in a dark, subterranean lair.

Fighting Style. The physiognomy of the swolbold allows them to shrug off most mundane blows. Their preferred fighting style is to crush the life out of their foes, rather than stabbing and scuttling like their smaller cousins. Their girth makes fitting into normal armor difficult, so their tribal leaders often create piecemeal armor for them: scraps of metal plates held over vital areas with bits of leather or rope.

One or two swolbolds may accompany a larger force of kobolds, acting at the vanguard of an attack. The larger creatures act as battering rams and moving shields, allowing the smaller kobolds to use their ranged attacks and devious tactics to the greatest effect.

SWOLBOLD

Medium humanoid (kobold), chaotic neutral

Armor Class 14 (scale mail)
Hit Points 65 (10d8 + 20)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	15 (+2)	6 (−2)	12 (+2)	7 (−2)

Skills Athletics +6
Damage Resistances bludgeoning
Senses darkvision 60 ft., passive Perception 12
Languages Draconic
Challenge 3 (700 XP)

Leaping Attack. If the swolbold uses the Dash action on its turn and stops within 5 feet of a creature, it can make one slam attack with disadvantage as a bonus action against that creature.

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

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

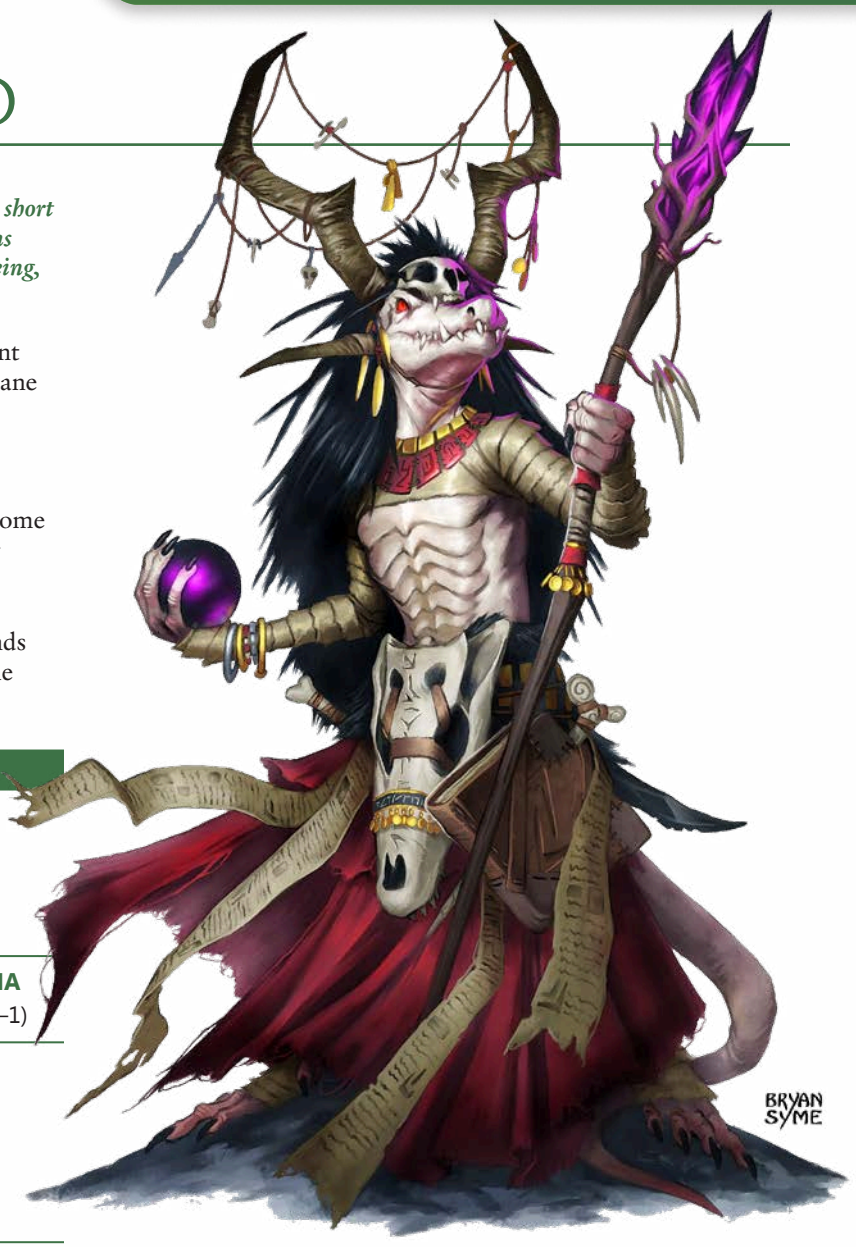
ACTIONS

Slam. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 14). Until the grapple ends, the target is restrained and the swolbold can't make slam attacks against other targets.

Crush. One creature grappled by the swolbold must make a DC 14 Strength saving throw, taking 21 (5d6 + 4) bludgeoning damage on a failed save, or half as much damage on a successful one.



Kobold, Wizard



An aura of power, centered on a glowing purple crystal atop a short staff, crackles around this pale kobold and arcs across the horns on its headdress. A luminous, leering dragon face fades into being, ghostly and terrible, behind it.

Wizard kobolds are among the most cunning and intelligent of the scaly kin. They turn their talent for manipulating arcane magic to study and formula, often getting their start with a stolen spellbook, or one purloined from the remains of an adventurer who met its end in a kobold trap.

Draconic Channel. Wizard kobolds have made a fearsome reputation for themselves with their ability to tap into their draconic heritage through their magic. The wizard draws magic either from a patron dragon or an ancestral dragon figure, manifesting it as a magical effigy. This apparition lends its resilience to the wizard and brings terror and death to the kobold's enemies.

WIZARD KOBOLD

Small humanoid (kobold), lawful neutral
Armor Class 12 (15 with *mage armor*)
Hit Points 58 (13d6 + 13)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	14 (+2)	13 (+1)	17 (+3)	10 (+0)	8 (–1)

Saving Throws Int +6, Wis +3
Skills Arcana +6
Senses darkvision 60 ft., passive Perception 10
Languages Common, Draconic, Infernal
Challenge 5 (1,800 XP)

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

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

Spellcasting. The wizard kobold is an 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *fire bolt, minor illusion, poison spray, prestidigitation*
1st level (4 slots): *burning hands, mage armor, magic missile, shield*
2nd level (3 slots): *hold person, mirror image, misty step*
3rd level (3 slots): *blink, counterspell, fireball*
4th level (2 slots): *fire shield*

Actions

Dagger. *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Draconic Visage (1/Day). The wizard kobold magically creates a draconic visage in an unoccupied space it can see within 30 feet. The visage is a glowing, spectral head and neck, resembling a variety of dragon chosen by the kobold, that sheds dim light out to 10 feet. The visage lasts for 1 minute and grants the following benefits:

- A creature hostile to the wizard who starts its turn within 30 feet of the visage and who is aware of the visage must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours.
- The wizard gains immunity to the damage type dealt by the chosen dragon's breath weapon.
- When the wizard uses this action, and as a bonus action on it subsequent turns, it can use the following attack:

  Breath of the Visage. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 7 (2d6) damage of the type dealt by the chosen dragon's breath weapon.

Korrigan



Similar in appearance to a gnome or leprechaun, these pointy-eared faerie folk stand just under two feet tall. They have mischievous, flashing eyes and long, beautiful hair woven with pretty flowers. Clad in yellow robes and floral garlands, they sing and dance barefoot.

Night-time Revels. The korrigan are reclusive forest-dwellers who emerge from their woodland grottoes at night to dance and sing amongst ancient standing stones or around waterfalls and streams. By night, they appear beautiful; however, by day, they are ugly and wizened, and their lovely brown hair turns scraggly and white.

Mischievous Merrymakers. When the moon is full, the korrigan begin their revels, joining hands and dancing in circles, singing melodies so joyous that others feel compelled to join. Unfortunately, dancing for too long can prove dangerous — even deadly — to mortals, especially "stodgy" religious folk, who lack the stamina of the fey. When they are not at their revels, korrigan enjoy humiliating mortals by making the creatures do silly things. If its victim doesn't see the funny side of its pranks, a korrigan can exhale its poisonous breath on the creature to dispatch the humorless creature.

Fey Soothsayers. Korrigan are said to be able to predict the future, and sometimes a mortal will brave the perils of the forest – and potential humiliation at the korrigan's hands – to seek its advice before making an important decision.

KORRIGAN

Small fey, chaotic neutral
Armor Class 14 (natural armor)
Hit Points 66 (12d6 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	17 (+3)

Skills Acrobatics +5, Performance +5
Condition Immunities charmed, exhaustion
Senses darkvision 60 ft., passive Perception 12
Languages Common, Gnomish, Sylvan
Challenge 3 (700 XP)

Ungodly Resistance. The korrigan has advantage on saving throws against spells or other magical effects cast or created by a cleric or paladin.

Innate Spellcasting. The korrigan's innate spellcasting ability is Charisma (spell save DC 13). The korrigan can innately cast the following spells, requiring no material components:

3/day each: *charm person, enthrall, hideous laughter, misty step*
1/day: *divination*

ACTIONS

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

Deadly Breath (Recharge 4-6). The korrigan targets one creature within 5 feet and exhales its foul breath. The creature must make a DC 14 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Enchanting Revels (1/Day at Dusk or Night Only). The korrigan sings a magical melody and dances. Each humanoid within 60 feet of the korrigan that can hear the revels must succeed on a DC 13 Wisdom saving throw or be charmed until the revels end. For every korrigan that joins in the revels, the save DC increases by 1 (maximum DC 19).

Each korrigan participating in the revels must take a bonus action on its subsequent turns to continue singing and must use its move action to move at least 5 feet to continue dancing. It can keep singing and dancing for up to 1 minute as long as it maintains concentration. The song ends if all of the korrigan lose concentration or stop singing and dancing.

A charmed target is incapacitated and begins to dance and caper for the duration of the revels. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Enchanting Revels of the same band of korrigan for the next 24 hours.

REACTIONS

Catch Me If You Can. When a creature moves within 5 feet of the korrigan, the korrigan can cast the *misty step* spell.

Kryt

Kryts are bipedal, ancient-looking tortoises with knowing eyes whose depths seem to swirl with constellations of stars. Short and hearty like dwarves, they attack with great physical power.

The kryt always settle near water; their oracles and mystics require it. They typically form small tribes in caves or small huts near ponds or reflective bodies of water.

Dangerous Mystics. It is commonly known that kryts are able to see into the future, but few are brave enough to seek their counsel. With a reputation for attacking outsiders and giving chilling predictions, the few who survive their divinations return shaken and speechless with terror. Kryts usually find it easier to use livestock for their sacrificial divinations, but anyone entering their tribe should fear becoming an offering in their insatiable quest for ultimate knowledge of the future.

Doom Mongers of Haruspicy. The kryts are haruspices who predict the future by examining the entrails of a sacrificed creature. Refusing to align themselves with a singular known deity, they claim they have seen prophecies of a cataclysm wrought by an ominous and unnamed power. Kryts live predominately silent lives, striving to save their voices for their ultimate calling as messengers for this mysterious god of death. They never record their findings, preferring to keep what they divine to themselves.

Secret Society. Solitary kryts regard strangers with callous practicality, viewing them as mere pieces of flesh to be beaten and subjugated until they are prepared for a divining sacrifice. Kryts are reluctant to share any of their prophetic visions with others—even members of their own tribe.

KRYT

Medium humanoid (kryt), neutral evil

Armor Class 15 (natural armor)
Hit Points 120 (16d8 + 48)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	6 (-2)	18 (+4)	6 (-2)

Skills Insight +7, Perception +7
Condition Immunities exhaustion
Senses darkvision 60 ft., passive Perception 17
Languages Common
Challenge 5 (1,800 XP)

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

Prophetic Vision (1/Turn). The kryt catches a glimpse of the immediate future and gains advantage on one attack roll or one saving throw.

Actions

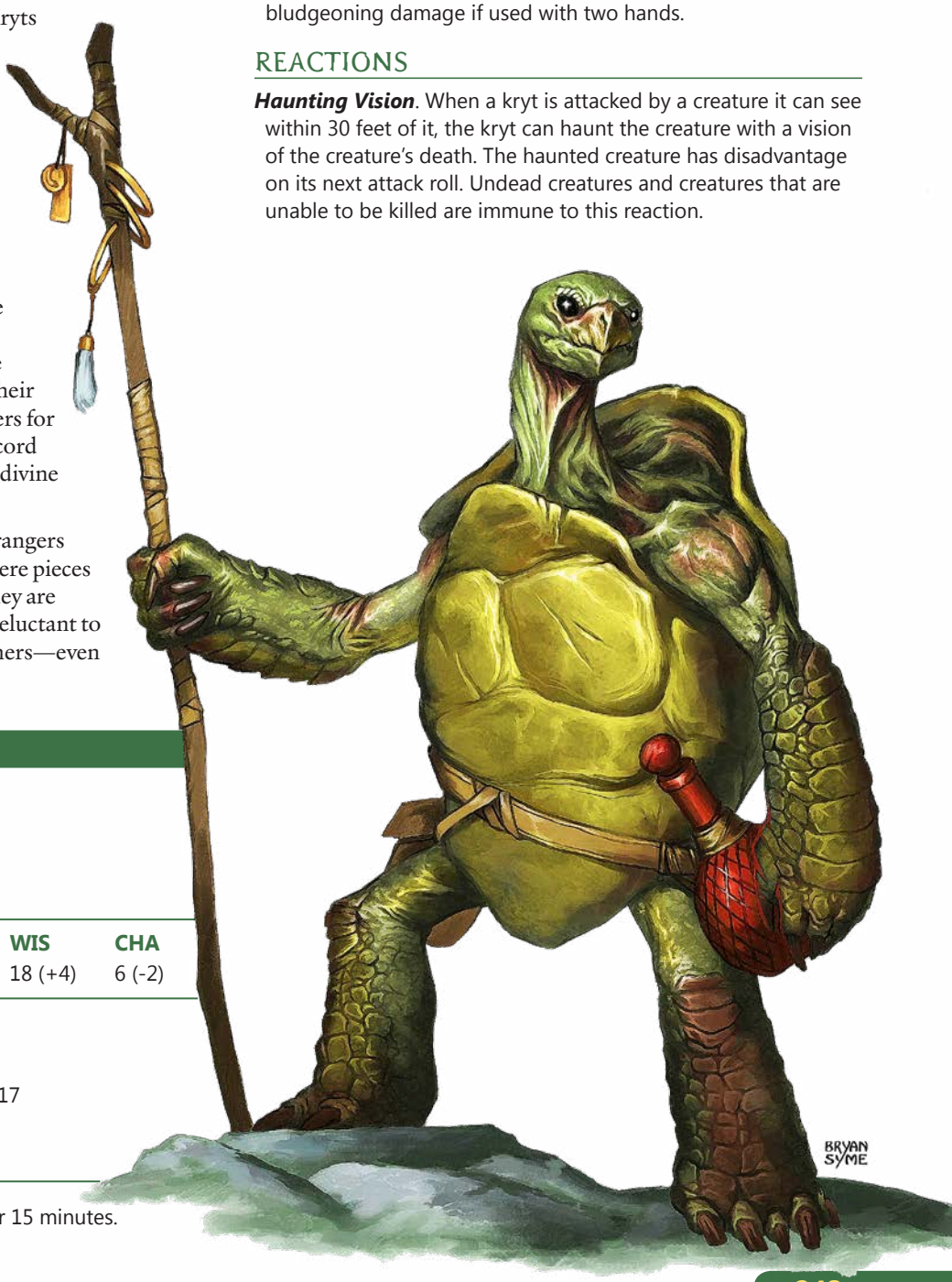
Multiattack. The kryt makes three attacks: one with its bite and two with its quarterstaff.

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

Quarterstaff. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage, or 9 (1d8 + 5) bludgeoning damage if used with two hands.

Reactions

Haunting Vision. When a kryt is attacked by a creature it can see within 30 feet of it, the kryt can haunt the creature with a vision of the creature's death. The haunted creature has disadvantage on its next attack roll. Undead creatures and creatures that are unable to be killed are immune to this reaction.



Külmking



This creature's long, horse-like body has far too many legs with multiple arms that end in rending claws, while its misshapen head has a fanged maw used for rending flesh and sucking out souls.

Cursed Defiler. When a creature chooses to go out of its way to harm forests or other wildlands, fey spirits can curse it to become a külmking. This twisted, horrified undead is forced to become guardian to the lands it once corrupted.

Stalker of Fey. Though a külmking must follow the wording of its curse to protect the lands to which it is tied, it is a vindictive spirit and will often hunt fey who enter its domain. It delights in terrorizing small sprites and gentle bearfolk alike.

Sound of a Thousand Hooves. The sound of a külmking's hooves on cobblestones or stony ground often echoes and re-echoes, sounding like a stampede or a much larger company of horses. Occasionally, a pair of külmkings will pull a carriage for vampires, ghouls, or liches.

KÜLMKING

Large undead, chaotic evil

Armor Class 14 (natural armor)
Hit Points 127 (15d10 + 45)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	12 (+1)	18 (+4)	17 (+3)

Skills Perception +8
Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 120 ft., passive Perception 18
Languages Common
Challenge 9 (5,000 XP)

Corruption. If the külmking moves through another creature, it can use a bonus action to corrupt that creature's soul. The target creature must make a DC 16 Charisma saving throw. A creature paralyzed by the külmking has disadvantage on this saving throw.

On a failed save, a creature suffers from terrible and violent thoughts and tendencies. Over the course of 2d4 days, its alignment shifts to chaotic evil. A creature that dies during this time, or after this shift is complete, rises 24 hours later as a külmking. The corruption can be reversed by a *remove curse* spell or similar magic used before the creature's death.

On a success, a creature is immune to the külmking's Corruption for the next 24 hours.

Incorporeal Movement. The külmking can pass 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.

Trampling Charge. If the külmking moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the külmking can make one hooves attack against it as a bonus action.

Actions

Multiattack. The külmking makes two claw attacks and one bite or hooves attack.

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a creature that is not undead, it must make a DC 16 Constitution saving throw or take 12 (2d8 + 3) necrotic damage. The külmking regains hp equal to the amount of necrotic damage dealt.

Claws. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is not undead, it must succeed on a DC 16 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.

Hooves. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) bludgeoning damage.

KUUNGANISHA

A strange amalgam of imp and quasit hunches beneath bat-like wings. Its feet and hands end in wicked claws, and its eyes and needle-tooth-filled mouth are too large for its bald head.

Magical Conduit. The kuunganisha were created as mobile, sentient conduits for arcane power. Long-term exposure to a particular school of magic can alter a kuunganisha's appearance, such as fire-feather wings instead of bat-like wings on a kuunganisha regularly used to channel evocation magic or skin covered in non-functioning, but constantly-moving eyes on kuunganishas exposed to excessive divination magic.

Flexible Entropy. While kuunganisha are always evil, they may be lawful, neutral, or chaotic, depending on the alignment of their masters.

KUUNGANISHA

Small fiend, any evil

Armor Class 13

Hit Points 17 (5d6)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	11 (+0)	10 (+0)	12 (+1)	13 (+1)

Skills Insight +3, Stealth +5

Damage Resistances fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks not made with silver

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, Common, Infernal

Challenge 2 (450 XP)

Fiend Sight. Magical darkness doesn't impede the fiend's darkvision.

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

Regeneration. The fiend regains 1 hp at the start of its turn if it has at least 1 hp.

Will of the Master. The master of the kuunganisha can cast a spell through the familiar, using the fiend's senses to target the spell. The range limitations are treated as if the spell originated from the kuunganisha, not the master. The spell effect occurs on the kuunganisha's turn, though the master must cast the spell during the master's turn. Concentration spells must still be maintained by the master.

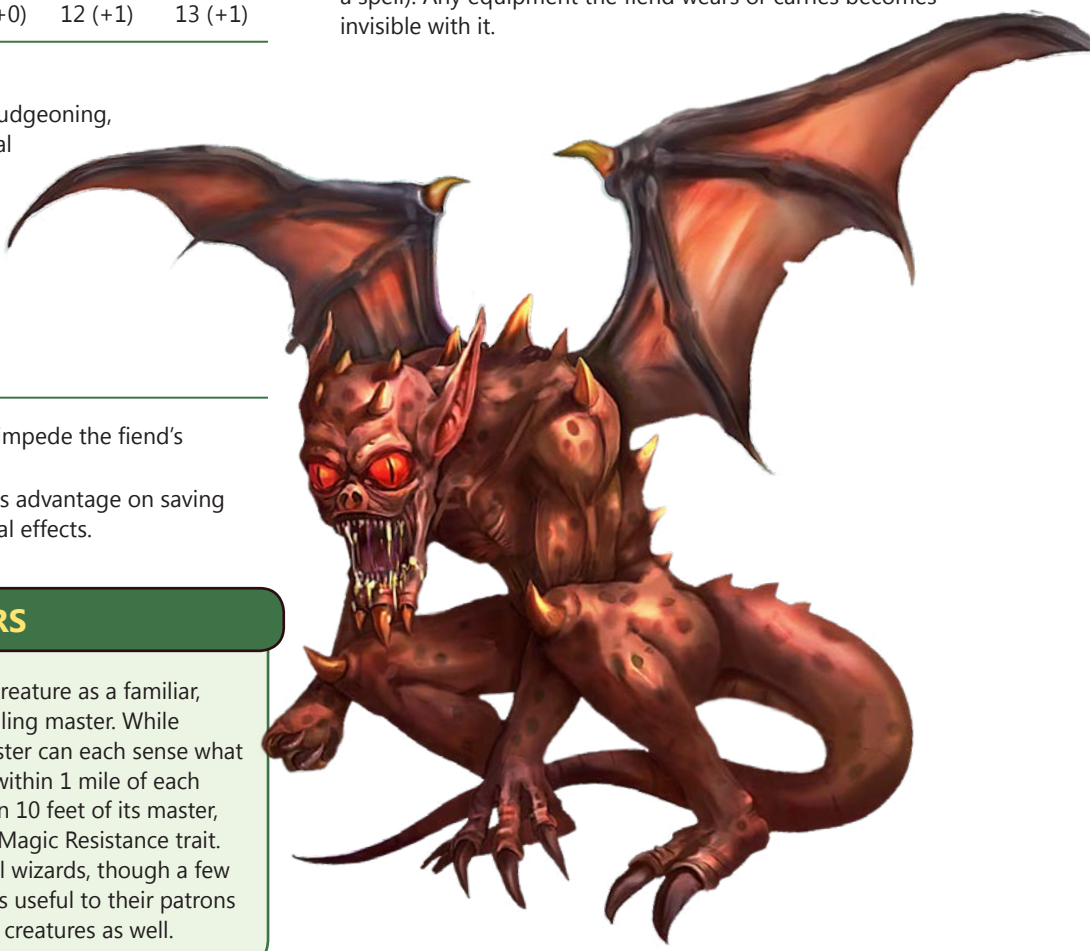
ACTIONS

Multiattack. The kuunganisha makes one claw attack and one bite attack.

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or take 5 (2d4) poison damage and become poisoned 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.

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

Invisibility. The kuunganisha magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the fiend wears or carries becomes invisible with it.



KUUNGANISHA FAMILIARS

The kuunganisha can serve another creature as a familiar, forming a telepathic bond with its willing master. While bonded, the kuunganisha and its master can each sense what the other senses as long as they are within 1 mile of each other. While the kuunganisha is within 10 feet of its master, the master shares the kuunganisha's Magic Resistance trait. Kuunganisha prefer to serve powerful wizards, though a few warlocks that have proven themselves useful to their patrons have been gifted the service of these creatures as well.

Lady in White



Swathed in white robes, skirts, and scarves, a lady in white seems to be a living woman for a time—until she reveals her true face, often one that terrifies all who see it.

Tragic Apparitions. The spirit of a woman who met a terrible, tragic end, often through murder at the hands of loved ones, a lady in white wanders near the place where she died.

Unpredictable Encounters. Encounters with ladies in white vary markedly. The only consistent details are the general appearance of the ladies—that they seem to be living women when first encountered—and the fact that they rarely appear in front of more than a few people at once. Though the ladies in white often appear confused or lost, some do so to deceive and lead people into danger. Some will change their appearance suddenly, revealing the injuries from which they died and frightening people into the path of some hazard.

Signs of the Past. Some ladies in white do no more than ask for directions or an escort home, disappearing along the route. Their sudden departure is usually accompanied by a scream at the location where their lives came to an end, but they otherwise cause their escorts no harm. The most frightening and well-known encounters with ladies in white are when their appearances reveal the ones who killed them.

Undead Nature. The lady in white doesn't require air, food, drink, or sleep.

LADY IN WHITE

Medium undead, any alignment

Armor Class 12
Hit Points 49 (11d8)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (–2)	14 (+2)	10 (+0)	10 (+0)	11 (+0)	18 (+4)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 10
Languages any languages it knew in life
Challenge 2 (450 XP)

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

ACTIONS

Grasp. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) necrotic damage, and, if the target is a Large or smaller humanoid, the lady in white attaches to it. The lady in white attaches to the target's back, where it is unable to see the lady in white. The lady in white can detach itself by spending 5 feet of its movement. A creature, other than the target, can take its action to detach the lady in white by succeeding on a DC 14 Strength check.

Inflict Sorrow. The lady in white makes one grasp attack against the target to which it is attached. If the attack hits, the target's Charisma score is reduced by 1d4. The target dies if this reduces its Charisma to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a female humanoid dies from this attack, a new lady in white rises from the corpse 1d4 hours later.

Invisibility. The lady in white turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell).

Corpse Revealed. The lady in white does away with her living disguise and reveals her undead state. Each non-undead creature within 50 feet of the lady that can see her must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the lady's Corpse Revealed for the next 24 hours.

Lamassu



This magnificent creature has the head of a human, the body of a lion, and the golden wings of an eagle. It turns and smiles benevolently at all the travelers it meets.

Ancient Protectors. Lamassu are dedicated to battling the forces of evil and protecting sites of historic and religious importance from harm. Most of the time, they inhabit abandoned temples and other ruins in deserts and protect those sites from foul monsters. Kind and compassionate towards humanoids, their regal bearing and archaic turns of phrase can sometimes make them seem aloof and superior.

Adopting a City. A lamassu will sometimes leave its ruins and adopt a humanoid city, simply by nesting in its largest gatehouse and inspecting the people and creatures that pass through the gate. In these situations, a protective lamassu watches for known criminals, offers blessings to the poor, and sometimes demands donations from the wealthy to assist beggars, widows, and orphans. In most cases, this role as a gate lamassu ends after a year and a day, but it can last up to a decade. Watch captains, merchants, and city rulers have attempted flattery, bribery, and carefully-worded proclamations but nothing seems to dissuade a city lamassu.

Immortal Nature. A lamassu doesn't require food, drink, or sleep.

LAMASSU

Large celestial, lawful good

Armor Class 17 (natural armor)

Hit Points 147 (14d10 + 70)

Speed 30 ft., fly 60 ft.

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

Saving Throws Dex +6, Con +9, Wis +8, Cha +7

Skills Arcana +7, History +7, Insight +8, Perception +8,

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses truesight 60 ft., passive Perception 18

Languages all, telepathy 120 ft.

Challenge 10 (5,900 XP)

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

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

Pounce. If the lamassu moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the lamassu can make one claw attack against it as a bonus action.

Innate Spellcasting. The lamassu's innate spellcasting ability is Wisdom (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *detect evil and good, mage hand, magic circle, sacred flame, unseen servant*

3/day each: *bless, calm emotions, command, dimension door, invisibility, thunderwave*

1/day each: *banishment, flame strike, glyph of warding*

Actions

Multiattack. The lamassu makes two attacks with its claws.

Claw. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 9 (2d8) radiant damage.

Healing Touch (3/Day). The lamassu touches a creature. The target magically regains 22 (5d8) hp and is cured of any curses or diseases and of any poisoned, blinded, or deafened conditions afflicting it.

Legendary Actions

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

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

Claw Attack. The lamassu makes one claw attack.

Wing Attack (Costs 2 Actions). The lamassu beats its wings. Each creature within 10 feet of it must succeed on a DC 16 Dexterity saving throw or take 11 (2d6 + 4) bludgeoning damage and be knocked prone. The lamassu can then fly up to its flying speed.

Lamia, Serpentine



The pair of serpentine creatures intertwine with the shackled prisoner, their scaly tails and grasping arms squeezing the life from him as he screams silently, the breath choked from his body.

The Smaller of the Species. Unlike the leonine forms of their larger lamia cousins, the serpentine lamias have humanoid torsos atop a serpentine tail. Seeing themselves as "true" lamia, the serpentine lamia consider the lion-bodied members of their race "false lamia." They go to great lengths to destroy these false lamia whenever possible.

Constant Search for Indulgence. Serpentine lamias share the same hedonistic tendencies as their larger namesakes; however, they are more willing to travel or create lairs in civilized areas. In locations, where monstrous species are not attacked on sight as threats, serpentine lamias often travel freely without disguise. Their love of the finer things in life offers them opportunities to act as merchants, curators, and art experts. Their barely controlled desires often leave them unhindered by conscience or scruple, affording them careers of a more criminal nature.

Worship the Moon. Something in the serpentine lamias' psyches gives them a strong connection to the moon. They are at their most calm and rational when the moon is new, but as the lunar cycle moves toward its peak, the urges for debauchery and hedonism grow in the serpentine lamia. "During a full moon in a lamia's lair" has become a colloquial saying for a time or place of inescapable danger. For the duration of a full moon, serpentine lamias congregate at the home of the most prestigious of their kind. The bacchanalia that take place at these gatherings are legendary, where the overconsumption of the finest food and drink is only the beginning. In places with less stringent moral and ethical codes, the murder of innocents is often the highlight of these evenings.

SERPENTINE LAMIA

Medium monstrosity, neutral evil

Armor Class 13 (leather armor)
Hit Points 36 (8d8)
Speed 30 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	8 (-1)	13 (+1)	15 (+2)

Skills Deception +6, Intimidation +6
Senses darkvision 60 ft., passive Perception 11
Languages Abyssal, Common
Challenge 1 (200 XP)

Seductive Gaze. When a humanoid that can see the serpentine lamia's eyes starts its turn within 30 feet of the serpentine lamia, the serpentine lamia can force it to make a DC 13 Charisma saving throw if the serpentine lamia isn't incapacitated and can see the creature. If the creature fails, it is charmed 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. If a target's saving throw is successful or the effect ends for it, the target is immune to the serpentine lamia's Seductive Gaze for the next 24 hours.

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

Serpent Strike. The serpentine lamia has advantage on attack rolls against a creature it has surprised, or that is charmed by it or its allies.

Snake Body. The serpentine lamia has advantage on saving throws and ability checks against being knocked prone.

ACTIONS

Multiattack. The serpentine lamia makes two attacks, only one of which can be a constrict attack.

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

Constrict. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the serpentine lamia can't constrict another target.

Shortbow. *Ranged Weapon Attack*: +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

MATRIARCH SERPENTINE LAMIA

Large monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 40 ft., climb 20 ft., swim 20 ft.

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

Skills Deception +10, Intimidation +10, Stealth +6

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common

Challenge 5 (1,800 XP)

Serpent Strike. The matriarch serpentine lamia has advantage on attack rolls against a creature she has surprised or that is charmed by her or her allies.

Snake Body. The matriarch serpentine lamia has advantage on saving throws and ability checks against being knocked prone.

Speak with Snakes. The matriarch serpentine lamia can communicate with snakes as if they shared a language.

Innate Spellcasting. The matriarch serpentine lamia's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). She can innately cast the following spells, requiring no material components.

At will: *animal friendship* (snakes only), *disguise self* (any humanoid form), *suggestion*

3/day each: *animal messenger* (snakes only), *charm person, hypnotic pattern, moonbeam*

1/day each: *compulsion, vampiric touch*

ACTIONS

Multiattack. The matriarch serpentine lamia makes three attacks, but can use her constrict and Debilitating Touch attacks only once each.

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

Constrict. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, the matriarch can automatically hit the target with her constrict, and the she can't constrict another target.

Debilitating Touch. *Melee Spell Attack*: +7 to hit, reach 5 ft., one target. *Hit:* The target is magically cursed for 10 minutes. Until the curse ends, the target has disadvantage on Dexterity and Strength saving throws and ability checks.

Seduce. One humanoid the matriarch serpentine lamia can see within 30 feet of her must succeed on a DC 15 Charisma saving throw or be magically charmed for 1 day. The charmed target obeys the matriarch's verbal commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect ends on it, the target is immune to the matriarch's Seduce for the next 24 hours. The matriarch can have only one target seduced at a time. If it seduces another, the effect on the previous target ends.



Leonino



Slightly larger than a housecat and sporting the wings of an owl, the leonino are beloved and rare pets in elvish courts and palaces, where they are kept as companion animals to royal children, courtesans, and gigolos.

The leonino are sometimes found as messengers for powerful elven enchanters, nobles, and rogues. While they can be tamed, most leonino are feral and live on the fringes of halfling settlements, along tropical and temperate coastlines, or in temperate forests, where they devour rodents, frogs, salamanders, and small birds.

Listen and Rarely Speak. The leonino who live in elvish or halfling settlements invariably learn the language around them and are capable of speaking it. However, their innate hauteur and sense of superiority means that they rarely comment or converse; when they do, they are known for their wit and often quite deadpan humor.

Water Couriers. The leonino are fond of harborfronts, ships, and fisherfolk of all kinds. They sometimes serve as messengers between elven ships and various harbormasters, other ship's captains, and even pirates and aquatic creatures such as merfolk or deep ones.

LEONINO

Tiny beast, unaligned

Armor Class 13

Hit Points 13 (3d4 + 6)

Speed 30 ft., fly 40 ft.

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

Saving Throws Wis +1, Dex +5

Skills Perception +1, Persuasion +3, Stealth +5

Senses darkvision 30 ft., passive Perception 11

Languages Elvish

Challenge 1/8 (25 XP)

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

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

Silent Wings. The flight of a leonine is especially silent and difficult to notice in forests and urban settings. It has advantage on Dexterity (Stealth) checks made while flying in these areas.

Actions

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage. If this is the first time the leonino has hit the target within the past 24 hours, the target must succeed on a DC 10 Wisdom saving throw or be charmed by the leonino for 1 hour.

LEONINO FAMILIARS

A leonino will sometimes deign to serve an elven wizard as a familiar. This requires the normal casting of the *find familiar* spell, with an additional offering of fine fish and at least 200 feet of dyed red yarn. Once the spell is cast, the wizard makes a check with its Charisma contested by the leonino's Charisma check. If the leonino wins, the wizard is hated and distrusted by most feline creatures for at least one month. This unfortunate wizard will be pursued by yowling packs of alley cats and leonino in most towns, farms, and villages and may be attacked by tigers, chimeras, and other feline monsters in the wilderness. Offerings to Bastet and propitiation of local alley cats, leonino, and other felines may reduce this time. If the wizard wins, the leonino becomes a familiar as normal with the following trait.

Familiar. The leonino can serve another creature as a familiar, forming a telepathic bond with its willing master. While the two are bonded, the master can sense what the leonino senses as long as they are within 1 mile of each other. While the leonino is within 10 feet of its master, the master shares the leonino's Evasion trait. At any time and for any reason, the leonino can end its service as a familiar, ending the telepathic bond.

Lich, Hierophant

A pious word always on its dusty lips, the lich seemed content to count its beads and let dust rattle in its throat. Until, at last, it turned to us and said "I will share my dark blessings with your feeble souls"—and unleashed horrors I shudder to remember.

—Final words of Lady Nardial, Commander of the Silver Squadron

The hierophant lich is a dry, dusty skeleton with fragments of hair and skin and a fierce, raging light of unholy zeal blazing in its eyes. It is often crowned by a black halo, wreathed in purple flames, or wielding a staff topped with a demonic head that whispers vile suggestions or wicked prophecies to it.

Servants of Dark Gods. The hierophant lich is always a devout follower of a dark god, demon lord, arch-devil, or creature of outer darkness. When the hierophant's mortal lifetime would normally end, its dark master grants it additional life, so that it may continue to serve darkness. Usually, this gift is dispensed as part of the burial rites of the hierophant lich. The creature rises just as its body is about to be buried. In other cases, it leaves its tomb shortly after burial, or it stands up when the fires of its cremation are just starting to catch.

Reborn at the Altar. Each hierophant lich has a sacred vessel that protects its vile soul. So long as this altar, unholy relic, or other sacred object remains whole, the hierophant lich is never permanently slain.

Pure Evil Bones. The bones of a hierophant lich are said to contain deep, unholy power that serves to produce unholy scrolls, wardings, or wands.

Undead Nature. A hierophant lich doesn't require air, food, drink, or sleep.

A Hierophant Lich's Lair

A hierophant lich often dwells in an underground temple, a ruined cathedral in a lost city, or in the catacombs and tunnels deep beneath a famous tomb or monument. These may be in the wilderness or (in some cases) within a city largely unaware of the hierophant lich's presence.

Lair Actions

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

- The hierophant lich gains an unholy shield of protection in the form of a shadowy halo of shifting purple. It gains 20 temporary hp until initiative count 20 on the next round.
- The hierophant lich calls on its god to smite a creature that the lich can see within 60 feet of it. The target must make a DC 17 Wisdom saving throw, taking 21 (6d6) radiant damage



on a failed save, or half as much damage on a successful one. If the target fails, it is poisoned until initiative count 20 on the next round.

- Channeling its god's energy, the hierophant lich grants up to five allies advantage on their next attack rolls.

HIEROPHANT LICH

Medium undead, any evil alignment

Armor Class 14 (natural armor)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	15 (+2)	12 (+1)	20 (+5)	17 (+3)

Saving Throws Con +6, Int +5, Wis +9
Skills Religion +5, Insight +9, Perception +9
Damage Resistance cold, lightning, necrotic
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses truesight 60 ft., passive Perception 19
Languages Common, Abyssal, Infernal, Void Speech
Challenge 9 (5,000 XP)

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

Levitate. As a bonus action, a hierophant lich can rise or descend vertically up to 20 feet and can remain suspended there. This trait works like the *levitate* spell, except there is no duration, and the lich doesn't need to concentrate to continue levitating each round.

Rejuvenation. If it has a sacred vessel, a destroyed hierophant lich gains a new body in 1d10 days, regaining all its hp and becoming active again. The new body appears within 5 feet of the vessel.

Turn Resistance. The hierophant lich has advantage on saving throws against any effect that turns undead.

Spellcasting. The lich is an 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The lich has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, sacred flame, thaumaturgy*
1st level (4 slots): *command, detect magic, protection from evil and good, sanctuary*
2nd level (3 slots): *blindness/deafness, hold person, silence*
3rd level (3 slots): *animate dead, dispel magic, spirit guardians*
4th level (3 slots): *banishment, freedom of movement, guardian of faith*
5th level (1 slot): *flame strike*

ACTIONS

Unholy Smite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) bludgeoning plus 9 (2d8) necrotic damage. The target must succeed on a DC 17 Wisdom saving throw or be charmed for 1 minute. The charmed target must defend the hierophant. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. An undead target that fails is charmed for 24 hours and can only repeat the saving throw once every 24 hours.

LEGENDARY ACTIONS

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

Cantrip. The hierophant lich casts a cantrip.

Unholy Smite (Costs 2 Actions). The heirophant lich uses its Unholy Smite.

Damnation (Costs 2 Actions). The hierophant lich threatens one creature within 10 feet of it with eternal suffering. The target must succeed on a DC 17 Wisdom saving throw or become frightened 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. If a target's saving throw is successful or the effect ends for it, the target is immune to the hierophant lich's Damnation for the next 24 hours.

THE COUNCIL OF HIEROPHANTS

Rumors in dark corners of the world claim that hierophant liches are allied in a grand purpose: to bring their dark gods to rule and to corrupt or destroy all other gods. This Council of Hierophants, which meets in darkness several times each year, chooses new targets among the pious, corrupts ley lines, and sends dark visions and promises of power to the corruptible. Several expend great effort on summoning silver-tongued servants to sway the young to pursue decadent studies or swear their service to the Void and dark gods. Others work with blackguards and doomspeakers (see page *398*) to burn down what they cannot corrupt.

Some evidence supports this council meeting in the Western Wastes, in the Scarlet Citadel, and even in the ruins of Roshgazi. Their loose affiliation makes it difficult to combat them, and some believe that most of their plotting is done via unholy messengers.

Lich, Pact



Despite its frail appearance, the rotting, fiendish creature commands considerable arcane power.

The first pact lich was a warlock whose patron was a demon lord of undeath. In a moment of whimsy, the demon granted the warlock's petition to become a powerful undead.

Soul Devourer. A pact lich must feed souls to its patron weekly to retain its lich status. It does this by reducing a creature to 0 hp within 120 feet of a diamond. Diamonds act as conduits for pact liches to send souls to their patrons, but only fist-sized or larger diamonds will do. A lich that forgets or refuses to sacrifice souls begins to physically fall apart, enduring incredible pain.

Rebirth by Patron's Mercy. When a pact lich's body is destroyed, the will and mind of the lich drains from it and returns to its patron. The patron decides whether to keep the pact lich or allow it to return to the Material Plane. Patrons are fickle beings and may decide to keep the lich for weeks or even centuries as punishment for its failure or may choose to never allow the lich to return. If the lich is allowed to return to the Material Plane, its body reforms in its lair next to a diamond it has used to send souls to its patron. Because the destruction of such diamonds means the possibility of eternal death, a pact lich usually hides many of these diamonds within its lair.

Undead Nature. A pact lich does not require air, food, drink, or sleep.

A Pact Lich's Lair

Reviled by the living, a pact lich often dwells in an underground catacomb, an abandoned fortress, or a forgotten necropolis. The lich's need to feed souls to its patron keeps it from moving too far from civilization, however.

The lair takes on aspects of the lich's benefactor and is haunted by creatures close to the patron's essence.

Lair Actions

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

- All creatures within 30 feet of the pact lich magically and randomly swap places. In addition, all of the creatures (including the lich) look and sound like one of the creatures that was affected. Creatures with truesight are able to see through this illusion. On initiative count 20 on the next round, the illusion fades, but the translocated creatures are not returned to their original places.
- The pact lich calls on its patron to smite a creature that the lich can see within 60 feet of it. The target must succeed on a DC 18 Constitution saving throw, taking 17 (5d6) necrotic and 17 (5d6) force damage on a failed save, or half as much damage on a successful one. If the target fails, it is stunned until initiative count 20 on the next round.
- Channeling its patron's energy, the pact lich raises up to five dead creatures as a skeleton or zombie like the *animate dead* spell.

REGIONAL EFFECTS

The region containing a pact lich's lair is warped by its magic, which creates one or more of the following effects:

- Roads within 20 miles of the lair become strangely mazelike and confusing. Creatures must succeed on a DC 18 Wisdom (Survival) check while traveling or become lost within the area. Lost creatures can repeat the check every subsequent hour and regain their bearings on a success.
- Scrying and all other divination and detection spells within 1 mile of the lair fail unless the caster succeeds on a DC 16 Intelligence (Arcana) check. A failed check means that the spell is still expended, but without any positive result.
- The pact lich and all other undead have advantage on saving throws against effects that turn undead when within 1 mile of the lair.

If the pact lich dies, these effects fade over the course of 1d10 days.

LICH, PACT

Medium undead, any evil alignment

Armor Class 17 (natural armor)

Hit Points 195 (26d8 + 78)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	16 (+3)	14 (+2)	20 (+5)

Saving Throws Dex +8, Int +8

Skills Deception +10, Persuasion +10

Damage Resistances cold, fire, necrotic

Damage Immunities poison; bludgeoning, piercing and slashing from nonmagical attacks

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 12

Languages any languages it knew in life

Challenge 15 (13,000 XP)

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

One With Shadows. As a bonus action when in an area of dim light or darkness, the pact lich can become invisible until it moves or takes an action or reaction.

Patron's Blessing. When the pact lich reduces a target to 0 hp, the lich gains 25 temporary hp.

Pact Rejuvenation. If a fist-sized or larger diamond is within its lair, a destroyed pact lich usually gains a new body in 3d10 days, but its return to the Material Plane is ultimately dictated by its patron.

Innate Spellcasting. The pact lich's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring only verbal components:

At will: *chill touch, detect magic, levitate, mage hand, prestidigitation, speak with dead, true strike*

1/day each: *banishment, bestow curse, compulsion, confusion, conjure elemental, dominate monster, eyebite, finger of death, fly, hellish rebuke* (5d10), *hold monster, slow*

ACTIONS

Multiattack. The pact lich makes four enhanced eldritch blast attacks.

Maddening Touch. *Melee Spell Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 18 Charisma saving throw or have vivid hallucinations for 1 minute. During this time, the target is blinded, stunned, and deafened, sensing only the hallucinatory terrain and events. The hallucinations play on aspects of the creature's deepest fears. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Enhanced Eldritch Blast. *Ranged Spell Attack:* +10 to hit, range 300 ft., one target. *Hit:* 10 (1d10 + 5) force damage. On a successful hit, the pact lich can push the target 10 feet away from it in a straight line.

Hurl Through Hell (1/Day). The pact lich targets one creature it can see within 60 feet of it. The target must make a DC 18 Wisdom saving throw. On a failure, the target disappears and is paralyzed as it is hurtled through the nightmare landscape of the lower planes. At the end of the pact lich's next turn, the target returns to the space it previously occupied, or the nearest unoccupied space, and is no longer paralyzed. If the target is not a fiend, it takes 55 (10d10) psychic damage when it returns. The target must succeed on another DC 18 Wisdom saving throw or be frightened until the end of the lich's next turn as the target reels from its horrific experience.

LEGENDARY ACTIONS

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

At Will Spell. The lich casts a spell it can cast at will.

Fiendish Resilience. The pact lich chooses one damage type, gaining resistance to that damage type until it chooses a different one with this feature. Damage from magical weapons or silver weapons ignores this resistance.

Maddening Touch (Costs 2 Actions). The pact lich uses its Maddening Touch.

Eldritch Master (Costs 3 Actions, 1/Day). The lich entreats its patron for aid, regaining all expended spells.

A PACT OF A DIFFERENT COLOR

The pact lich represented here is based on the Fiend patron. Not all patrons, especially not those of good or neutral alignment, would allow their warlocks to take the steps needed to become a pact lich. Those who revel in undeath, however, take special glee in unleashing such a destructive force on the world and reaping the souls the pact lich harvests. If you want to bring a pact lich into play from a different patron, some changes should be considered. Damage resistances, immunities, and actions like Hurl Through Hell can all be changed to reflect a different pact, like resistance to all weapons not made with cold iron for a pact lich whose patron is one of the Fey Lords or Ladies or hurtling a creature through the kaleidoscopic unknown of the Elemental Planes for a pact lich whose patron is a Genie Lord.

Living Shade



Shadows dance on the wall, cast by the flickering firelight. One of the shadows suddenly turns in defiance of the person who cast it, reaching its dark hand out from the wall.

Bursts of magic sometimes unexpectedly infuse a person's shadow, giving rise to a creature known as a living shade. Though similar in many ways to the dreaded undead shadows, these creatures aren't undead. They are a type of fey spirit infused with the power of the Plane of Shadow.

Conjured Servants. Some spellcasters draw power from shadow magic to deliberately turn their own shadow into a servant and guardian. Created living shades serve much as any other standard familiar spirit. A masterless living shade feels incomplete without a physical being to "cast" it, and it might agree to serve as another spellcaster's familiar as long as it's treated well.

Playful Mimics. Not inherently malicious, living shades spend most of their time serving as their master's shadow, delighting in mirroring gestures and motion. Occasionally, they enjoy toying with unsuspecting viewers by moving out of sync with their master in small, deliberate ways. Even unbound living shades might spend much of their time playing the part of someone's shadow, "attaching" themselves to a random passerby. Living shades communicate through pantomime.

LIVING SHADE

Medium fey, neutral

Armor Class 12

Hit Points 18 (4d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	9 (–1)	10 (+0)	12 (+1)

Skills Stealth +6

Damage Vulnerabilities radiant

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages understands Common but can't speak

Challenge 1/4 (100 XP)

Amorphous. The living shade can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the living shade can take the Hide action as a bonus action.

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

ACTIONS

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

LIVING SHADE FAMILIARS

Spellcasters might infuse their own shadow with essence from the Plane of Shadow, or an unbound living shade can take a liking to a particular caster. Such living shades have the following trait.

Familiar. The living shade can serve another creature as a familiar, forming a telepathic bond with its willing master. While the two are bonded, the master can sense what the living shade senses as long as they are within 1 mile of each other. While the living shade is within 10 feet of its master, the master shares the living shade's Shadow Stealth trait. At any time and for any reason, the living shade can end its service as a familiar, ending the telepathic bond.

Living Star



A huge, glowing figure of churning, crackling energy bobs curiously above the battle, watching two warriors attack each other with sword and spear. The battle comes to a swift end when the figure flares, and both warriors slump to the ground, senseless.

Born of the Sun. As the sun moves across the sky, it sheds smalls bits of itself. Most of these motes of solar energy die out within days, burning themselves to oblivion. But on rare occasions, these bits of star stuff last long enough to gain sentience. They become living stars.

The Life of a Living Star. Living stars begin as young and immature balls of energy. They roam the heavens, observing the worlds below them. Based on those observations and interactions, they take on personalities and represent larger themes and domains—not unlike gods. The living stars may even insert themselves into the mortal realm, gaining worshippers and interfering in the lives of the creatures of the world.

Radiant Nature. A living star doesn't require air, food, drink, or sleep.

LIVING STAR

Huge celestial, any alignment

Armor Class 19 (natural armor)
Hit Points 207 (18d12 + 90)
Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	22 (+6)	21 (+5)	21 (+5)	19 (+4)	22 (+6)

Saving Throws Dex +12, Con +11, Wis +10
Skills Acrobatics +12, Insight +10, Perception +10, Persuasion +12
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison, radiant
Condition Immunities charmed, frightened, poisoned, stunned
Senses truesight 120 ft., passive Perception 20
Languages Celestial, Common
Challenge 19 (22,000 XP)

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

Resize. As a bonus action, the living star can change its size. This trait works like the *enlarge/reduce* spell, except it deals 2d4 extra damage when enlarged and 2d4 less damage when reduced.

Starshine. A creature that starts its turn within 30 feet of the living star must make a DC 19 Intelligence saving throw. On a failed save, the creature is blinded for 1 minute. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the living star's Starshine for the next 24 hours.

Supernova. When a living star dies, it erupts, and each creature within 30 feet of it must make a DC 19 Dexterity saving throw, taking 56 (16d6) radiant damage on a failed save, or half as much damage on a successful one. A creature reduced to 0 hp by this damage dies.

Actions

Multiattack. The living star makes three starflare attacks. It can use its Silvered Ray in place of one starflare attack.

Starflare. *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage plus 14 (4d6) radiant damage.

Silvered Ray. *Ranged Spell Attack:* +12 to hit, range 150 ft., one target. *Hit:* 28 (4d10 + 6) radiant damage, and the target must succeed on a DC 19 Charisma saving throw or be stunned until the end of its next turn.

Lou Carcolh

A slimy green serpent with a hardened shell-like growth upon its back, the lou carcolh epitomizes the horror of both snake and snail. Its venomous maw features two needle-sharp fangs.

Trappers. The lou carcolh's preferred means of capturing prey is laying an ambush with its many mouth appendages stretched great distances, entrapping creatures who touch or step on them. The appendages regrow daily, so it is never without a fresh set.

Steeds to Dark Fey. Some dark fey creatures tame and ride lou carcolh as steeds. Their surprising speed, climbing ability, and comfort in the water make them ideal for traversing dread wetlands and fetid forests.

LOU CARCOLH

Medium monstrosity, unaligned
Armor Class 14 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 30 ft., climb 10 ft., swim 20 ft.

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

Skills Perception +2, Stealth +6
Senses tremorsense 60 ft., passive Perception 12
Languages —
Challenge 2 (450 XP)

Sticky Tongues. Given half an hour, the lou carcolh can extend its 6 sticky tongues up to 60 feet from itself. A creature who touches one of these tongues must succeed on a DC 13 Dexterity saving throw or be restrained as it adheres to the tongue. The tongues can be attacked (AC 12, 10 hp), and any damage done to a tongue is also done to the lou carcolh. Killing a tongue ends the restrained condition, and the lou carcolh can't use that tongue for for the next 24.

Slime Trail (1/Day). For 1 minute, the lou carcolh leaves a slime trail behind it as it moves. The slime creates difficult terrain, and any creature walking through it must succeed on a DC 13 Dexterity (Acrobatics) check or fall prone. The slime remains effective for 1 hour.

ACTIONS

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8+ 2) piercing damage and 2 (1d4) poison damage and the target must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its turn.

Spit Venom. *Ranged Weapon Attack*: +4 to hit, range 30/120 ft., one target. *Hit:* 16 (3d10) poison damage.

Sticky Tongue. *Melee Weapon Attack*: +4 to hit, reach 60 ft., one target. *Hit:* The target is restrained and the lou carcolh can't use the same sticky tongue on another target.

Reel. The lou carcolh pulls in each creature of Large size or smaller who is restrained by one of its sticky tongues. The creature is knocked prone and dragged up to 30 feet towards the lou carcolh. If a creature is dragged within 5 feet of the lou carcolh, it can make one bite attack against the creature as a bonus action.



Lycanthrope, Werebat

A lean, muscled humanoid covered in short, velvet-like fur crouches on the rooftop, its long, membranous wings drooping to the ground like the sleeves of a long robe. Its face bears little trace of anything humanoid with large, pointed ears, needle-like teeth, black eyes, flaring nostrils, and dark fur.

Night Hunters. Werebats hunt by night, swooping down from the darkness on unsuspecting prey and leaving mutilated corpses behind, often partially exsanguinated. When hunting, a werebat often takes on the form of a hideous, human-sized bat with a wingspan the length of a horse.

Idolatry or Isolation. In cultures that worship bat deities, werebats are often seen as holy creatures. They may occupy clerical roles in such societies, though their tendency toward malevolence drives them to use such positions to seek greater power. Werebats living in less convenient circumstances seek out isolated lairs overlooking remote settlements, moving frequently when their gory presence draws too much attention.

Regardless of their circumstances, werebats usually have a swarm of bats at their command.

Telltale Features. Werebats in their humanoid form often display bat-like features; a flattened or upturned nose, tufts of dark hair topping pointed ears, or sharp teeth are common.

WEREBAT

Medium humanoid (human, shapechanger), lawful evil

Armor Class 13 in humanoid form, 14 (natural armor) in bat or hybrid form

Hit Points 66 (12d8 + 12)

Speed 30 ft. (40 ft., fly 50 ft. in bat or hybrid form)

STR	DEX	CON	INT	WIS	CHA
12 (+2)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	9 (–1)

Skills Perception +3, Stealth +5

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silver

Senses blindsight 60 ft., passive Perception 13

Languages Common (can't speak in bat form)

Challenge 3 (700 XP)

Echolocation. The werebat can't use its blindsight while deafened.

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

Shapechanger. The werebat can use its action to polymorph into a bat-humanoid hybrid or into a Medium-sized bat, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form with the exception that only its true and bat forms retain its flying speed. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). In humanoid form, the werebat makes two mace attacks. In hybrid form, it makes two attacks: one with its bite and one with its claws or mace.

Bite (Bat or Hybrid Form Only). *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with werebat lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack*: +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) slashing damage.

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



Lycanthrope, Werehyena

The hyena's form shifts into that of a gnoll and then to something in between. In all three forms, blood drips from its filthy muzzle.



A Blessed Curse. Across worlds and in all their cultures, the gnolls have always revered the hyena. Those who suffer the curse of lycanthropy also exhibit it in the same way: the form of a werehyena. This is considered a rare and wonderful gift, as most gnolls who suffer this curse die the first time they change. Those who survive, however, are honored in their culture.

A Demonic Affliction. In truth, the lycanthropy that werehyenas suffer is a demonic possession. The souls of these creatures have been forfeited to a demon lord. Only gnolls are able to survive this intact. If they spread this disease to a non-gnoll, the victim survives until the first full moon, after which it dies and turns into a demon gnoll under the demon lord's sway. The only way to save the victim is to cure the disease before the first transformation.

A Terrible Cure. Normally a *remove curse* removes lycanthropy from a victim, but slightly more stringent efforts are needed to cleanse a werehyena's bite. While the *remove curse* spell is being cast, a demonic creature must be killed in the vicinity of the victim, and the victim must drink the demon's ichor. Only then is the lycanthropy removed permanently. Finding such a creature can be difficult and often means making deals with dark forces.

WEREHYENA

Medium humanoid (gnoll, shapechanger), chaotic evil

Armor Class 13 in gnoll form, 14 (natural armor) in hyena or hybrid form

Hit Points 58 (9d8 + 18)

Speed 30 ft. (50 ft. in hyena form)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2, Stealth +5

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silver

Senses passive Perception 12

Languages Gnoll (can't speak in hyena form)

Challenge 3 (700 XP)

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

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

Actions

Multiattack (Gnoll or Hybrid Form Only). The werehyena makes two attacks: one with its bite and one with its claws or scimitar.

Bite (Hyena or Hybrid Form Only). *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. If the target is humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werehyena lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Scimitar (Gnoll or Hybrid Form Only). *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Mandrake

A crown of lettuce-like leaves sprouts from the soil. The leaves twitch slightly, and a faint, muffled squealing can be heard from the ground.

Howl of Injustice. Though some herbalists can breed mandrakes, a mandrake only blooms in the wild under grisly circumstances: when an innocent youth is wrongfully hanged for theft, and the youth's dying blood, spittle, sweat, or urine strikes the earth. The mandrake remains dormant for one year, after which time it grows into a thick, tuberous root that is shaped like a young humanoid sprouting a thick, leafy head of hair. If the root is pulled from the ground, it wails with such piercing fury that most common folk who hear it die instantly.

Medicinal Marvel. Were it not for its incredible medicinal properties, the mandrake would never be cultivated at all. If ground into a powder and brewed for a year and a day, the mandrake root becomes an elixir of health, which can cure all poisons and afflictions.

Great Mandrake. As a magical plant, the mandrake sometimes takes on an unusual appearance if it grows to full flowering. In these cases, the plant becomes thorny and its powers grow substantially. In particular, it gains the power of speech and its shriek becomes far stronger.

MANDRAKE

Tiny plant, unaligned

Armor Class 8

Hit Points 22 (4d4 + 12)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	6 (–2)	16 (+3)	1 (–5)	9 (–1)	12 (+1)

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses tremorsense 60 ft. (blind beyond this radius), passive Perception 9

Languages —

Challenge 1/2 (100 XP)

ACTIONS

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

Shriek (Recharge 4-6). All creatures within 60 feet of the mandrake that can hear it must succeed on a DC 13 Constitution saving throw or take 5 (2d4) thunder damage. If a creature fails the saving throw by 5 or more, it is stunned until the end of its next turn. If it fails by 10 or more, it falls unconscious. An unconscious creature can repeat the saving throw at the end of each of its turns, regaining consciousness on a success.

MANDRAKE, GREAT

Tiny plant, unaligned

Armor Class 11 (natural armor)

Hit Points 44 (8d4 + 24)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (–1)	16 (+3)	4 (–3)	11 (+1)	12 (+1)

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses tremorsense 60 ft. (blind beyond this radius), passive Perception 11

Languages Common

Challenge 1 (200 XP)

ACTIONS

Multiattack. A great mandrake makes two attacks with its bite. When its shriek is available, it can use the shriek in place of one bite attack.

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

Shriek (Recharge 3-6). Each creature within 60 feet of the mandrake that can hear it must succeed on a DC 13 Constitution saving throw or take 11 (3d6) thunder damage. If a creature fails the saving throw by 5 or more, it is stunned until the end of its next turn. If it fails by 10 or more, it falls unconscious. An unconscious creature can repeat the saving throw at the end of each of its turns, regaining consciousness on a success.



Mandriano



Despite its size, the twisted and gnarled tree-man moves precisely and quietly. It cloaks itself in a cape of darkness with only its pale face visible, lit by blue flame eyes.

Damned Fey. Mandrianos are a perversion of treants grown from soil defiled by ritual sacrifice. Bound to shepherd the undead, they ceaselessly wander their territories, collecting and tending their mindless charges. Beneath their billowing cloaks, their bodies have the gray color of driftwood. A mandriano's cloak is stitched from leaves of darkness and blows apart as if struck by a gale when the mandriano dies.

Never Alone. Mandrianos work in pairs or small teams as they gather their flocks of undead and hunt for the living. They drain the essence of living creatures to feed themselves, their deceptively long arms allowing them to quickly snatch up prey.

MANDRIANO

Large plant, lawful evil

Armor Class 13 (natural armor)
Hit Points 60 (8d10 + 16)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	15 (+2)	10 (+0)	10 (+0)	7 (–2)

Skills Athletics +5, Perception +3, Stealth +1
Damage Vulnerabilities fire
Damage Resistance necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages understands Common and Sylvan, but can't speak
Challenge 5 (1,800 XP)

Actions

Multiattack. The mandriano makes two swipe attacks.

Swipe. *Melee Weapon Attack*: +5 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. If the target is Medium or smaller, it is grappled (escape DC 14). Until this grapple ends, the target is restrained. It can grapple up to three creatures.

Consume the Spark. The mandriano drains the essence of one grappled target. The target must make a DC 14 Constitution saving throw, taking 13 (4d6) necrotic damage on a failed save, or half as much damage on a successful one. The target's hp maximum is reduced by an amount equal to the necrotic damage taken, and the mandriano regains hp equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0. A humanoid slain in this way rises 24 hours later as a zombie or skeleton under the mandriano's control, unless the humanoid is restored to life or its body is destroyed. The mandriano can control up to twelve undead at one time.

ANCIENT MANDRIANO

Huge plant, lawful evil

Armor Class 14 (natural armor)
Hit Points 102 (12d12 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (–1)	15 (+2)	12 (+1)	10 (+0)	7 (–2)

Skills Athletics +8, Perception +3, Stealth +2
Damage Vulnerabilities fire
Damage Resistance necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses passive Perception 13
Challenge 8 (3,900 XP)

Siege Monster. The ancient mandriano deals double damage to objects and structures.

Actions

Multiattack. The ancient mandriano makes two swipe attacks.

Swipe. *Melee Weapon Attack*: +8 to hit, reach 15 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage. If the target is Medium or smaller, it is grappled (escape DC 16). Until this grapple ends, the target is restrained. It can grapple up to three creatures.

Consume the Spark. As the mandriano, except the target must make a DC 16 Constitution saving throw, taking 21 (6d6) necrotic damage on a failed save, or half as much on a succes.

Call the Dead (3/Day). The ancient mandriano animates one humanoid corpse within 60 feet. This works like the *animate dead* spell, except it only creates zombies and the zombies. The mandriano can control up to twenty zombies at one time.

Mantik, Barbed King of the Manticores

Much larger than his kin, Mantik's scarred and wizened visage is punctuated by longsword-length teeth that grind and clatter together when he speaks. His coloration is direst crimson, and his black wings appear too withered for flight.

Inside the sandblasted walls of a ruined castle, the king of the manticores roars decrees to the wind. Mantik, the oldest and most ferocious of his kind, sits atop the shattered throne of a long-forgotten kingdom. He is loved like a god by a loyal clan of kobolds, who bring the beast treasures and sacrifices.

Withered Wings. Mantik's wings have mysteriously shrunken into two withered appendages. A kobold shaman suggested the Barbed King has come under a curse of some sort. Mantik believes divine magic is the only way to restore his ability to fly, but he is too proud to learn prayer or engage in devotion. Whatever the reason for his withered wings, Mantik bitterly plots to cure his strange affliction.

The Barbed. The kobolds who worship Mantik refer to themselves as the Barbed. They scurry around the manticore's castle like servile rats, both enamored and terrified of their ruler.

Covetous. Mantik has a substantial hoard gathered in the ruined chambers under his castle. His manticores raid the infrequent trade caravans traveling the wastes, and several times a year he embarks on treasure hunting expeditions, stalking the many scavenger bands picking through lost battlefields. His throne room is filled with ancient carvings, fractured statues, old tapestries, and jewelry – all displayed on crumbling stone pedestals or awkwardly hung from pock-marked walls. Mantik both loves and loathes his hoard; he yearns for a castle fit to hold his treasures.

MANTIK

Huge monstrosity, lawful evil
Armor Class 16 (natural armor)
Hit Points 168 (16d12 + 64)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	10 (+0)	14 (+2)	16 (+3)

Saving Throws Str +8, Con +8
Skills Athletics + 8, Intimidation +7, Perception +6
Damage Resistances poison
Condition Immunities charmed, poisoned
Senses darkvision 120 ft., passive Perception 16
Languages Common, Draconic, Dwarvish
Challenge 9 (5,000 XP)



MANTIK IN MIDGARD

In Midgard, Mantik dwells in a ruined castle deep in the Red Wastes that sprawl between the Dragon Empire and Khandiria. Surrounded by his motley army, Mantik lusts for a taste of the wealth kept in the Dragoncoil Mountains and in the cities of Khandiria, starting with Isquetta. His own treasury is filled with the spoils of his raids on caravans and drake lairs. He covets the three feathers of Azuran—magical sapphires carved into the shape of crane feathers—most of all. Mantik believes the jewels will restore his ability to fly.

Cursed. Mantik may not fly, levitate, or be polymorphed by any spell or effect.

Legendary Resistance (2/Day). If Mantik fails a saving throw, he can choose to succeed instead.

Magic Weapons. Mantik's weapon attacks are magical.

Merciless Ferocity. Mantik has advantage on all opportunity attacks, and a creature reduced to 0 hp by his attacks has disadvantage on its first death saving throw.

Penetrating Volley. If Mantik moves at least 20 feet in a straight line, all tail spike attacks made this round have advantage. A creature struck by these tail spike attacks must succeed on a DC 16 Strength saving throw or be knocked prone.

Tail Spike Regrowth. Mantik has thirty-six tail spikes. Used spikes regrow when he finishes a long rest.

ACTIONS

Multiattack. Mantik makes three attacks: two with his claws and one with his bite or three with his tail spikes.

Bite. *Melee Weapon Attack*: +8 to hit, reach 5ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Claw. *Melee Weapon Attack*: +8 to hit, reach 5ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Tail Spike. *Ranged Weapon Attack*: +6 to hit, range 100/200 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage and the creature must succeed on a DC 16 Constitution saving throw or be poisoned until the end of its next turn. A creature poisoned by the tail spike has its speed halved and can't take the Dash action.

Roar of the Barbed King (Recharge 5-6). Mantik unleashes an ground-shaking roar. Each creature within 60 feet who can hear him must succeed on a DC 14 Wisdom saving throw or be incapacitated for 1d4 rounds.

LEGENDARY ACTIONS

Mantik 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. Mantik regains spent legendary actions at the start of his turn.

Move. Mantik moves up to his speed without provoking opportunity attacks.

Growl (Costs 2 Actions). Mantik lets loose a throaty growl. Each creature within 60 feet who can hear Mantik must succeed on a DC 14 Wisdom saving throw or be frightened of him until the end of its next turn.

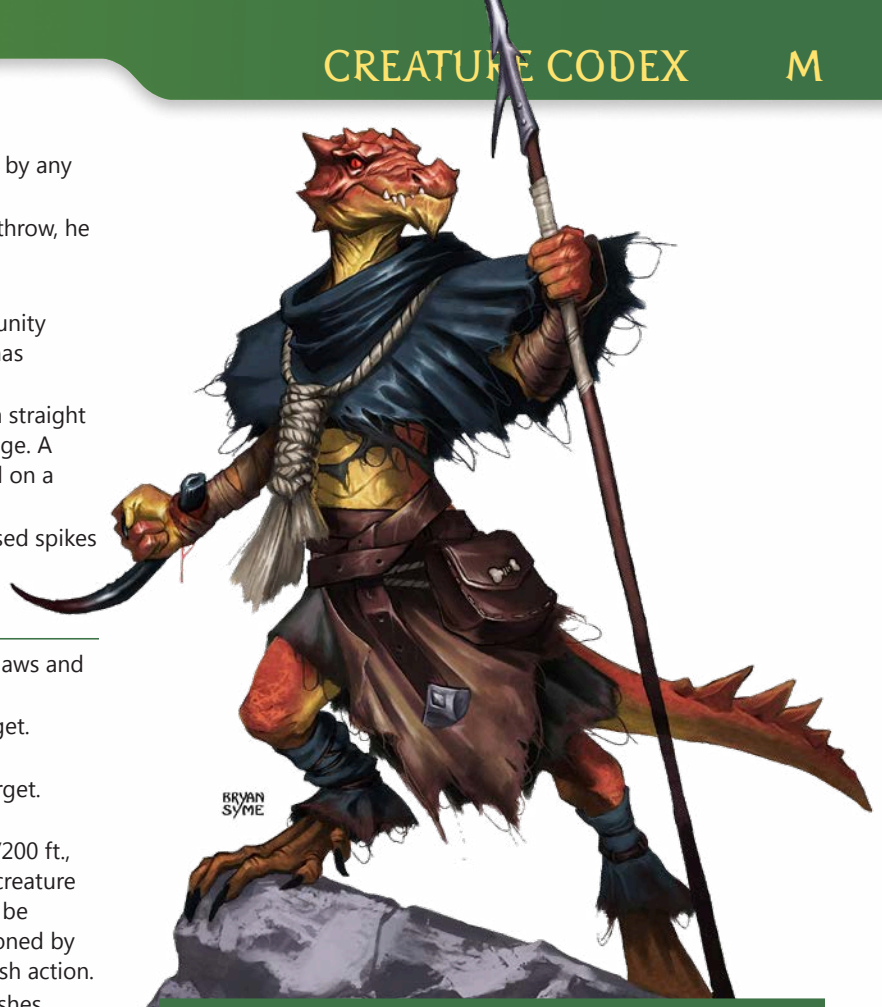
Tail Spike (Costs 2 Actions). Mantik makes a tail spike attack.

The Barbed

A brawny looking kobold brandishes a manticore spike driven through its scaled hand.

Leaders. The barbed are physically stronger than their brethren and bear the scars of living close to manticores. They are devoted to Mantik and believe he is a divine being who will lead them to victory over the drakes of the waste and the dragons of the mountains.

Marked. The barbed are known by the large tail spike (from Mantik himself) driven through their wrist and hand. They are immune to the poison that still seeps from the spike.



THE BARBED

Small humanoid (kobold), lawful evil

Armor Class 13
Hit Points 44 (8d8+8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	8 (-1)	10 (+0)	11 (+0)

Skills Athletics +4, Stealth +5
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common, Draconic
Challenge 1 (200 XP)

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

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

ACTIONS

Barbed Slash. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage and 3 (1d6) poison damage. The target must succeed on a DC 12 Constitution saving throw or be poisoned until the end of its next turn.

Javelin. *Ranged Weapon Attack*: +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Master of Demon Mountain

With a dark beard and fiery eyes, the master of Demon Mountain has long been a figure of terror to those who live within sight of his castle. Some say he is the dark, twisted son of Baba Yaga and an unnamed lord of the Abyss. Demons, certainly, bow and speak politely to him, and the least of them jump to his command.

Father of Fiends. The Master of Demon Mountain is a creature of lascivious appetites and the father of dozens of tieflings—and, at the same time, his family is a source of great pride to him. They are the foundation of an empire, and his brood is loyal and as ambitious as their father. They serve him ably in distant corners of the world, where he sends them to forge alliances through marriages or arcane trades.

A Bound Legend. He remains a figure of legend as well as a political force. An expert demon binder, his power is terrifying even at a distance. But wielding worldly power and extending his influence is merely an entertaining game for him. His real goal is to reach immortality—although first he must break the pacts binding him to his dark manor.

MASTER OF LEY LINES

The Master of Demon Mountain first conquered the mountain by tapping into its ley line. He has since become a master of ley line magic. If using the Midgard setting, change the Master of Demon Mountain's spells to the following (see the *Midgard Heroes Handbook*):

Cantrips (at will): *fire bolt, light, mage hand, message, poison spray*
1st level (4 slots): *fog cloud, land bond*, mage armor, magic missile, shield*
2nd level (3 slots): *acid arrow, ley disruption*, mirror image*
3rd level (3 slots): *counterspell, ley energy bolt*, ley sense*, stinking cloud*
4th level (3 slots): *banishment, ray of life suppression**
5th level (3 slots): *contact other plane, dominate person, ley leech*, seeming*
6th level (2 slots): *arcane gate, ley whip**
7th level (2 slots): *mirage arcane, plane shift*
8th level (1 slot): *disruptive aura*, dominate monster*
9th level (1 slot): *ley storm*, ley surge**

MASTER OF DEMON MOUNTAIN

Medium humanoid (tiefling), lawful evil
Armor Class 14 (17 with *mage armor*)
Hit Points 110 (20d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	12 (+1)	23 (+6)	14 (+2)	17 (+3)

Saving Throws Dex +10, Con +7, Wis +8, Cha +9
Skills Arcana +12, Deception +9, History +12, Intimidation +9
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 12
Languages Abyssal, Common, Infernal
Challenge 17 (18,000 XP)

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

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

THE MASTER OF DEMON MOUNTAIN IN MIDGARD

Hundreds of years ago, the Archmage of Vael Turog escaped the destruction his nation suffered in the Mage Wars and made his way far to the east, where he found a mountain at the site of the conjunction of two powerful ley lines. Located on the southern border of the tsar of Vidim's lands, this mountain was filled with dark and demonic energies and had been considered a blight on the map in the tsar's estimation. The archmage was offered dominion over the mountain if he could tame it and end the threats that issued from it. He summoned and bound a demonic legion, brought the mountain under his control, and staked his claim. The tsar, unaware and uninterested in the details, was delighted, and the archmage became known as the Master of Demon Mountain.

He raised a castle there overnight, called Castle Dontrona, and there he has ruled for so long that the people of the surrounding plains have largely forgotten his name. Out of fear or dread of drawing his attention, they refer to him as "the Master" when occasion demands they speak of him at all.

Since coming to the mountain, the Master's spells and incantations carry greater potency. The demons praise him, and he has mated with more than a few. The pacts the Master swore to gain power over the mountain and its creatures, however, are not the endless font of power that he had hoped. Indeed, he rarely leaves the mountain, and his children suspect he does not truly command it. Instead, the mountain commands him to bring it reagents and perform certain rituals, as demanded by demonic messengers, dreams, or priests of Chernobog.

His lust for power drives him to ally with the Bemmeans, to offer arcana to the Dragon Empire, and to seek the hand of the tsar's comely daughters. His depravity simmers beneath an affected veneer of civility. In distant courts, the Master is known by the name he used in Vael Turog: Roggero Lucar Ordontrona, or sometimes an even older name, Gardever the Archmage of Vael Turog. He claims to be the last living scion of the noble bloodline of Vael Turog. Whether true or an empty boast, he acts the part and then some.

Master of Fiends. Fiends summoned by the Master's Summon Fiend share a telepathic link with him, are under his control, and can't summon other demons or devils. A fiend remains until it or the Master dies or until the Master dismisses it as a bonus action. The total CR of the fiends under the Master's control can't exceed 16, otherwise the Master can summon any number or combination of fiends. Any fiends the Master attempts to summon in excess of this limit aren't summoned.

Spellcasting. The Master is a 20th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The Master can cast *invisibility* and *blur* on himself at will and has the following wizard spells prepared:

- Cantrips (at will): *fire bolt, light, mage hand, message, poison spray*
- 1st level (4 slots): *fog cloud, grease, mage armor, magic missile, shield*
- 2nd level (3 slots): *acid arrow, mirror image, misty step*
- 3rd level (3 slots): *counterspell, fireball, fly, stinking cloud*
- 4th level (3 slots): *banishment, confusion, fire shield*
- 5th level (3 slots): *contact other plane, dominate person, seeming*
- 6th level (2 slots): *arcane gate, disintegrate*
- 7th level (2 slots): *mirage arcane, plane shift*
- 8th level (1 slot): *antimagic field, dominate monster*
- 9th level (1 slot): *foresight, meteor swarm*



ACTIONS

Master's Knife. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 14 (4d6) fire damage.

Summon Fiend (Recharge 6). The Master summons 2d4 wind demons (see page *93*), 1d4 wind's harp devils (see page *105*), 1d2 vrocks, 1d2 chain devils, or 1 fulad-zereh (see page *85*) with no chance of failure. A summoned fiend appears in an unoccupied space within 60 feet of the Master and acts immediately and on the Master's initiative.

LEGENDARY ACTIONS

The Master of Demon Mountain 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 Master of Demon Mountain regains spent legendary actions at the start of his turn.

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

Teleport (Costs 2 Actions). The Master magically teleports, along with any equipment he is wearing or carrying, up to 120 feet to an unoccupied space he can see.

Cast a Spell (Costs 3 Actions). The Master casts a spell from his list of prepared spells, using a spell slot as normal.

Megapede

A massive centipede lifts the upper half of its body off the ground, legs thrashing. Acid drips from hungry mandibles stained with liquid metal.

Megapedes are fifteen-foot-long insects that roam underground areas in search of ore to devour. They are particularly fond of softer precious metals.

Mine Destroyers. Megapedes invade active mines, forcing miners to retreat from their acid-spitting mouths. Ousting an invading megapede becomes a top priority, since the insect eats every vein of ore available. Dwarves train special squads that wear hide armor and wield glass weapons to fight the beasts.

Taste for Gold. Megapedes prefer the taste of copper, silver, gold, and platinum to other metals. If a morsel of such a metal is nearby, the insect tastes it in the air and abandons all other meals until it can find and consume the treat. Adventurers venturing into megapede lairs should be careful what they carry.

MEGAPEDE

Large monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	2 (–4)	7 (–2)	3 (–4)

Damage Immunities acid
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 8
Languages —
Challenge 3 (700 XP)

Metal Sense. The megapede can sense any metal within 600 feet of it. It knows the direction to the metal and can identify the specific type of metal within the area.

Actions

Multiattack. The megapede makes one stinger attack and one bite attack. It can use its Consume Metal in place of its bite attack.

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 3 (1d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the megapede has advantage on attacks against the grappled target, and it can't make bite attacks against another target.

Stinger. *Melee Weapon Attack*: +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage and the target must make a DC 13 Constitution saving throw or become poisoned for 1 minute.

Consume Metal. The megapede consumes one unattended Medium or smaller metal object or attempts to consume a metal object worn or held by the creature it is grappling. The grappled creature must succeed on a DC 13 Strength saving throw or the object is consumed. If the object is a magic item, the creature has advantage on the saving throw. Magic items consumed by the megapede stay intact in its stomach for 1d4 hours before they are destroyed.

Acid Spray (Recharge 6). The megapede spits acid in a line that is 30 feet long and 5 feet wide, provided that it has no creature grappled. Each creature in that line must make a DC 13 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one.

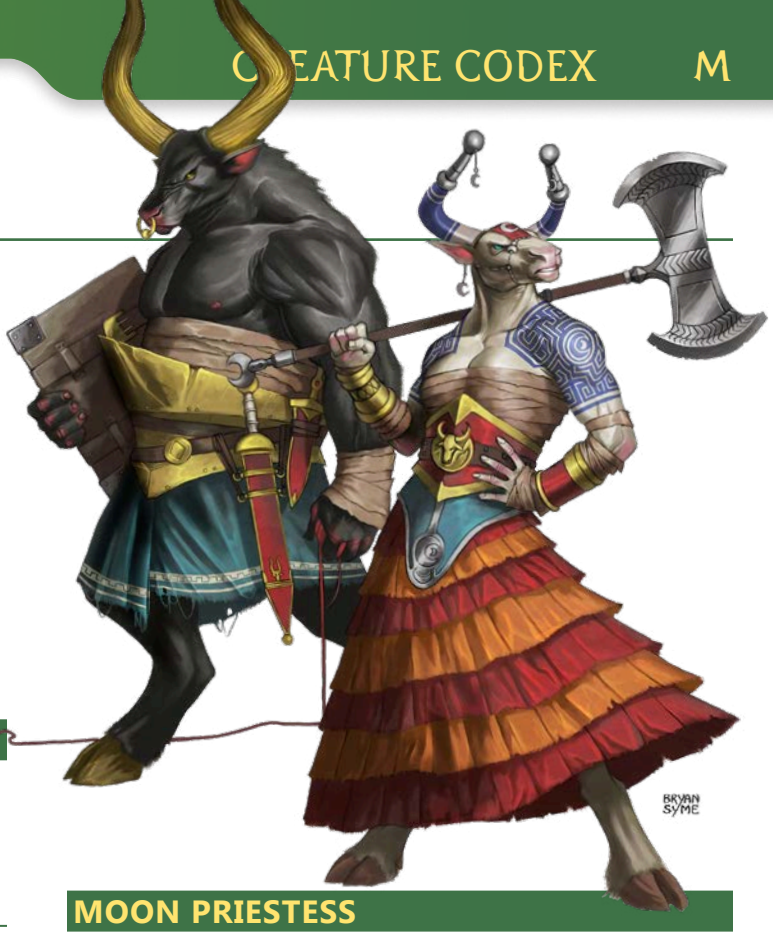


Minotaur

The minotaur moon priestess stands at the center of the maze, raising her silver axe to the skies as the lunar light glistens off her silver horns. Behind her, the labyrinth keeper's hands and eyes begin to glow.

The Maze Keepers. The minotaur labyrinth keepers create and restore the maze-lair of their clan. The keeper takes careful notes, studies those who breach its creations, and, when necessary, defends the maze with its clan-mates.

The Moon Worshippers. The moon is a symbol of trickery and confusion, and the minotaur moon priestess heeds the call to worship. She curses those who breach the central chamber of the labyrinth, making sure they never escape.



LABYRINTH KEEPER

Large monstrosity, chaotic evil
Armor Class 15 (natural armor)
Hit Points 119 (14d10 + 42)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	10 (+0)	12 (+1)	16 (+3)

Skills Perception +7
Senses darkvision 60 ft., passive Perception 17
Languages Abyssal
Challenge 5 (1,800 XP)

Charge. If the labyrinth keeper moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. The minotaur labyrinth keeper can perfectly recall any path it has traveled.

Reckless Caster. At the start of its turn, the minotaur labyrinth keeper can gain advantage on all spell attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

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

At will: *acid arrow, fire bolt, locate object, misty step*
2/day each: *inflict wounds, stone shape*

ACTIONS

Multiattack. The minotaur labyrinth keeper makes two attacks: one with its gore and one with its shortsword.

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

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

MOON PRIESTESS

Large monstrosity, chaotic evil
Armor Class 14 (natural armor)
Hit Points 153 (18d10 + 54)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	10 (+0)	16 (+3)	12 (+1)

Skills Perception +9
Senses darkvision 60 ft., passive Perception 19
Languages Abyssal
Challenge 7 (2,900 XP)

Charge. As the minotaur labyrinth keeper.

Labyrinthine Recall. As the minotaur labyrinth keeper.

Spellcasting. The moon priestess is a 10th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance, light, resistance, sacred flame, thaumaturgy*
1st level (4 slots): *bane, guiding bolt, shield of faith*
2nd level (3 slots): *hold person, locate object, spiritual weapon*
3rd level (3 slots): *bestow curse, spirit guardians*
4th level (3 slots): *banishment, divination, stone shape*
5th level (2 slots): *flame strike, hallow*

ACTIONS

Multiattack. The moon priestess makes two melee attacks.

Labrys Axe. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

Gore. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Minotaur, Lost

The risen corpses of minotaurs who died while trapped in a labyrinth of any kind, lost minotaurs embody the anguish, rage, and humiliation of the worst deaths their people can imagine.

Pliable Malevolence. Motivated by an indiscriminate malice punctuated with a relentless hatred for any who survive an encounter with them, lost minotaurs may be swayed to track and kill specific prey. What it might desire in trade varies from creature to creature, but the prize usually involves an arranged hunt of some kind.

Tales of Caution. Among minotaur communities, parents tell their children bloodcurdling tales of lost minotaurs to dissuade them from wandering into old, structurally unsound labyrinths. Tales of the nigh-unstoppable malice of these horrors find an audience most everywhere.

Undead Nature. A lost minotaur doesn't require air, food, drink, or sleep.

LOST MINOTAUR

Large undead, neutral evil
Armor Class 16 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	5 (–3)	12 (+1)	8 (–1)

Saving Throws Dex +3, Wis +4
Skills Athletics +8, Perception +4, Survival +4
Damage Vulnerabilities radiant
Damage Resistances necrotic
Damage Immunities cold, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned
Senses darkvision 60 ft., passive Perception 14
Languages understands the languages it knew in life but can't speak
Challenge 8 (3,900 XP)

Charge. If the lost minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 13 (3d8) piercing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be pushed up to 10 feet away and knocked prone.

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

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

Sense Life. The lost minotaur can magically sense the presence of living creatures within 1 mile away. It knows each creature's general direction but not exact location.

ACTIONS

Multiattack. The minotaur makes two twilight greataxe attacks.

Twilight Greataxe. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage and 9 (2d8) necrotic damage.

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



LOST MINOTAURS IN MIDGARD

A large number of lost minotaurs came into being after being trapped within their fortified labyrinths and then slowly starved out or slain by gas and necrotic attacks during the Mharoti invasions of minotaur lands three centuries past. Among the minotaur diaspora on the isle of Kyprion and elsewhere, tales of lost minotaurs within the Great Labyrinth in the ruins of Roshgazi abound. Similar tales are told of the old labyrinth of Cindass, though to a lesser degree. Intrepid treasure-seekers in these crumbled places of old magic often fall to the axes of the lost minotaurs.

Moon Nymph



Within the moonlight spilling through the window, a shadow coalesces into a lovely female form. Although the figure's body is wraith-like, the face is distinct. A dark smile plays across fine lips, while her eyes sparkle like cold diamonds.

Children of the Night. The passages and fissures between the mortal world and the realms beyond are many and diverse. One such bridge is enabled by the moons of the mortal realm. Moon nymphs, as they are called, use those portals to move into the world, traveling down moonbeams to haunt mortals' dreams.

Daughters of the Moon. Those who observe a moon nymph and live to tell the tale describe a slight humanoid creature, wraithlike in form but with a countenance as beautiful as the most alluring fairy. In reality, moon nymphs are genderless, taking on a visage that matches the dreams of their victims. Some might see a beautiful elf, others a handsome dwarf, and lovers of animals might even see a sleek feline or an adorable canine.

Regardless of the form, the moon nymph appears in muted colors, mostly shadowy blacks or pale whites and yellows. Their bodies are often hazy and ghostly at the edges, but the facial features are clearly defined and mesmerizing.

MOON NYMPH

Medium aberration, chaotic neutral

Armor Class 13
Hit Points 110 (20d8 + 20)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	12 (+1)	13 (+1)	15 (+2)	17 (+3)

Skills Perception +5, Persuasion +6, Stealth +6
Damage Resistances necrotic, radiant
Damage Immunities psychic
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 8 (3,900 XP)

Invisibility. The moon nymph is invisible in darkness or in bright light. It can only be seen via normal means when in dim light.

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

Actions

Multiattack. The moon nymph makes two beguiling touch attacks or two moonbeam attacks.

Beguiling Touch. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) psychic damage, and the target must succeed on a DC 14 Charisma saving throw or be stunned until the end of its next turn.

Moonbeam. *Ranged Weapon Attack*: +6 to hit, range 120 ft., one target. *Hit:* 21 (4d8 + 3) radiant damage, and the target is blinded until the end of its next turn.

Veil of Nightmares (1/Day). The moon nymph emits a wave of hallucinatory nightmare visions. Each creature within 5 feet of the moon nymph must make a DC 14 Wisdom saving throw. On a failure, the creature takes 36 (8d8) psychic damage and is frightened. On a success, the creature takes half of the damage and isn't frightened. A frightened creature must succeed on a DC 10 Wisdom saving throw at the end of its turn to end the effect on itself. On a second failed save, the creature is incapacitated by fright for 1 round. On the start of its next turn, the creature must succeed on a DC 12 Wisdom saving throw or be reduced to 0 hp.

WAXING AND WANING

The moon nymph's connection to the moon affects its power as the cycles of the moon progress. The statistics given represent a moon nymph during a crescent or gibbous moon. During full moons, the challenge rating increases by 1, the creature's hp maximum increases by 30, it has advantage on attack rolls, and all saving throw DCs increase by 1. Inversely, during new moons, the challenge rating decreases by 1 as the numbers move in the opposite direction.

Morko

The only portion of this small, gnomish-looking creature's face that is visible through its wiry brown hair is a pair of impish eyes, a bulbous nose, and a mouth in a perpetual sneer. The rest of its body is entirely wrapped up in layers of filthy, mismatched fabric.

Freeloading Fiend. A nuisance who can spell disaster when it gets up to its tricks before winter, a morko lives to glut itself on the labors of others while causing as much chaos as it can. It has a particular predilection for eating its fill of chickens and then digging passages into the coop for foxes and the like. It also delights in unraveling rope and tying the tails of horses and cattle to whatever will cause the most destruction when it shouts in the animal's ear.

Loves a Good Fire. Morkos can't be harmed by fire, but they do enjoy a warm place to sleep. This combination led them to discover the best place for sleep: about halfway down a chimney. The creatures wriggle down and wedge themselves in, nice and cozy, occasionally poking down at the embers with their spears to get the flames going nice and hot. The shouts and curses of those below as the building begins to fill with smoke makes the practice that much more enjoyable.

Withering Looks. Morkos derive a great deal of enjoyment from lurking on the outskirts of villages prior to any festival which involves dancing, and they have an excellent memory for such dates. They hide and wait until a lone individual comes close to their location, whereupon they reveal themselves and give the hapless victim a withering stare before scampering off into the wilds. The recipient of this gaze suffers under a particularly cruel curse, and the morko will likely hide somewhere to watch the effects unfold during the festivities.

MORKO

Small fey, chaotic evil
Armor Class 12
Hit Points 17 (5d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	12 (+1)	10 (+0)	8 (–1)

Skills Perception +2, Stealth +6
Damage Immunities fire, poison
Senses passive Perception 12
Languages Elvish, Sylvan
Challenge 1/4 (50 XP)

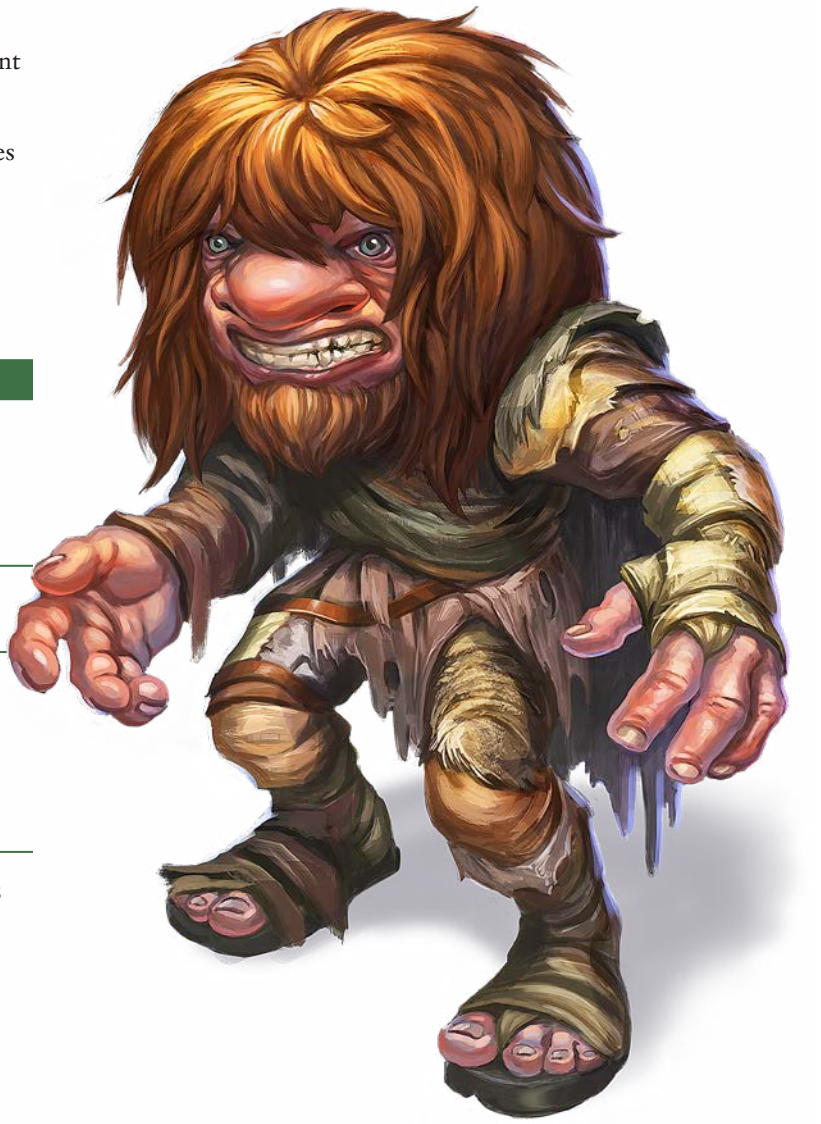
Magic Resistance. The morko has advantage on saving throws against spells and other magical effects.

Actions

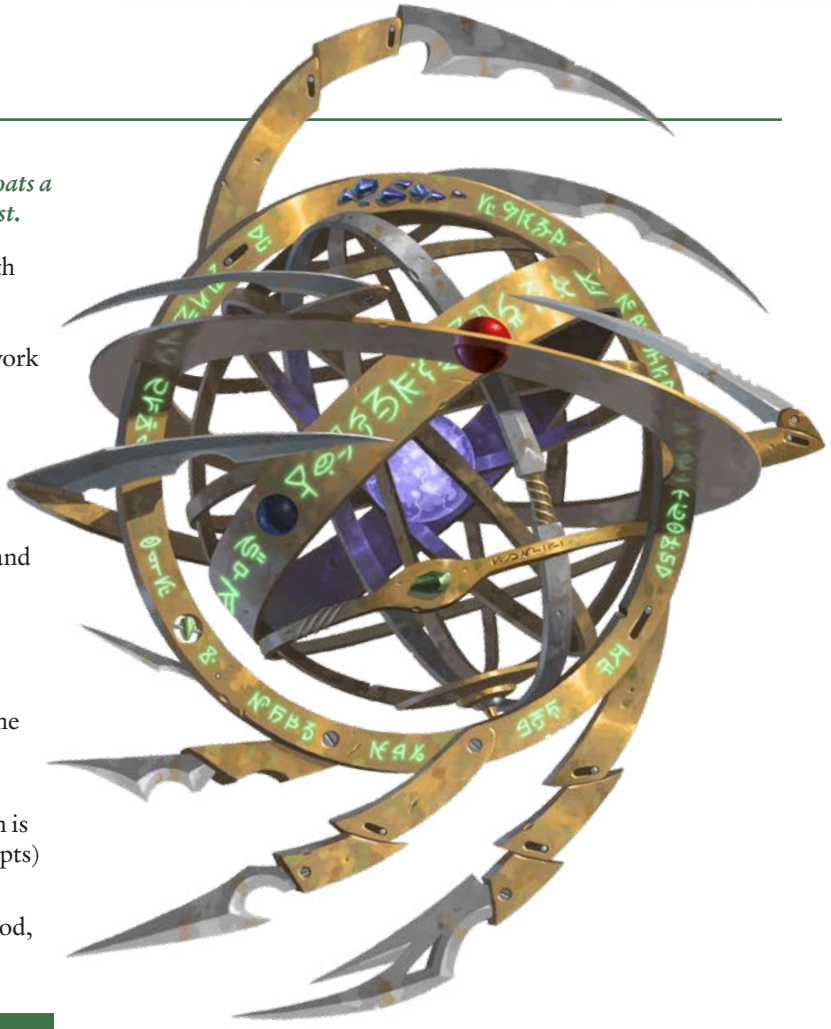
Spear. *Melee or Ranged Weapon Attack*: +3 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Disdainful Eye (Recharge 6). The morko fixes its gaze on a creature it can see within 30 feet. The target must make a DC 13 Wisdom saving throw or become cursed with ill manners, taking disadvantage on all ability checks and saving throws based on Charisma. The curse lasts until removed by the *remove curse* spell or other magic, or until the creature drinks a pitcher of curdled milk.

Shrink (Recharges after a Short or Long Rest). For 1 minute, the morko magically decreases in size, along with anything it is wearing or carrying. While shrunken, the morko is Tiny, halves its damage dice on Strength-based weapon attacks, and makes Strength checks and Strength saving throws with disadvantage. If the morko lacks the room to grow back to its regular size, it attains the maximum size possible in the space available.



Mytholabe



An ever-shifting clockwork wonder engineered by the divine floats a few feet off the ground, bearing the weapons of legends long past.

When heroes die, their magic equipment is often buried with them or passed to their descendents, but sometimes the gods have other plans for such items. The gods will bind the personal effects of their many fallen champions into clockwork mechanisms that do their bidding.

Impervious. Crafted from the finest, toughest materials, and resonating with divine power that emits a deep, beautiful thrum, it is virtually impossible to damage a mytholabe through conventional heroic means. Magic weapons clang harmoniously off it with no lasting impact, and magical effects fare only slightly better.

Weakness to the mundane. Mytholabes are broken, not killed. A common spear thrust into a gear will mar the perfection of its mechanical workings and its harmonic resonance. Mundane weapons are the most effective, but the nails-on-chalkboard screeching during the dismantling process must be painfully endured.

Housing for sentience. Sometimes a sentient weapon is part of the machine, and its personality takes over (or corrupts) it. Some weapons find this pleasing; others, suffocating.

Construct Nature. A mytholabe doesn't require air, food, drink, or sleep.

MYTHOLABE

Large construct, unaligned

Armor Class 18 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	18 (+4)	6 (–2)	16 (+3)	1 (–5)

Damage Resistances acid, cold, fire, radiant, thunder
Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from magical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone
Senses passive Perception 13
Languages understands all but can't speak
Challenge 9 (5,000 XP)

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

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

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

Melodious Recharge. Whenever the mytholabe is hit by a magical weapon attack, it recharges its Purifying Resonance ability.

Spanner in the Works. When the mytholabe suffers a critical hit from a nonmagical weapon, the attacker quadruples the dice rolled instead of doubling them.

Sentient Transformation. If the mytholabe is inhabited by a sentient weapon, its mental statistics and alignment change to match that of the weapon's.

Unbearable Scraping. When the mytholabe is hit with a nonmagical melee weapon attack, each creature within 15 feet of it must succeed on a DC 16 Constitution saving throw or be deafened for 1 minute.

Innate Spellcasting (1/Day). The mytholabe can innately cast *plane shift* on itself only, requiring no material components. Its innate spellcasting ability is Wisdom.

Actions

Multiattack. The mytholabe makes three heroic jab attacks. When its Purifying Resonance is available, it can use the resonance in place of one heroic jab attack.

Heroic Jab. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 7 (2d6) radiant damage.

Purifying Resonance (Recharge 5–6). The mytholabe thrums with a harmonic resonance that brings order to those within 30 feet. Each creature in that area must succeed on a DC 16 Constitution saving throw or have all conditions and magical effects on it ended immediately and any concentration it's maintaining broken.

Nachzehrer



This walking corpse's skin is tight against its bones and covered in weeping pustules. Its burial clothes are shredded and tattered at the cuffs and sleeves.

Nachzehrer are undead superficially similar to ghouls and easily mistaken for them at a distance. The giveaway is the multitude of sores and pustules that dot the creature's skin, ready to burst with virulent fluids.

Plague Born. Nachzehrer arise when plague strikes and kills a large number of people. The first victim of a plague might rise as one of these foul undead, and if that nachzehrer can infect enough victims a second nachzehrer will rise to join the first.

Feeds on Life. Nachzehrer are driven to feed on the essence of the living. The creature's shadow has a draining effect on living creatures, sapping their strength when it falls across them and leaving them ripe for the nachzehrer's grisly feeding. The creature's grinding teeth drain the life from its victims, while spreading its disease into the victim. Nachzehrer are particularly driven to hunt down and consume their own living family members.

Undead Nature. A nachzehrer doesn't require air, food, drink, or sleep.

NACHZEHRER

Medium undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	10 (+0)	15 (+2)	9 (–1)

Skills Stealth +7

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 8 (3,900 XP)

Grave Pox. A creature infected with grave pox becomes vulnerable to necrotic damage and gains one level of exhaustion that can't be removed until the disease is cured. Additionally, the creature cannot reduce its exhaustion by finishing a long rest. The infected creature is highly contagious. Each creature that touches it, or that is within 10 feet of it when it finishes a long rest, must succeed on a DC 12 Constitution saving throw or also contract grave pox.

When an infected creature finishes a long rest, it must succeed on a DC 16 Constitution saving throw or gain one level of exhaustion. As the disease progresses, the infected creature becomes weaker and develops painful green pustules all over its skin. A creature that succeeds on two saving throws against the disease recovers from it. The cured creature is no longer vulnerable to necrotic damage and can remove exhaustion levels as normal.

Weakening Shadow. A creature other than a construct or undead has disadvantage on attack rolls, saving throws, and ability checks based on Strength while within 5 feet of the nachzehrer.

ACTIONS

Multiattack. The nachzehrer makes three attacks: two with its fists and one with its bite.

Bite. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one creature. *Hit:* 7 (1d4 + 5) piercing damage plus 13 (3d8) necrotic damage. The target's hp maximum is reduced by an amount equal to the necrotic damage taken, and the nachzehrer regains hp equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0. The target must succeed on a DC 16 Constitution saving throw or become infected with the grave pox disease (see the Grave Pox trait).

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

Naga, Moonchild

This great serpent with shimmering scales of varying colors has the face of a beautiful woman. Its eyes shine like the moon in a sea of stars, and it sways to an unheard rhythm.

Starry Gaze. The pupils and irises of a moonchild naga appear as moons in miniature, surrounded by black sclera dotted with faintly glowing stars. The moonchild naga uses its eyes to claim a connection to the powers of the moon and the stars, which grants it powers of prophecy. The bewitching power in their gaze lends some credence to these claims.

Manipulative Masters. These nagas excel at manipulation, convincing those who listen of their own hidden greatness, and that, through time spent in communion and service to the naga, they can unlock their true potential. Through ritual deprivation, drug-induced visions, the promised revelation of great secrets that never come, and the reinforcement of the naga's own place in their lives, moonchild nagas never lack for a small cadre of underlings to do their bidding.

Two is a Crowd. Moonchild nagas avoid one another for fear that another will spoil their efforts or expose them as charlatans in order to make off with their devotees.

MOONCHILD NAGA

Large monstrosity, neutral evil
Armor Class 15 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	14 (+2)	12 (+1)	16 (+3)	18 (+4)

Saving Throws Wis +6, Cha +7
Skills Arcana +4, Deception +7, Insight +6, Persuasion +7
Damage Immunities poison
Condition Immunities charmed, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Common
Challenge 6 (2,300 XP)

Rejuvenation. If it dies, the moonchild naga returns to life in 1d6 days and regains all its hp. Only a *wish* spell can prevent this trait from functioning.

Innate Spellcasting. The moonchild naga's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring only verbal components:

At will: *charm person, friends, mage hand, message, minor illusion, poison spray, suggestion*
3/day each: *color spray, dispel magic, fear, hold person,*
1/day each: *dominate beast, hypnotic pattern*

ACTIONS

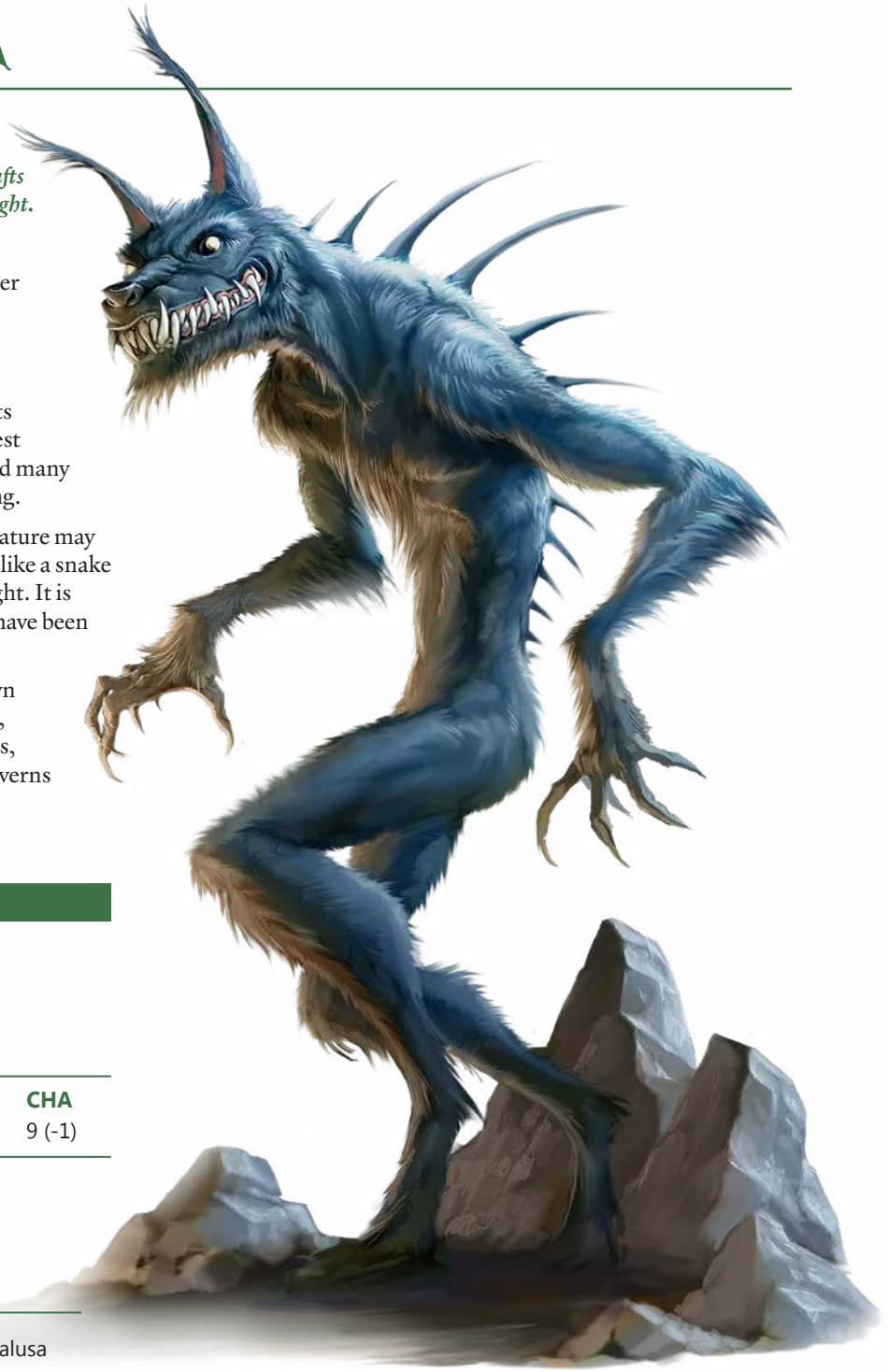
Bite. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 18 (4d8) poison damage.

Constrict. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the naga can't constrict another target.

Starry Gaze. The moonchild naga's bottomless gaze inexorably draws the eye of one target within 30 feet. If the target can see the naga, it must succeed on a DC 15 Wisdom saving throw or be stunned until the end of the naga's next turn. If the target's saving throw is successful, it is immune to the naga's gaze for the next 24 hours.



Nalusa Falaya



A tall, spindly humanoid covered in dark fur lumbers forward. Its lupine skull hosts pointed ears ending in tufts of fur and small, black eyes, which glow with reflected light. Sharp spines protrude from its hunched back.

Primarily living alone, the nalusa falaya seem to mutter to themselves for company. In a few cases, they ally themselves with zoogs (see page *396*) or spiders and may refer to these creatures as their "children."

Unsavory Appetites. The nalusa falaya's jaw hosts terrifying teeth, and its eyes gleam in even the dimmest light. Humanoid young are their favorite delicacy, and many nalusa falaya have a particular appetite for elven young.

Shadow Walkers. While this evil and devious creature may walk as a humanoid, its form has been seen to slither like a snake from shadow to shadow, where it disappears from sight. It is rumored that these creatures were once mortals but have been corrupted by energies from the Void.

Portal Wardens. The nalusa falaya are often drawn to portals leading to or from planes of shadow, death, and darkness. These portals may resemble dark ponds, shadowy wells full of peculiar echoes, or even dark caverns covered in spiraling runes. When losing a battle, they sometimes disappear into shadow and never return.

NALUSA FALAYA

Medium aberration, neutral evil

Armor Class 13 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	11 (+0)	13 (+1)	9 (-1)

Skills Stealth +4
Senses darkvision 120 ft., passive Perception 11
Languages Umbral, Void Speech
Challenge 1/2 (100 XP)

Shadow Stealth. While in dim light or darkness, the nalusa falaya can take the Hide action as a bonus action.

Shadow Step. As an action, the nalusa falaya can teleport itself to a shadow it can see within 30 feet.

Sunlight Weakness. While in sunlight, the nalusa falaya has disadvantage on ability checks, attack rolls, and saving throws.

ACTIONS

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

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

Terrifying Glare. The nalusa falaya targets one creature it can see within 30 feet of it. If the target can see the nalusa falaya, the target must succeed on a DC 12 Wisdom saving throw or be frightened until the end of the nalusa falaya's next turn.

Necrotic Tick

A tick, bloated to the size of a child's head, buries its mandibles deep in its victim. Circles of necrotic flesh bubble around the wound.

Zombie Hosts. Necrotic ticks are normal ticks that have gorged themselves on blood rich with necrotic energy. They grow unnaturally large as they feed, weighing in excess of four pounds when fully engorged. Most begin their voracious lives attached to the backs of animal zombies, and it is not uncommon to find a cluster of them on a single animal.

Death Bite. When the blood of a necrotic tick's undead host runs dry, the parasite rides its victim to a new host—usually an unfortunate living creature. As it sucks the living creature's blood, it leaks necrotic energy into the bite wound and starts a process that slowly turns the hapless victim into a zombie one pound of flesh at a time. If no potential hosts are available, ridden hosts hide in dark crevices or in trees, where they wait to pounce on the next passerby and deliver their crawling passengers.

NECROTIC TICK

Tiny beast, unaligned
Armor Class 15 (natural armor)
Hit Points 3 (1d4 + 1)
Speed 10 ft., climb 10 ft.

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

Saving Throws Con +3
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 1/4 (50 XP)

Necrotic Regeneration. While attached to a living host, a necrotic tick leaks negative energy into the host's bloodstream, quickly closing over the creature's wounds with scabrous, necrotic flesh. If the host doesn't already have regeneration, it regains 2 hp at the start of its turn if it has at least 1 hit point.

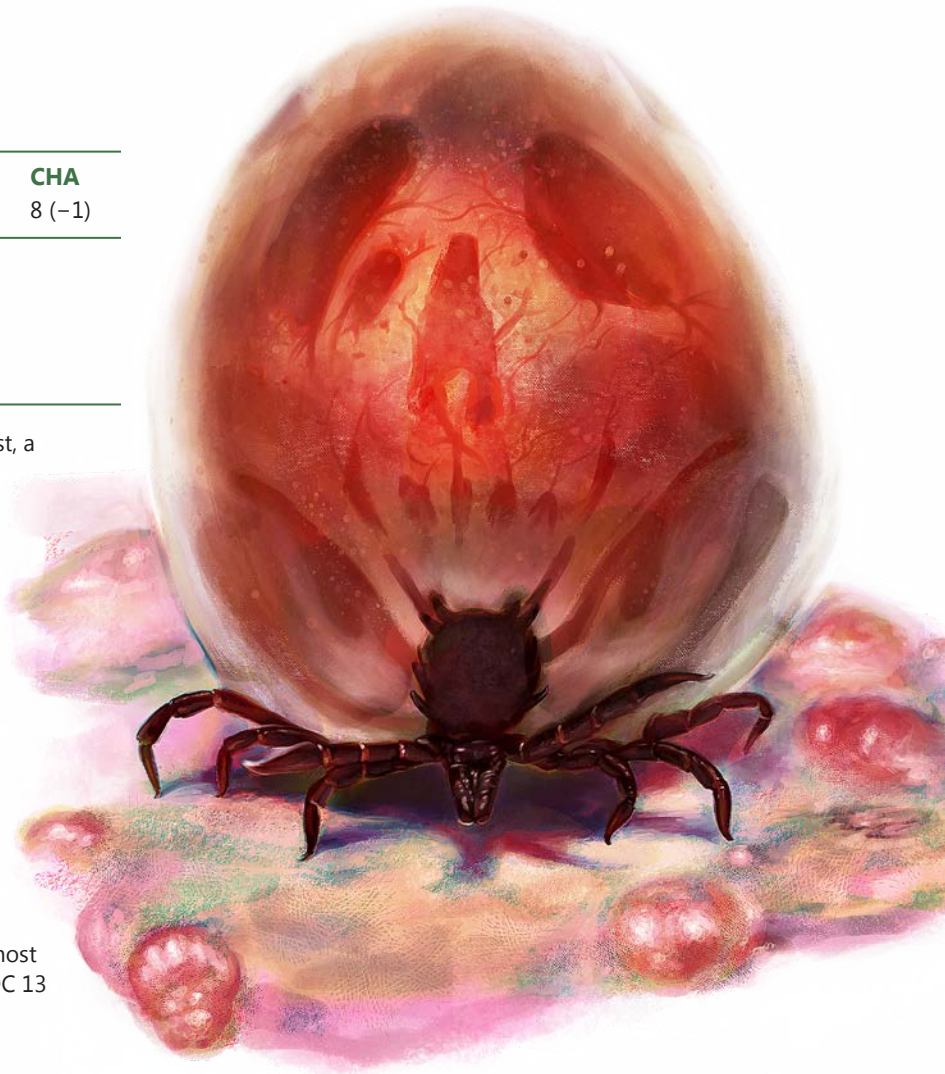
Track how many "necrotic hp" a host recovers via Necrotic Regeneration. Magical healing reverses the necrosis and subtracts an equal number of necrotic hp from those accumulated. When the necrotic hp equal the host's hit point maximum, the host becomes a zombie.

Ride Host. When a necrotic tick's living host has lost three-quarters of its maximum hp from Blood Drain, the tick's toxins fill the host with an unnatural desire to approach other living beings. When a suitable creature is within 5 feet, the tick incites a sudden rage in the host, riding the current host to a new host. The current host must succeed on a DC 13 Wisdom saving throw or it attempts to grapple a living creature within 5 feet of it as a reaction. The host can re-attempt this saving throw at the end of each turn that it suffers damage from the necrotic tick's Blood Drain.

ACTIONS

Blood Drain. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage, and the tick attaches to the target. While attached, the necrotic tick doesn't attack. Instead, at the start of each of the tick's turns, the target loses 5 (1d4 + 3) hp due to blood loss. The target must make a DC 13 Wisdom saving throw. If it fails, it is affected by the tick's toxins and doesn't attempt to remove the tick. The host will even replace a dislodged tick unless prevented from doing so for 1 minute, after which the tick's influence fades.

The tick can detach itself by spending 5 feet of its movement. It does so when seeking a new host or if the target dies. A creature, including the target, can use its action to detach the tick. When a necrotic tick detaches, voluntarily or otherwise, its host takes 1 necrotic damage.



Nian

The creature has the body of a massive, powerful bull and the head of a sleek and majestic lion with a single curved horn rising from its skull.

Divine Punishment. It is said that nian are sent by the gods to punish villages that have fallen out of favor or committed some terrible crime. Others believe that nian simply come to take food and riches that are not theirs, hoarding their treasures in underwater grottos or mountainous caverns.

Sign of Beginnings and Endings. A nian regularly hibernates for months, preferring to hunt during times when the seasons are shifting. Because of this, many villages in the east use a nian's appearance as a signal of changing times. The celebrations that take place during times of change in these villages, such as harvest festivals or new year gatherings, include many of the objects that ward against nians: red decorations, fiery displays, and clanging instruments.

NIAN

Large monstrosity, chaotic neutral
Armor Class 13 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 50 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	17 (+3)	11 (+0)	16 (+3)	9 (-1)

Damage Immunities poison
Condition Immunities charmed, paralyzed, poisoned
Senses truesight 60 ft., passive Perception 13
Languages Sylvan, telepathy 60 ft.
Challenge 4 (1,100 XP)

Hold Breath. The nian can hold its breath for 30 minutes.

Trampling Charge. If the nian moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the nian can make one stomp attack against it as a bonus action.

Tremulous. The nian is inherently fearful of loud noises, fire, and the color red. It will not choose to move toward any red object or any fiery or burning materials. If presented forcefully with a red object, flame, or if it is dealt fire or thunder damage, the nian must succeed on a DC 13 Wisdom saving throw or become frightened until the end of its next turn. After it has been frightened by a specific red object or a particular source of noise (such as clanging a weapon on a shield) or fire (such as the *burning hands* spell), the nian can't be frightened by that same source again for 24 hours.

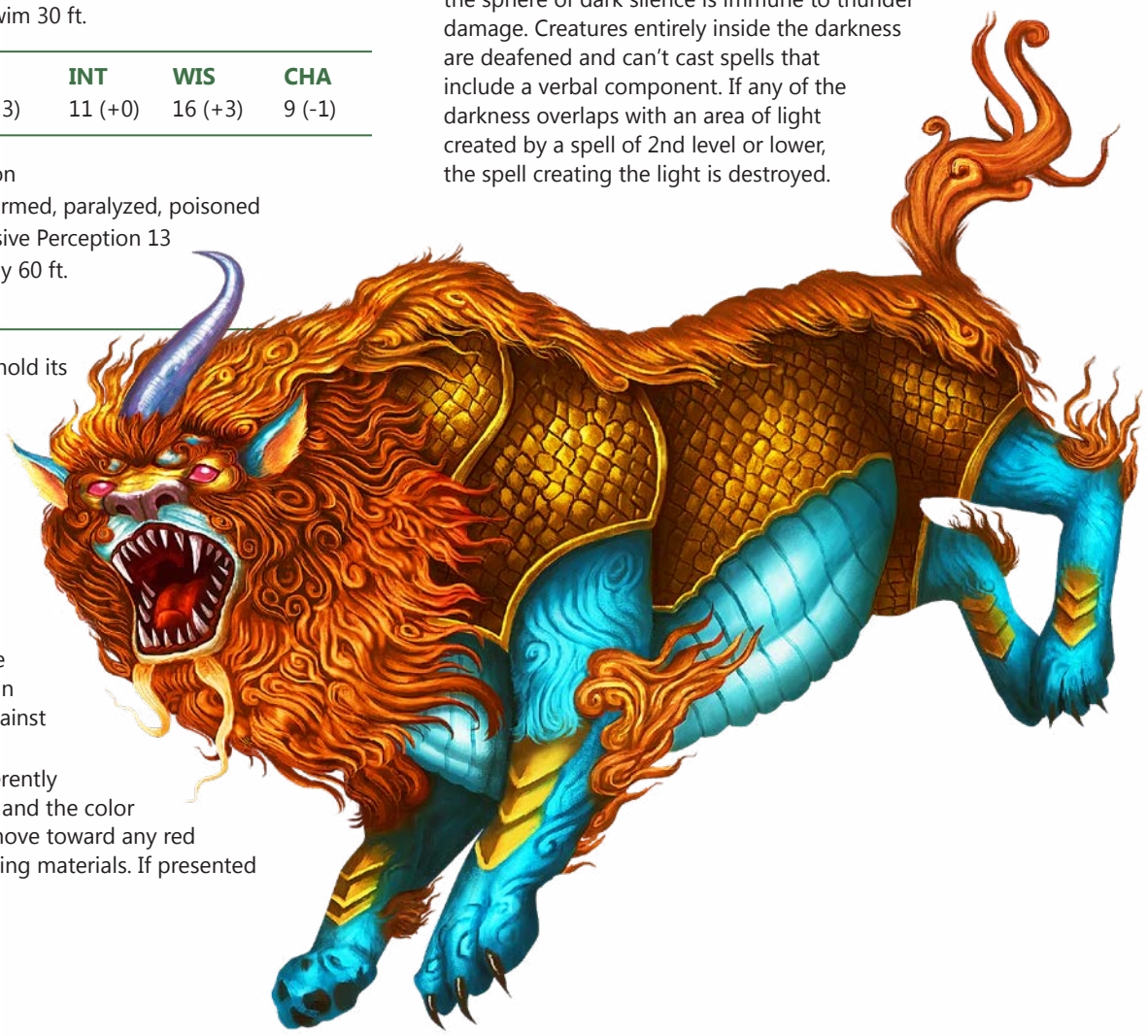
ACTIONS

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) piercing damage.

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

Stomp. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one prone creature. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Year's Termination (1/Day). The nian creates magical darkness and silence around it in a 15-foot-radius sphere that moves with it and spreads around corners. The dark silence lasts as long as the nian maintains concentration, up to 10 minutes (as if concentrating on a spell). The nian sees objects in the sphere in shades of gray. Darkvision can't penetrate the darkness, no natural light can illuminate it, no sound can be created within or pass through it, and any creature or object entirely inside the sphere of dark silence is immune to thunder damage. Creatures entirely inside the darkness are deafened and can't cast spells that include a verbal component. If any of the darkness overlaps with an area of light created by a spell of 2nd level or lower, the spell creating the light is destroyed.



Nightgaunt



The terrible outline of something noxiously thin and bat-winged descends silently from above—a faceless black being with smooth, whale-like skin and horns that curve toward each other. Its barbed tail lashes needlessly as it clutches the air with ugly prehensile paws.

Silent Malevolence. Nightgaunts never speak or smile, having only a suggestive blankness where a face ought to be. The beating of a nightgaunt's membranous wings makes no sound; nor does the tickling grasp of its cold, rubbery paws.

Nightmare Servitors. These mindless aberrations are creations of an elder god of the Great Abyss, who wages inter-dimensional war with various gods and horrors of the Outer Void. Nightgaunts serve as the advance guard and battle steeds of the ghouls that inhabit the darkest corners of the Shadow Realm and realms of pure dream and fancy. On occasion, they ally themselves with humans and the forces of light against greater chaos and particularly hated demon lords. Such alliances last only so long as is necessary to restore the rule of law and burn out all corruption from a place. Once this is accomplished, they sometimes leave, satisfied in their work, and other times remain to attack the wounded forces of good.

Void Traveler. The nightgaunt doesn't require air, food, drink, or ambient pressure.

NIGHTGAUNT

Large aberration, lawful evil

Armor Class 17 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 20 ft., fly 60 ft.

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

Saving Throws Str +8, Con +8, Wis +7, Cha +7
Skills Athletics +8, Intimidation +7, Perception +7, Stealth +11
Damage Resistances bludgeoning, necrotic
Condition Immunities blinded, frightened
Senses blindsight 120 ft., passive Perception 17
Languages understands Common, Abyssal, and Void Speech, but can't speak
Challenge 10 (5,900 XP)

Flyby. The nightgaunt doesn't provoke an opportunity attack when it flies out of an enemy's reach.

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

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

Utterly Silent. The nightgaunt doesn't make a sound and has advantage on Dexterity (Stealth) checks.

ACTIONS

Multiattack. The nightgaunt can use its Baneful Presence. It then makes three attacks: two with its clutching claws and one with its barbed tail. If the nightgaunt is grappling a creature, it can use its barbed tail one additional time.

Clutching Claws. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage, and the target is grappled (escape DC 16) if it is a Medium or smaller creature. Until this grapple ends, the target is restrained. The nightgaunt has two claws, each of which can grapple only one target. While using a claw to grapple, the nightgaunt can't use that claw to attack.

Barbed Tail. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 10 (3d6) poison damage.

Baneful Presence. Each creature of the nightgaunt's choice that is within 30 feet of the nightgaunt and aware of it must succeed on a DC 16 Wisdom saving throw or have disadvantage on all attack rolls and saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the nightgaunt's Baneful Presence for the next 24 hours.

Ningyo



A small fish bursts from the water and looks frantically about. Wet hair sprays droplets in all directions as it shakes its head to and fro, revealing a human face beneath its oily hair. Eight squirming tentacles writhe where whiskers would be.

Curse of the Open Sea. Fishermen scream in horror and release their lines when they pull a ningyo from the sea, not only because of its frightful visage, but also because legend holds that ningyo are harbingers of destruction and ill fortune. A fisherman who takes home a ningyo is cursed with bad luck, and a village which sees one dead upon its shores is marked for doom.

Flesh of Eternal Youth. Legend tells that anyone who consumes the raw flesh of a ningyo will live forever. The tale goes that a man caught a ningyo and served it as sashimi to his fellow fisherman without realizing what it was. One man noticed that it was a ningyo and, not wishing to offend his host, told his friends to secretly dispose of their meal. One man, drunk on sake, forgot that he put his ningyo sashimi in his pocket and gave it to his adult daughter when he returned home. The daughter ate it and lived with eternal youth, marrying many lovers and watching them die while she remained young. After 800 years, she returned to her hometown and took her own life.

NINGYO

Small aberration, neutral evil

Armor Class 15
Hit Points 77 (14d6 + 28)
Speed 0 ft., fly 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	21 (+5)	15 (+2)	14 (+2)	11 (+0)	7 (–2)

Saving Throws Str +2, Dex +8, Wis +3
Skills Deception +1, Insight +3, Perception +3
Damage Resistances acid, cold, fire, necrotic, poison
Senses darkvision 120 ft., passive Perception 13
Languages Aquan, Common, Deep Speech
Challenge 7 (2,900 XP)

Aquatic. The ningyo can breathe only underwater and can hold its breath for 1 hour.

Curse of Ill Fortune. When a creature that the ningyo can see attacks the ningyo and misses, the attack is automatically redirected against another creature within 5 feet of the ningyo or the attacker. This attack uses the same attack roll.

Actions

Multiattack. The ningyo makes four barbed tentacle attacks.

Barbed Tentacle. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage plus 5 (1d10) poison damage.

Reactions

Share Pain. When the ningyo takes damage, it can choose to take half the damage instead. The ningyo then chooses a creature within 60 feet. The target must succeed on a DC 15 Constitution saving throw or have disadvantage until the end of its next turn as it is wracked with the pain of the attack.

Ogre, Tusked Crimson

With prodigious, upward-curving tusks and blood-red skin, this ogre looks even more bestial than the rest of its race. Veins stand out over its heavily-muscled body, and its eyes display a madness beyond the promise of cruelty and stupidity inherent in its fellows.

Few in Number. Profane magical experimentation produced the tusked crimson ogres long ago, though they possess the capability to breed among themselves and their ogre kin. Seldom do they appear in great numbers due to their ferocity and utter lack of fear.

Shunned by Normal Ogres. Other ogres have learned, for all their dimwittedness, to let tusked crimson ogres have their way, as a means of self-preservation.

TUSKED CRIMSON OGRE

Large giant, chaotic evil

Armor Class 14 (half plate)
Hit Points 93 (11d10 + 33)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (–1)	16 (+3)	5 (–3)	7 (–2)	7 (–2)

Saving Throws Con +6, Wis +1
Skills Athletics +7, Intimidation +4
Damage Resistances poison
Condition Immunities frightened
Senses darkvision 60 ft., passive Perception 8
Languages Common, Giant
Challenge 5 (1,800 XP)

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

Rampage. When the ogre reduces a creature to 0 hp with a melee attack on its turn, the ogre can take a bonus action to move up to half its speed and make one bite attack.

ACTIONS

Multiattack. The tusked crimson ogre makes two attacks: one with its morningstar and one with its bite.

Morningstar. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

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

Berserker's Blood (Recharge 5-6). If the tusked crimson ogre doesn't have all of its hp, it flexes and roars, spraying blood from its wounds. Each creature within 15 feet of the ogre must make a DC 14 Constitution saving throw. On a failure, a creature takes 21 (6d6) acid damage and goes berserk. On a success, a creature takes half the damage and doesn't go berserk. On each of its turns, a berserk creature must attack the nearest creature it can see, eschewing ranged or magical attacks in favor of melee attacks. If no creature is near enough to move to and attack, the berserk creature attacks an object, with preference for an object smaller than itself. Once a creature goes berserk, it continues to do so until it is unconscious, regains all of its hp, or is cured through *lesser restoration* or similar magic.



TUSKED CRIMSON OGRES IN MIDGARD

A creation of the cult known as the Sanguine Path, tusked crimson ogres became widely known in the expansionist wars of the Mharoti Dragon Empire, who employ the brutes as shock troops. Bred for war by the blood mages of Kaa'nesh, the tusked crimson ogres' bloodthirsty natures receive constant reinforcement through cult indoctrination. The ogres often bathe in blood before battle, which they believe makes them more powerful, offers them protection, and guarantees them an afterlife of joyous slaughter should they fall to the enemy.

Oliphaunt

Dwarfing even the largest mammoth, the beast lumbers forward, its enormous tusks swaying with the rhythm of its thunderous footfalls.

The largest oliphaunts stand just over 30 feet tall, two to three times the size of a typical elephant. Males often have one pair of large tusks and a pair of shorter tusks known as tushes, which have no marrow inside. Female tusks are enormous, with the outside pair often being a few feet shorter, but no less deadly. Oliphaunts that live in hot, dry climates often have very little body hair, while those that live in colder climates will be heavily furred, similar to a mammoth.

Titanic Mounts. While tribes of humanoids have been known to breed and raise tame oliphaunts to act as beasts of burden, giants are also well known for having oliphaunt mounts. Humanoids tend to build structures of wood and canvas to sit upon the gigantic beasts, while a single giant may ride an oliphaunt bareback or with some form of saddle.

OLIPHAUNT

Gargantuan beast, unaligned

Armor Class 14 (natural armor)
Hit Points 148 (9d20 + 54)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	9 (-1)	23 (+6)	3 (-4)	11 (+0)	6 (-2)

Saving Throws Dex +2
Senses passive Perception 10
Languages —
Challenge 8 (3,900 XP)

Trampling Charge. If the oliphaunt moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the oliphaunt can make one stomp attack against it as a bonus action.

Trunk Slam. If the oliphaunt starts its turn with a target grappled, it can slam the target into the ground as a bonus action. The creature must make a DC 17 Constitution saving throw, taking 11 (2d10) bludgeoning damage on a failed save, or half as much damage on a successful one. This doesn't end the grappled condition on the target.

ACTIONS

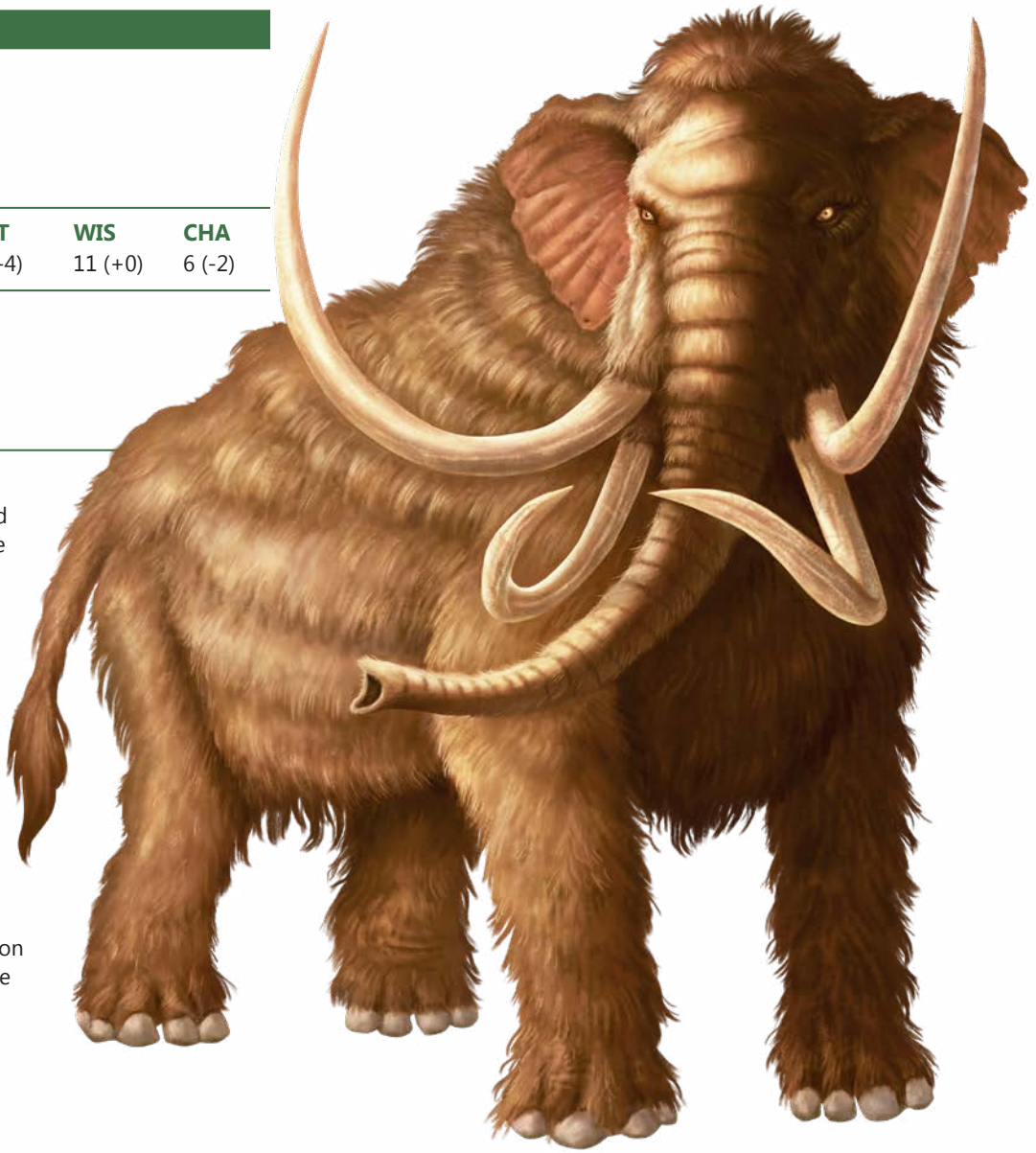
Multiattack. The oliphaunt uses its trunk, then it makes one gore or stomp attack.

Gore. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. *Hit:* 30 (5d8 + 8) piercing damage.

Stomp. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 35 (5d10 + 8) bludgeoning damage.

Trunk. *Melee Weapon Attack*: +11 to hit, reach 15 ft., one creature. *Hit:* The target is grappled (escape DC 17) if it is a Large or smaller creature. Until the grapple ends, the target is restrained and the oliphaunt can't use its trunk on another target.

Tusk Sweep (Recharge 5-6). The oliphaunt sweeps its tusks in a wide arc. Each creature in a 20-foot cube must make a DC 17 Dexterity saving throw, taking 35 (10d6) bludgeoning damage on a failed save, or half as much damage on a successful one.



Ooze, Alchemical Apprentice

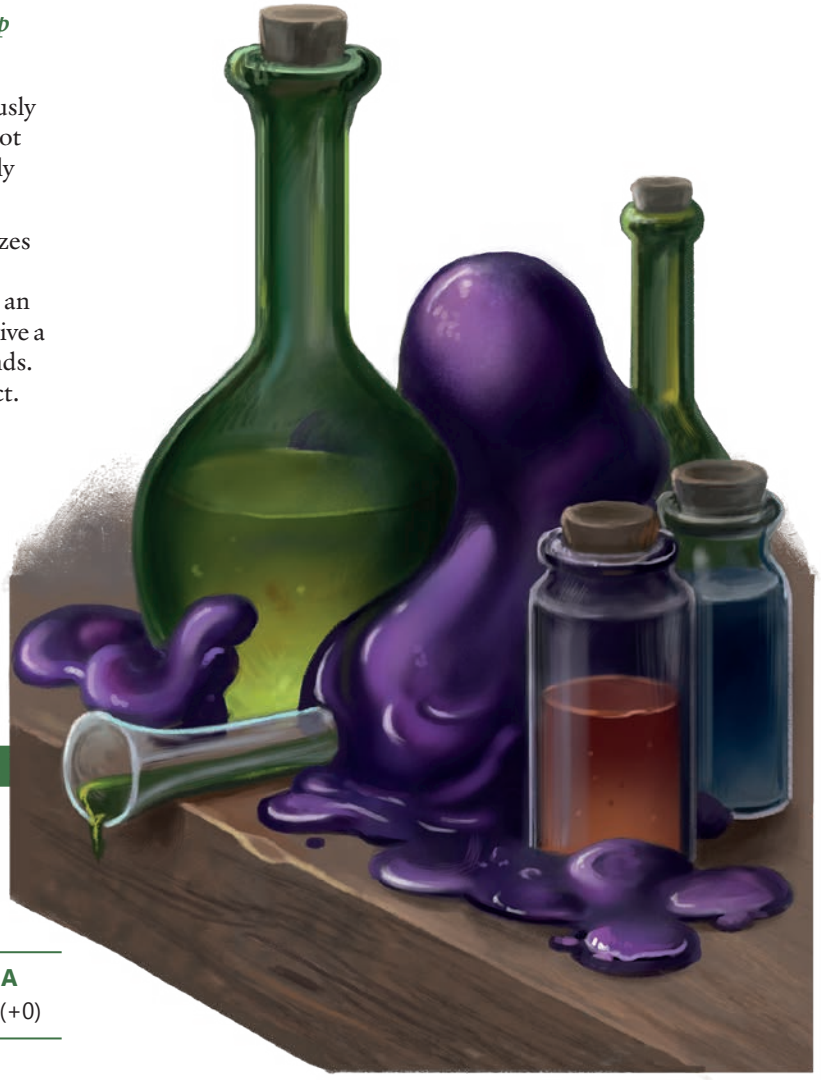
The pile of color-changing ooze springs to life on the refuse heap behind an alchemical laboratory.

It's Alive! Alchemical apprentice oozes form spontaneously from the waste product of alchemy labs. The creatures do not travel far from the source of their birth, as it is often the only supply of food in the region.

Assistants and Guardians. Alchemists keep these oozes as pets and assistants in their labs. The creatures possess a surprising intelligence pertaining to alchemy and can help an alchemist in her work. They require little care and can survive a very long time on a small pile of sulfur or similar compounds. They seem to absorb minerals and garbage without ill effect. The oozes often offer protection to a laboratory, as their survival is linked to its continued usage.

Burbling and Bubbling Sounds. When an alchemical apprentice ooze uses its telepathy, it emits a series of blurbs, blops, and other rather liquid and sometimes almost-sensible sounds. Those hearing these noises often become convinced it is a dialect of Aquan.

Ooze Nature. An alchemical apprentice ooze doesn't require sleep.



ALCHEMICAL APPRENTICE

Small ooze, unaligned

Armor Class 11 (natural armor)
Hit Points 63 (14d6 + 14)
Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	13 (+1)	16 (+3)	6 (-2)	10 (+0)

Skills Arcana +5
Damage Resistances acid, cold, fire, poison
Condition Immunities blinded, charmed, deafened, frightened, poisoned, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages understands Common but can't speak, telepathy 10 ft.
Challenge 1 (200 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Absorb Potion. The ooze can absorb any potion, oil, tincture, or alchemical draught that touches it, choosing to be affected by the substance or to nullify it.

Perishable. These oozes don't fare well in sunlight and don't easily endure the rigors of travel. The creature dies if it is directly exposed to sunlight for more than 1 minute. Each day it is more than 1 mile from its "birth" place, the ooze must succeed on a DC 12 Constitution saving throw or die.

Produce Potion (1/Day). The alchemical apprentice can produce one common potion, oil, tincture, or alchemical draught each day. If no creature is there to bottle, or otherwise collect, the substance when it is produced, it trickles away and is wasted.

ACTIONS

Pseudopod. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 1) bludgeoning damage.

Magical Burble. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 10 (3d6) acid, cold, fire, or poison damage.

Ooze, Blood

A slick of spilled blood lurches forward as it senses nearby blood, revealing itself to be a heavy mound of sticky, crimson sludge.

Blood Seeking. Like a vampire, a blood ooze craves hot, fresh blood. It draws the blood out of its victims, leaving nothing behind but a dry and withered husk.

Temple Guardians. Blood oozes are often found as guardians of shrines, blood vaults, or temples where dark gods are propitiated with human or animal blood. The congealed remains of these sacrifices sometimes take on the dark energies of their surroundings and answer unholy prayer. In most cases, this means that they obey the directives of the temple's high priest in exchange for an occasional meal from an initiate or supplicant.

Ooze Nature. A blood ooze doesn't require sleep.

BLOOD OOZE

Large ooze, unaligned

Armor Class 8
Hit Points 76 (8d10 + 32)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (–2)	18 (+4)	1 (–5)	8 (–1)	2 (–4)

Damage Immunities acid, fire, necrotic, slashing
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9
Languages —
Challenge 6 (2,300 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Blood Drain. A creature that touches the ooze or hits it with a melee attack while within 5 feet of it takes 5 (1d10) necrotic damage and the ooze gains temporary hp equal to that amount as it drains blood from the victim. It can add temporary hp gained from this trait to temporary hp gained from its pseudopod attack and Overflow reaction. Its temporary hp can't exceed half its maximum hp. If the ooze takes radiant damage, this trait doesn't function at the start of the ooze's next turn, although it retains any temporary hp it previously gained.

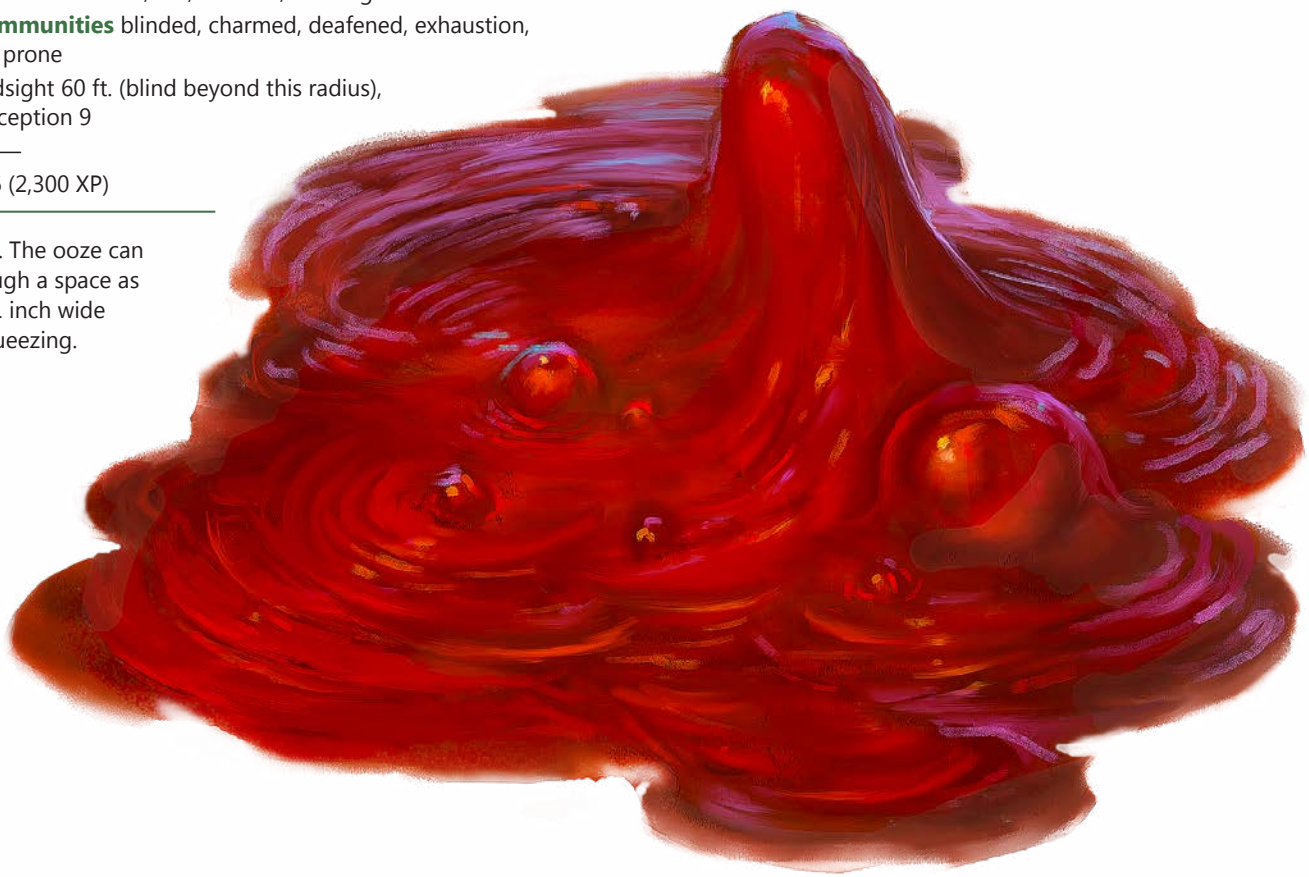
Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

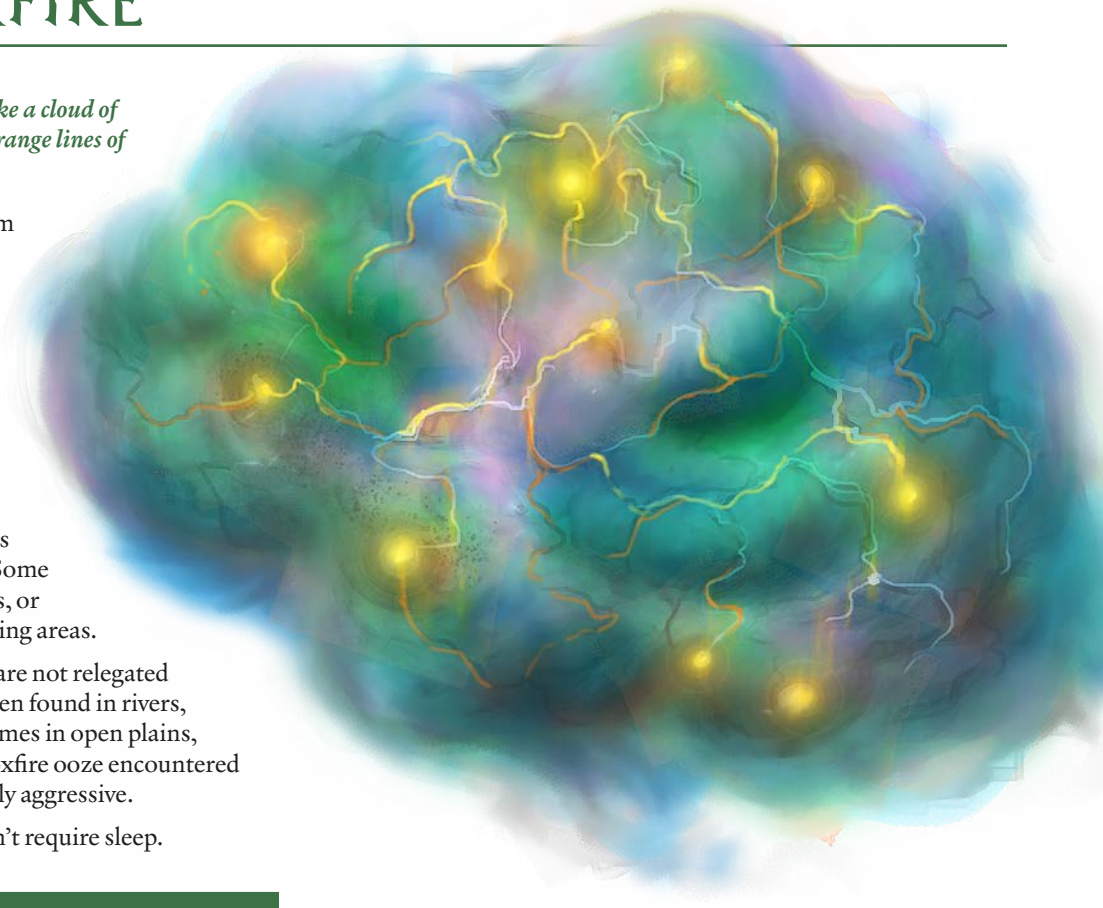
Pseudopod. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 16 (3d10) necrotic damage. The ooze gains temporary hp equal to the necrotic damage taken.

REACTIONS

Overflow. When the blood ooze is hit with a melee attack, it can drain blood from the attacker. The attacker must make a DC 15 Constitution saving throw, taking 11 (2d10) necrotic damage on a failed save, or half as much damage on a successful one. The ooze gains temporary hp equal to the necrotic damage taken.



Ooze, Foxfire



Smelling a bit like ozone and looking like a cloud of glowing lights, this ooze is filled with strange lines of dots and nerve-like filaments.

Cloud of Glowing Lights. From a distance, a foxfire ooze often resembles swamp gas or a cloud of fireflies. Its amorphous shape is filled with tiny glowing lights, generally green or yellow but sometimes orange, blue, purple, or even pink. A potential prey's curiosity is often what brings it close enough to strike.

Natural Swimmers. Foxfire oozes are able to swim for short distances. Some even use ponds, slow-moving streams, or underground pools as lairs and breeding areas.

Open Sky Hunter. Foxfire oozes are not relegated to caverns and dim sewers and are often found in rivers, forests, marshlands, and even sometimes in open plains, especially when storms threaten. A foxfire ooze encountered during a lightning storm is particularly aggressive.

Ooze Nature. A foxfire ooze doesn't require sleep.

FOXFIRE OOZE

Large ooze, unaligned

Armor Class 9

Hit Points 126 (12d10 + 60)

Speed 20 ft., climb 20 ft., swim 20 ft., fly 10 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (–1)	20 (+5)	2 (–4)	6 (–2)	1 (–5)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, fire, lightning

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 10 (5,900 XP)

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

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Lightning Storm. A creature that touches the ooze while wearing metal or hits it with a melee attack with a metal weapon takes 9 (2d8) lightning damage and triggers a lightning storm. All creatures within 20 feet of the ooze that are holding or wearing metal must succeed on a DC 16 Dexterity saving throw or take 9 (2d8) lightning damage.

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

ACTIONS

Multiattack. The foxfire ooze makes three pseudopod attacks.

Pseudopod. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) bludgeoning damage plus 4 (1d8) lightning damage.

Ooze, Giant Shark Bowl

A giant shark within a huge fishbowl circles a myriad of shells, a small castle, and a treasure chest.



Bizarre Curiosity. A shark on dry land may not be very threatening, but a shark that shares its life force with a massive ooze is a different beast. It draws in its prey with the promise of treasure.

Endless Appetite. The two monsters share a symbiotic attachment and would be doomed without one another. The shark and ooze both gain sustenance from living tissue the ooze gathers as the shark swims in the ooze, consuming it all. The magic within the giant shark bowl requires great energy to maintain, keeping the creature constantly hungry.

Unknown Origin. A paranoid lich concocted this creature as an "improvement" on other oozes built to guard phylacteries. The lich reasoned that the illusion of a reward hidden inside the transparent ooze might sway possible thieves away from its true phylactery, especially if such a treasure had a "guard."

Ooze Nature. The giant shark bowl doesn't require sleep.

GIANT SHARK BOWL

Huge ooze, unaligned

Armor Class 6
Hit Points 172 (15d12 + 75)
Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	3 (–4)	20 (+5)	1 (–5)	10 (+0)	5 (–3)

Damage Resistances acid, fire, slashing
Damage Immunities lightning
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 8 (3,900 XP)

Amphibious. The giant shark bowl can breathe air and water.

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

Electrical Charge. When the giant shark bowl is subjected to lightning damage, it takes no damage and instead becomes charged for 1 minute. While charged, its attacks deal an extra 2 (1d4) lightning damage.

Ooze Fish Bowl. The shark bowl takes up its entire space. Other creatures can enter the space, but they are subjected to the bowl's Engulf and have disadvantage on the saving throw. Creatures inside the bowl can be seen but have total cover. A creature within 5 feet of the bowl can take an action to pull a creature out. Doing so requires a successful DC 15 Strength check, and the creature making the attempt takes 22 (3d10 + 6) piercing damage. The bowl can hold one Large creature or up to six Medium or smaller creatures inside it at a time.

Symbiotically Bound. The ooze and the giant shark's life forces have been entwined by an arcane force. They share statistics as if they were one monster and can't be separated.

ACTIONS

Multiattack. The giant shark bowl makes two attacks: one with its bite and one with its pseudopod.

Bite. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Pseudopod. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Engulf. The giant shark bowl moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the bowl enters a creature's space, the creature must make a DC 16 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the bowl. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the bowl enters the creature's space, and the creature takes 22 (3d10 + 6) piercing damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 22 (3d10 + 6) piercing damage at the start of each of the bowl's turns. When the bowl moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 15 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the bowl.

Ooze, Ink Guardian

A spill of ink slowly grows in size, corroding intruders without harming the nearby texts.

Often left by wizards in libraries or studies, these small bottles produce an ink that can endanger any intruder that might come near. They protect their creators' residences while posing little risk to the books and manuscripts around them.

Expansive Presence. An ink guardian first appears as a very small blob of ink, but, as it confronts intruders, it grows in size until it is large and imposing.

Projected Protector. The bottles from which these guardians come are often mundane in appearance and seamlessly fit into the environments where they are found.

Dangerous to Intruders. An ink guardian's ink is corrosive only to flesh, not wood or paper. It is not uncommon for wizards to return to their studies to find no sign of invasion other than the odd staff or pile of clothes lying on the floor.

Ooze Nature. An ink guardian doesn't require sleep.

INK GUARDIAN

Large ooze, unaligned

Armor Class 8
Hit Points 102 (12d10 + 36)
Speed 20 ft.

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

Damage Resistances fire, slashing, thunder
Damage Immunities acid
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 4 (1,100 XP)

Amorphous. The ink guardian can move through a space as narrow as 1 inch wide without squeezing.

Bottled Rejuvenation. When activated, the creature launches from its bottle, landing within 20 feet of the bottle. It starts as Tiny, and at the start of each of its turns, it increases in size by one step to a maximum of Large.

When the ink guardian is defeated, the bottle becomes inactive for 3d8 hours. After that time, the ink guardian regains all its hp and is active again. The bottle has AC of 20, 10 hp, and is immune to damage that isn't bludgeoning. If the bottle is destroyed, the ink guardian dies and can't rejuvenate.

Selectively Caustic. A creature that touches the ink guardian or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. The ink guardian can eat through flesh quickly, but it doesn't harm metal, wood, or paper.

Volatile. When the ink guardian is subjected to thunder damage, it takes no damage and instead splashes onto creatures within 5 feet of it. Each creature in the area takes 4 (1d8) acid damage. When the ink guardian is reduced to 0 hp, it explodes. Each creature within 15 feet of it must make a DC 13 Dexterity saving throw, taking 9 (2d8) acid damage on a failed save, or half as much damage on a successful one.

ACTIONS

Multiattack. As a Medium or Large creature, the ink guardian makes two pseudopod attacks

Pseudopod. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 7 (2d6) acid damage.



Ooze, Ruby



The rough stone wall reveals a vein of blood-red gemstone running through it.

Miners' Menace. The ruby ooze has simple tricks, but they work well where humanoids are concerned. Ruby oozes hunt by packing themselves into crevasses in walls and surfaces near areas of high traffic, which has led to many costly battles inside mineshafts.

Treasure Stalker. Ruby oozes are known to take on a semisolid form that strongly resembles a pile of cut stones. As soon as something warm and moving comes within reach, the ruby ooze lunges with its pseudopods. When confronted with strong and resisting prey, the ruby ooze launches some of its own protoplasm at the creature. This substance hardens the flesh it touches into a ruby-like stone, slowing and harming the creature enough for the ruby ooze to devour what flesh remains. When its prey is immobilized by its acid, the ruby ooze covers the body entirely and dissolves it down to the odd tooth or bit of ruby-colored bone.

Hoard Bane. The creatures have been employed by those wishing to protect hoards of wealth, but the number of substances the ooze can dissolve makes this an infrequent method of security.

Ooze Nature. A ruby ooze doesn't require sleep.

RUBY OOZE

Medium ooze, unaligned

Armor Class 9

Hit Points 93 (11d8 + 44)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (–1)	18 (+4)	2 (–4)	6 (–2)	1 (–5)

Damage Vulnerabilities lightning

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, fire

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 6 (2,300 XP)

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

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. A creature that touches the ooze or hits it with a melee attack while within 5 feet of it takes 7 (2d6) acid damage. Any nonmagical weapon made of metal or wood that hits the ooze is coated in a corrosive red slime. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the ooze is destroyed after dealing damage. The ooze can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

False Appearance. While the ooze remains motionless, it is indistinguishable from a pile of rubies.

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

Actions

Multiattack. The ruby ooze makes two pseudopod attacks.

Pseudopod. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 14 (4d6) acid damage.

Acid Spray (Recharge 5–6). The ooze sprays its bright red protoplasm in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw. On a failure, the creature takes 21 (6d6) acid damage and is restrained as its flesh begins to turn into a translucent ruby-like stone. On a success, the creature takes half the damage and isn't restrained. The restrained creature must make a DC 15 Constitution saving throw at the end of its next turn, taking 21 (6d6) acid damage and becoming petrified on a failure or ending the effect on a success.

Ooze, Shadow

A globe of impenetrable darkness slithers along the floor, rippling as deep a black as can be seen by the naked eye.

Shadow oozes are pitch-black gelatinous blobs that swallow all nearby light. They yearn to destroy any place that is not the Plane of Shadow.

Liquid Shadow. When some of the Plane of Shadow leaks into another world, it animates into one or more shadow oozes. These creatures despise living in a place that is not the Plane of Shadow and seek to consume almost any other creature they come across. This need to consume drives the oozes. Instinct tells them that if they grow large enough, they can cover the world in darkness and transform it into a second Plane of Shadow. If the ooze is sent back to the Plane of Shadow, it rejoins with the essence of that plane and no longer exists as an ooze.

Guards of Shadow Fey. Shadow oozes show no interest in devouring shadow fey. As a result, shadow fey use shadow oozes to serve as guardians of their greatest treasures and most hidden fortresses. The shadow fey feed prisoners to the oozes and release the gelatinous monsters when intruders are afoot or when non-ooze guards are resting.

Ooze Nature. A shadow ooze doesn't require sleep.

SHADOW OOZE

Medium ooze, unaligned

Armor Class 8
Hit Points 76 (9d8 + 36)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (–2)	18 (+4)	2 (–4)	6 (–2)	2 (–4)

Skills Stealth +2
Damage Immunities acid, necrotic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 3 (700 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Aura of Darkness. The ooze devours all natural and magical light within 30 feet of it. This area is heavily obscured by darkness for all creatures except shadow fey.

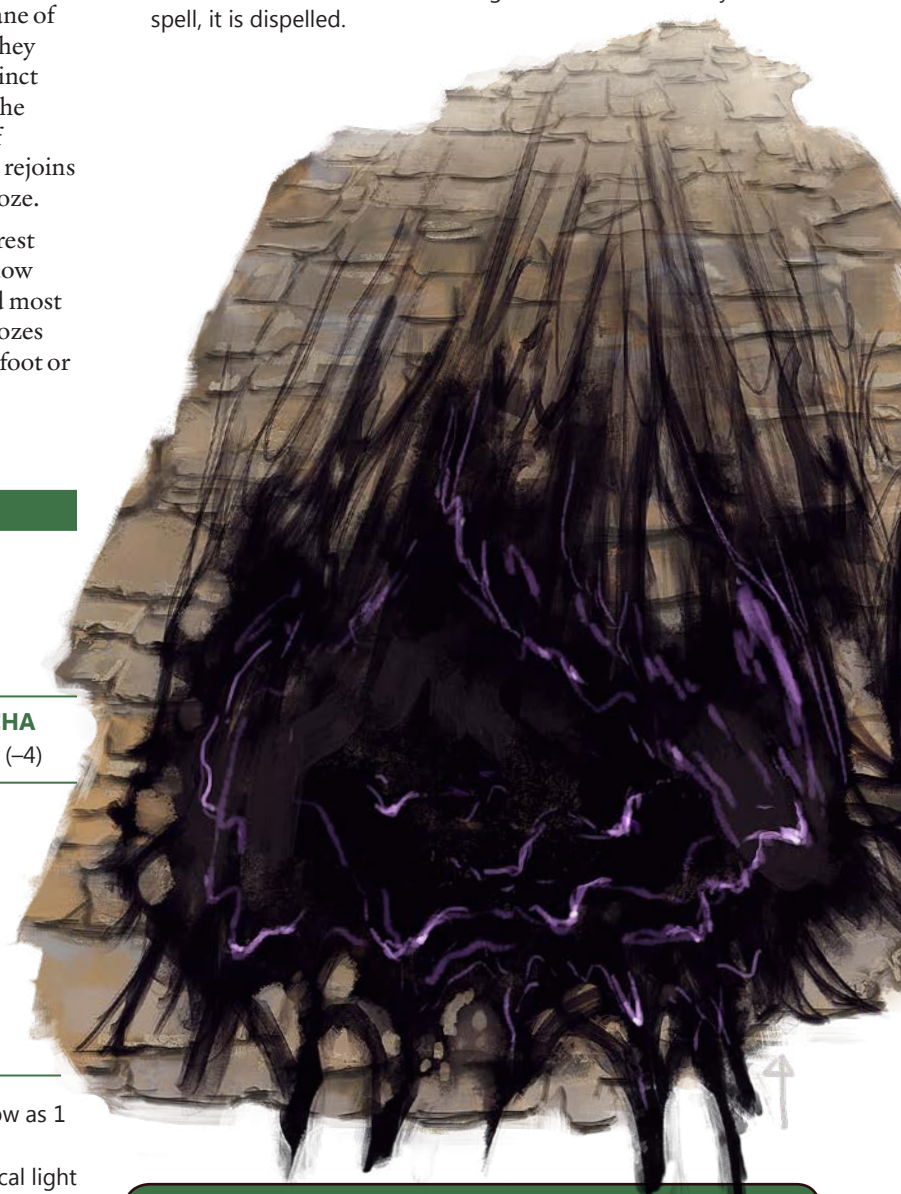
Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The ooze makes one pseudopod attack and then uses Snuff Out.

Pseudopod. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 7 (2d6) necrotic damage and 3 (1d6) acid damage.

Snuff Out. The ooze extinguishes one natural or magical light source within 60 feet of it. If the light source is created by a spell, it is dispelled.



VARIANT: FREEZING SHADOW OOZE

Some shadow oozes are touched with freezing elemental energy. They are immune to cold damage and gain the following trait.

Frozen Defense. When a creature wielding a metal melee weapon hits the ooze, it takes 5 (2d4) cold damage.

Ooze, Suppurating

A sentient pool of blood and protoplasm seeps forward, the thin membrane encasing its form rippling with undulating pustules.

Unnatural Antibodies. Suppurating oozes lurk in horrible, disease-ridden places. These semi-transparent accretions of pus and coagulant are borne from the liquefied remains of victims of a disease called the Seeping Death.

Morbid Liquefaction. The contagion spread by the suppurating ooze is a radically advanced form of liquefactive necrosis and helps the ooze slowly digest its fleshy prey.

Ooze Nature. An ooze doesn't require sleep.

SUPPURATING OOZE

Medium ooze, unaligned

Armor Class 8

Hit Points 30 (4d8 + 12)

Speed 10 ft., climb 10 ft.

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

Saving Throws Con +5

Damage Resistances cold, necrotic, slashing

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 1 (200 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Seeping Death. A living creature that touches the ooze or hits it with a melee attack while within 5 feet of it takes 4 (1d8) necrotic damage and must succeed on a DC 13 Constitution saving throw or contract a disease. At the end of each long rest, the diseased creature must succeed on a DC 13 Constitution saving throw or its Dexterity score is reduced by 1d4. The reduction lasts until the target finishes a long rest after the disease is cured. If the disease reduces the creature's Dexterity to 0, the creature dies and its body becomes a suppurating ooze 1d4 hours later. The disease lasts until removed by the *lesser restoration* spell or other similar magic.

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

ACTIONS

Pseudopod. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 9 (2d8) necrotic damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or become infected with the seeping death disease (see the Seeping Death trait).

VARIANT: SEEPING DEATH SKELETON

Sometimes, the skeletal victim of a suppurating ooze will reanimate, either by the twisted will of a necromancer or the ebb and flow of wild magic. Seeping Death Skeletons are considered CR 2 monsters and gain the following attack:

Diseased Claw. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 5 (1d6 + 2) slashing damage plus 9 (2d8) necrotic damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or become infected with the seeping death.



Orc, Black Sun

Pale-skinned and strong as an ox, the Black Sun orcs worship strength and violence and feast on the cracked bones of their enemies.

Hidden by the Earth. Black Sun orcs excel at concealing their deeds from those on the surface world, lying in wait at night to abduct victims from the roads or their homes in near complete silence. The orcs bundle off such unfortunates to the concealed caverns leading to their homes beneath the earth, where they hand the captives over to their priestesses for sacrifice.

Nocturnal Attacks. Black Sun orcs are strictly nocturnal, avoiding the eye of the sun in favor of raids under moonlight—and even these do not take place during the full moon.

Foes of Trolls and Goblins. Trolls, trollkin, and goblins find the fish-bellied coloration and peculiar speech of Black Sun orcs hilarious and mock them mercilessly. In most cases, this ends in a fight with one side or the other driven away.



BLACK SUN ORC

Medium humanoid (orc), chaotic evil

Armor Class 14 (hide armor)
Hit Points 65 (10d8 + 20)
Speed 30 ft., climb 20 ft.

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

Skills Perception +3, Stealth +4, Survival +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Orc
Challenge 2 (450 XP)

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

Black Sun Sight. Magical darkness doesn't impede the Black Sun orc's darkvision.

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

Stone Camouflage. The orc has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The orc makes two attacks with its greatclub or with its sling.

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

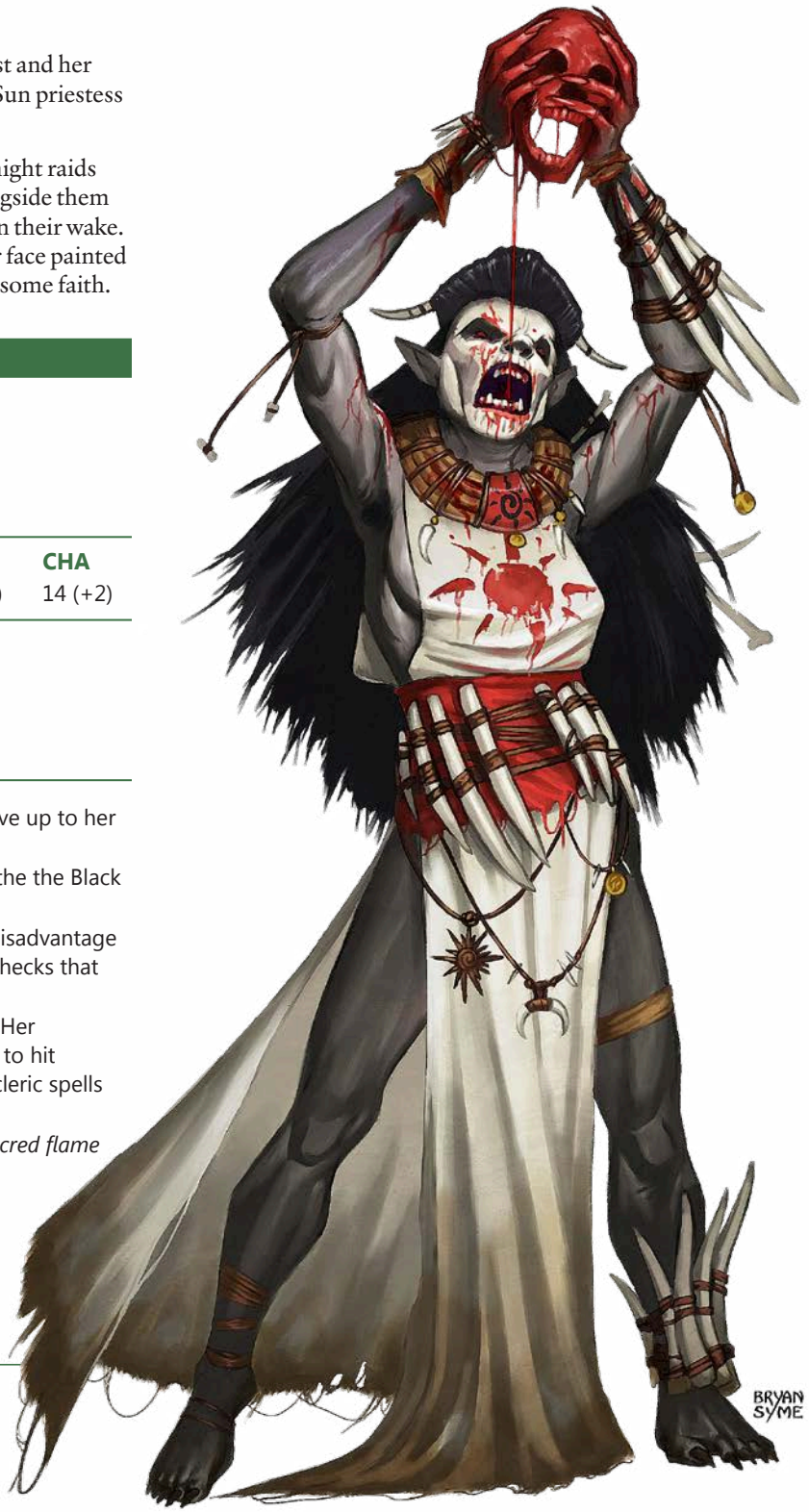
Sling. *Ranged Weapon Attack*: +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Orc, Black Sun Priestess

With a fondness for cracking open ribcages and pulling out beating hearts, Black Sun priestesses are always on the lookout for the next sacrifice to their blasphemous gods.

With her devotion painted in blood across her breast and her eyes alight with fervor for her dark faith, the Black Sun priestess embraces her cruel duties with relish.

Front Line Fighter. Urging her people on to night raids for slaughter and glory, she wades into the fray alongside them as they leave little more than cracked, burnt bones in their wake. With her greatclub flecked with dried blood and her face painted white as a skull, she cuts a fearsome figure for a fearsome faith.



BLACK SUN PRIESTESS

Medium humanoid (orc), chaotic evil
Armor Class 13 (hide armor)
Hit Points 67 (9d8 + 27)
Speed 30 ft.

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

Skills Insight +6, Intimidation +6, Religion +1
Senses darkvision 60 ft., passive Perception 12
Languages Common, Orc
Challenge 3 (700 XP)

Aggressive. As a bonus action, the priestess can move up to her speed toward a hostile creature that she can see.

Black Sun Sight. Magical darkness doesn't impede the the Black Sun priestess' darkvision.

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

Spellcasting. The priestess is a 6th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priestess has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, resistance, sacred flame*
1st level (4 slots): *bane, command, cure wounds, detect magic*
2nd level (3 slots): *augury, spiritual weapon*
3rd level (3 slots): *animate dead, bestow curse, spirit guardians*

ACTIONS

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

Orc, Green Abyss

Dwelling in the eternal twilight of deep jungles and shadowy canyons, these orcs are fond of plant camouflage and are sometimes covered in armor featuring plant spikes and spines. All are expert climbers.

Nocturnal Menace. Sheltering by day in caverns just beneath the surface, the orcs of the green abyss climb up into the world with the fall of night to hunt and make war in the jungle canopy. They often align themselves with particularly bloodthirsty druids and with vine lords (*Tome of Beasts*, p. 402). They are immune to the vine lord's spore sacs and can't be transformed into tendril puppets.

Canopy-dwelling predators. Leaner and rangier than others of their kind, they stalk among the branches, spearing their prey below with poisons harvested from the deadly plants native to their home. Their nocturnal hunting hideaways resemble those of large apes; leafy nests that are difficult to spot from the ground.

Fierce Survivalists. Adept at surviving in an unforgiving world, these orcs survive through a mastery of poisons, use of simple-but-effective traps they leave for the unwary, and by snatching meals from the grip of man-eating flora. They are omnivorous and fond of devouring enormous beetles, roaches, and snakes which other humanoids would pass over.



GREEN ABYSS ORC

Medium humanoid (orc), chaotic evil

Armor Class 13
Hit Points 15 (2d8 + 6)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	9 (–1)	11 (+0)	10 (+0)

Skills Acrobatics +5, Athletics +4, Perception +2, Stealth +5
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 90 ft., passive Perception 12
Languages Orc
Challenge 1/2 (100 XP)

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

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

ACTIONS

Poisoned Spear. *Melee or Ranged Weapon Attack*: +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack. If the target is a creature, it must succeed on a DC 13 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hp, the target is stable but poisoned for 1 hour, even after regaining hp, and is paralyzed while poisoned in this way.

Orthrus



A vicious snarl and a low growl issue from the two-headed pinscher. As both sets of lips curl back, the canine crouches and raises its tail, revealing a hissing serpent's head.

An orthrus is a loyal, two-headed guard dog with a serpent for a tail. The creatures are smarter than the average canine and have an innate ferocity that keeps them fighting until the bitter end.

Named for a Queen. The first orthruses were bred by a sorcerer queen of the same name to be palace guardians. She bred into the dogs an undying loyalty to the owner that raises them. Though she has long since died, her legacy lives on in the breed. Orthruses form monogamous pairs that only mate every few years and produce a brood of one or two pups, making them extremely rare. The combat prowess, rarity, and loyalty of orthruses make them an expensive, sought after breed.

Loyal Guardians. Orthruses normally follow directives to the letter but their above-animal intelligence allows them some level of critical thinking, adaptation, and interpretation. They are the favored guardians of mages, wealthy nobles, and merchants who have plenty to protect. Some farmers save their copper pieces to buy an orthrus to protect livestock from predators while bandits and other criminals steal to acquire orthrus pups.

Three Heads in Harmony. An orthrus has three heads but one mind. All of the canine's brains work together so it moves with a fluid grace. The heads of an orthrus never snap, hiss, or growl at each other. They understand that only one head needs to eat and breathe to benefit the entire creature.

ORTHRUS

Medium monstrosity, lawful neutral

Armor Class 13
Hit Points 60 (8d8 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	16 (+3)	8 (–1)	12 (+1)	7 (–2)

Saving Throws Wis +3
Skills Perception +5, Survival +3
Senses darkvision 120 ft., passive Perception 15
Languages understands Common but can't speak
Challenge 3 (700 XP)

Three-Headed. The orthrus has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

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

ACTIONS

Multiattack. The orthrus makes three bite attacks: two with its canine heads and one with its snake head. If the orthrus bites the same creature with both of its canine heads in the same round, that creature must succeed on a DC 12 Strength saving throw or be knocked prone.

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

Bite (Snake Head). *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw. On a failed save, it takes 14 (4d6) poison damage and is poisoned for 1 minute. On a success, it takes half the damage and isn't poisoned.

Ouroboros

The length of the dragon's wingless, serpent-like body is covered in fine scales, black on one end, white on the other, blending into one another in the middle of its form.

Immortal dragons, ouroboros are symbols of both the preservation of life and the destruction of all things.

Cyclical Immortality. If slain, the ouroboros is reborn from the energy of its former body. When it rises again, its colors have swapped, and its behavior is changed. If it was destructive in its previous life, it becomes peaceful, and vice versa.

OUROBOROS

Huge dragon, neutral

Armor Class 15 (natural armor)
Hit Points 94 (9d12 + 36)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	19 (+4)	15 (+2)	18 (+4)	12 (+1)

Saving Throws Dex +3, Con +7, Wis +7, Cha +4
Skills Arcana +8, History +8, Perception +7
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 17
Languages all
Challenge 6 (2,300 XP)

Energetic Rebirth. When the ouroboros is slain, it is reborn in a burst of energy in a 300-foot radius from its body. Roll any die. On an even result, the energy causes plants to grow, and creatures in the area regain 22 (5d8) hp. On an odd result, creatures in the area must make a DC 15 Constitution saving throw, taking 22 (5d8) necrotic damage on a failed save, or half as much damage on a successful one.

Variegated Scales. As a bonus action, the ouroboros gains immunity to one type of damage. It can change this immunity from one type to another as a bonus action.

Actions

Multiattack. The ouroboros can use its Introspective Presence. It then makes two bite attacks.

Bite. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Introspective Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 Wisdom saving throw or be incapacitated for 1 minute as the creature is overcome by introspective thoughts. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Introspective Presence for the next 24 hours.

Kaleidoscopic Breath (Recharge 5-6). The ouroboros exhales energy in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 27 (6d8) damage on a failed save, or half as much damage on a successful one. The damage is either acid, cold, fire, lightning, necrotic, poison, radiant, or thunder. The dragon chooses the type of damage before exhaling.

Reactions

Reactive Hide. When the dragon is hit with an attack, it gains resistance to damage of that type until the end of its next turn, including the damage from the attack that triggered this reaction.

Legendary Actions

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

Bite Attack. The ouroboros makes one bite attack.

Blurring Façade (Costs 2 Actions). The ouroboros blurs and shifts light around itself or another creature it can see within 60 feet of it. Attacks against the target have disadvantage until the end of the ouroboros' next turn. The target can resist this effect with a successful DC 15 Wisdom saving throw.

Guiding Beacon (Costs 2 Actions). The ouroboros causes itself or another creature it can see within 60 feet of it to illuminate with white flame. Attacks against the target have advantage until the end of the ouroboros' next turn. The target can resist this effect with a successful DC 15 Wisdom saving throw.



Pech



Natives to the Elemental Plane of Earth, the stalwart and humble pech often cross to the Material Plane to escape threats in their homeland, seek valuable gems and ore, or serve masters in the formation of great stone creations. They also trade with topsiders to obtain new stoneworking equipment, and they have a strong affinity for the ale that they cannot brew themselves.

Carved from Stone. Pech are small in size, slightly taller and broader than deep gnomes. Their long arms and legs are made of knotted muscles that appear chiseled from stone. Slate grey eyes bulge from their angular heads. They rarely have hair on their heads or bodies, and those that do sprout hair grow it in thick strands as sharp and rigid as a metal brush. A pech's fingers and toes are long and thin and topped with long, sharp nails as hard as stone. These nails allow them to climb sheer rock walls, acting as pitons.

One with the Stone. Pech are born to work stone, to live their lives with a pickaxe in one hand and a hammer in the other, and to die with the understanding that their spirits will merge with the stone for eternity, forever surrounding their progeny. Pech society is built around the notion that pure enlightenment can be attained by communing with the stone that surrounds them. The more one works the stone, the closer one gets to becoming one with it: eternal, immovable, and stalwart. Pech mine the valuable substances provided by the stone and train their minds to harmonize with the rock. Those that master certain techniques become stonemasters, who often lead a clan of pech. Truly talented and dedicated stonemasters that reach a higher level of enlightenment with the stone might become lithlords, who travel from clan to clan and teach the young pech the way of the stone.

Servants of the Giants. The pech sometimes come to the surface world to act as servants of the stone giants. Pech transport bring enormous stone monoliths to the heathers and moors of otherwise stone-free land, which the stone giants can then use for their strange, mystical ceremonies. Decades later, humans walking through the flat fields can only wonder how these huge stone monoliths seemingly appeared out of nowhere.

Elemental Nature. A pech doesn't require air, food, drink, or sleep.

PECH

Small elemental, neutral good
Armor Class 15 (natural armor)
Hit Points 33 (6d6 + 12)
Speed 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	13 (+1)	11 (+0)

Skills Athletics +5, Perception +3
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 120 ft., passive Perception 13
Languages Common, Terran, Undercommon
Challenge 2 (450 XP)

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

One with the Stone (Recharges after a Short or Long Rest). As a bonus action, the pech can draw on the power of unworked stone, as long as it is in contact with stone. Until the end of the pech's next turn, it gains resistance to piercing and slashing damage.

Actions

Multiattack. The pech makes two attacks: one with its pick and one with its hammer. If the pech hits the same target with both attacks, the target must succeed on a DC 11 Constitution saving throw or be incapacitated until the start of its next turn.

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

Hammer. *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

PECH STONEMASTER

Small elemental, neutral good

Armor Class 16 (natural armor)
Hit Points 65 (10d6 + 30)
Speed 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	11 (+0)	16 (+3)	11 (+0)

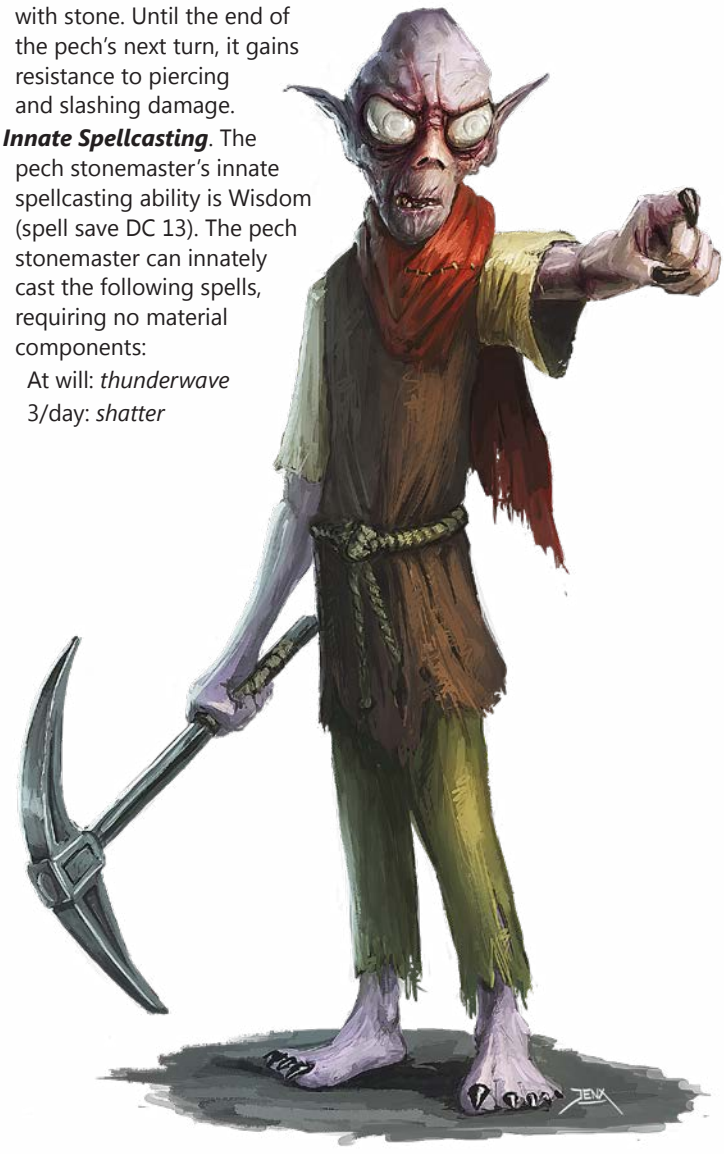
Skills Athletics +6, Perception +5
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 120 ft., passive Perception 15
Languages Common, Terran, Undercommon
Challenge 4 (1,100 XP)

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

One with the Stone (Recharges after a Short or Long Rest). As a bonus action, the pech can draw on the power of unworked stone, as long as it is in contact with stone. Until the end of the pech's next turn, it gains resistance to piercing and slashing damage.

Innate Spellcasting. The pech stonemaster's innate spellcasting ability is Wisdom (spell save DC 13). The pech stonemaster can innately cast the following spells, requiring no material components:

At will: *thunderwave*
3/day: *shatter*



ACTIONS

Multiattack. The pech stonemaster makes two attacks: one with its pick and one with its hammer. If the pech stonemaster hits the same target with both attacks, the target must succeed on a DC 13 Constitution saving throw or be stunned until the start of its next turn.

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

Hammer. *Melee or Ranged Weapon Attack*: +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

PECH LITHLORD

Small elemental, neutral good

Armor Class 17 (natural armor)
Hit Points 104 (16d6 + 48)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	11 (+0)	18 (+4)	13 (+1)

Skills Athletics +7, Perception +7
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 120 ft., passive Perception 17
Languages Common, Terran, Undercommon
Challenge 7 (2,900 XP)

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

One with the Stone (Recharges after a Short or Long Rest). As a bonus action, the pech can draw on the power of unworked stone, as long as it is in contact with stone. Until the end of the pech's next turn, it gains resistance to piercing and slashing damage.

Innate Spellcasting. The pech lithlord's innate spellcasting ability is Wisdom (spell save DC 15). The pech lithlord can innately cast the following spells, requiring no material components:

At will: *mending, thunderwave* (4d8)
3/day: *shatter* (4d8)
1/day: *meld into stone, stone shape*

ACTIONS

Multiattack. The pech lithlord makes three attacks: two with its pick and one with its hammer. If the pech lithlord hits the same target with two attacks, the target must succeed on a DC 15 Constitution saving throw or be stunned 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.

Pick. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Hammer. *Melee or Ranged Weapon Attack*: +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Phantom

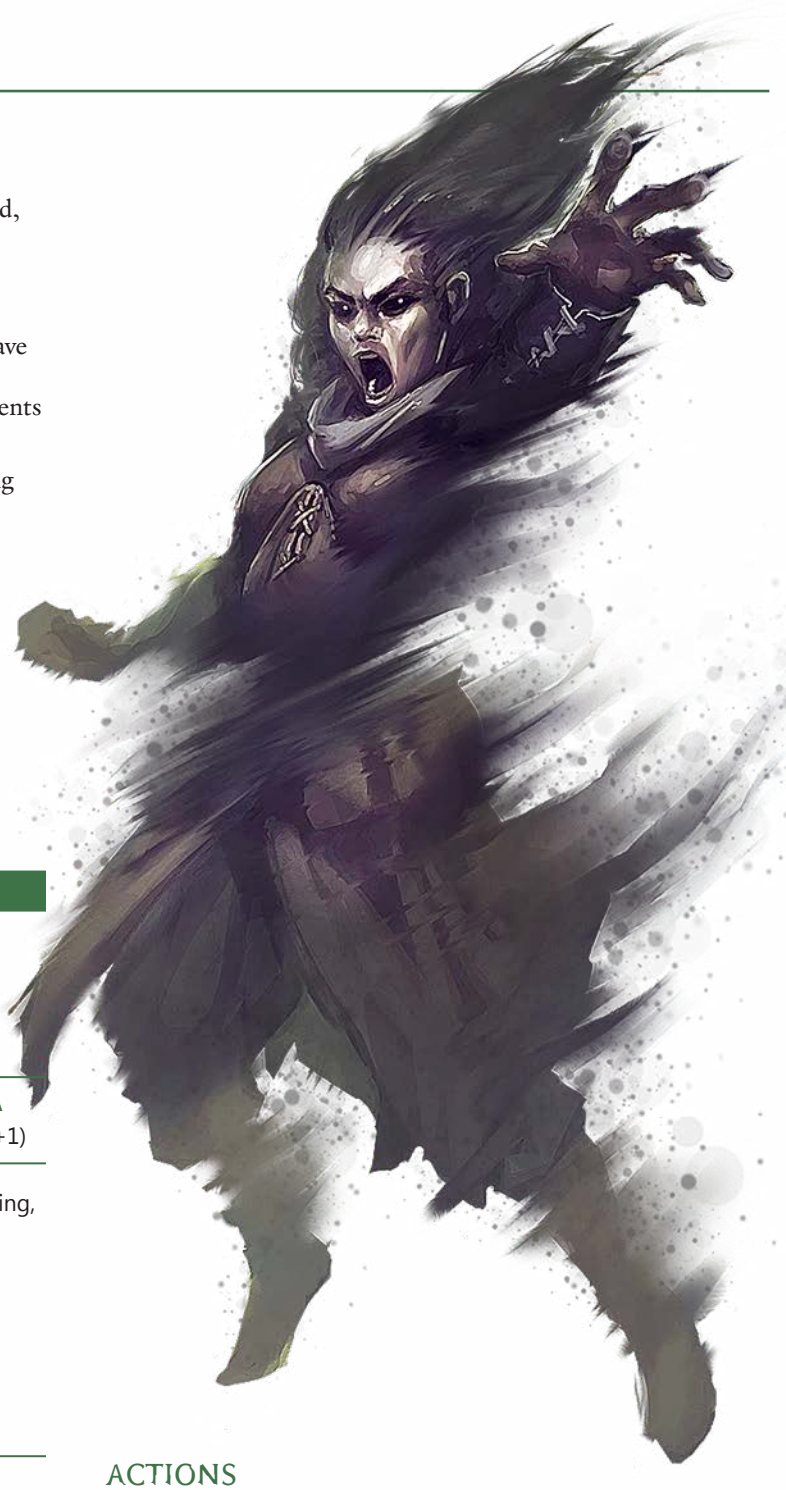
The dark, vague outline of a person flickers in the gloom.

The restless, angry spirits of those who have met a violent end, phantoms wander the night, vacillating between confusion, outrage, and misery.

Bewildered Victims. Those who have attempted communication with phantoms report that the phantoms have little, if any, awareness of their undead state, and they seem disoriented and permanently trapped in the traumatic moments surrounding their deaths.

Accidental Killers. Phantoms often approach the living with what seems like benign intent, but, when they draw close, they grab hold of living creatures and give voice to a terrifying, unearthly moan. They seem to be attempting communication, but, when their actions lead to the death of the creature, they wander away to find another.

Undead Nature. A phantom doesn't require air, food, drink, or sleep.



PHANTOM

Medium undead, any alignment

Armor Class 11
Hit Points 22 (5d8)
Speed 0 ft., fly 40 ft. (hover)

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

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 11
Languages any languages it knew in life
Challenge 1 (200 XP)

Incorporeal Movement. The phantom 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.

Sunlight Weakness. While in sunlight, the phantom has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Ghostly Grasp. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) necrotic damage.

Chilling Moan (Recharge 5–6). The phantom emits an eerie moan. Each creature within 30 feet that isn't an undead or a construct must make a DC 13 Wisdom saving throw. On a failure, the target takes 9 (2d8) cold damage and is frightened until the end of the phantom's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. On a success, the target takes half the damage and isn't frightened.

Philosopher's Ghost

Half fire and half ooze, a philosopher's ghost is a bubbling, burning, highly corrosive creature that can make the tallest tower tumble into ruin—if properly directed.

The result of an alchemical process, a philosopher's ghost can appear as an ooze which glows a faint, eerie green in darkness, or as a vaguely-humanoid, green, sparking flame. It is especially drawn to movement, pursuing moving creatures to the exclusion of all else.

Powerful and Difficult to Harness. Notoriously difficult to control, the unexpected creation of a philosopher's ghost spells disaster for the alchemist and, in all likelihood, anyone nearby as well. The creature burns its way through wooden structures with great speed, and, over time, even metal is melted by its heat.

Alchemical Nightmare. Among alchemical circles, the only known remedy for a rampaging philosopher's ghost is complete immersion in water—even then it can spontaneously reignite and wreak further havoc long afterward when exposed to the air again.

Ooze Nature. A philosopher's ghost doesn't require sleep.

PHILOSOPHER'S GHOST

Medium ooze, unaligned

Armor Class 13
Hit Points 77 (14d8 + 14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	17 (+3)	12 (+1)	2 (–4)	10 (+0)	6 (–2)

Damage Resistances acid, cold; slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 4 (1,100 XP)

Illumination. The philosopher's ghost sheds bright light in a 20-foot-radius and dim light for an additional 20 feet.

Persistent Burning Form. The philosopher's ghost can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the ghost or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the philosopher's ghost can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that target takes 5 (1d10) fire damage and catches fire; until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

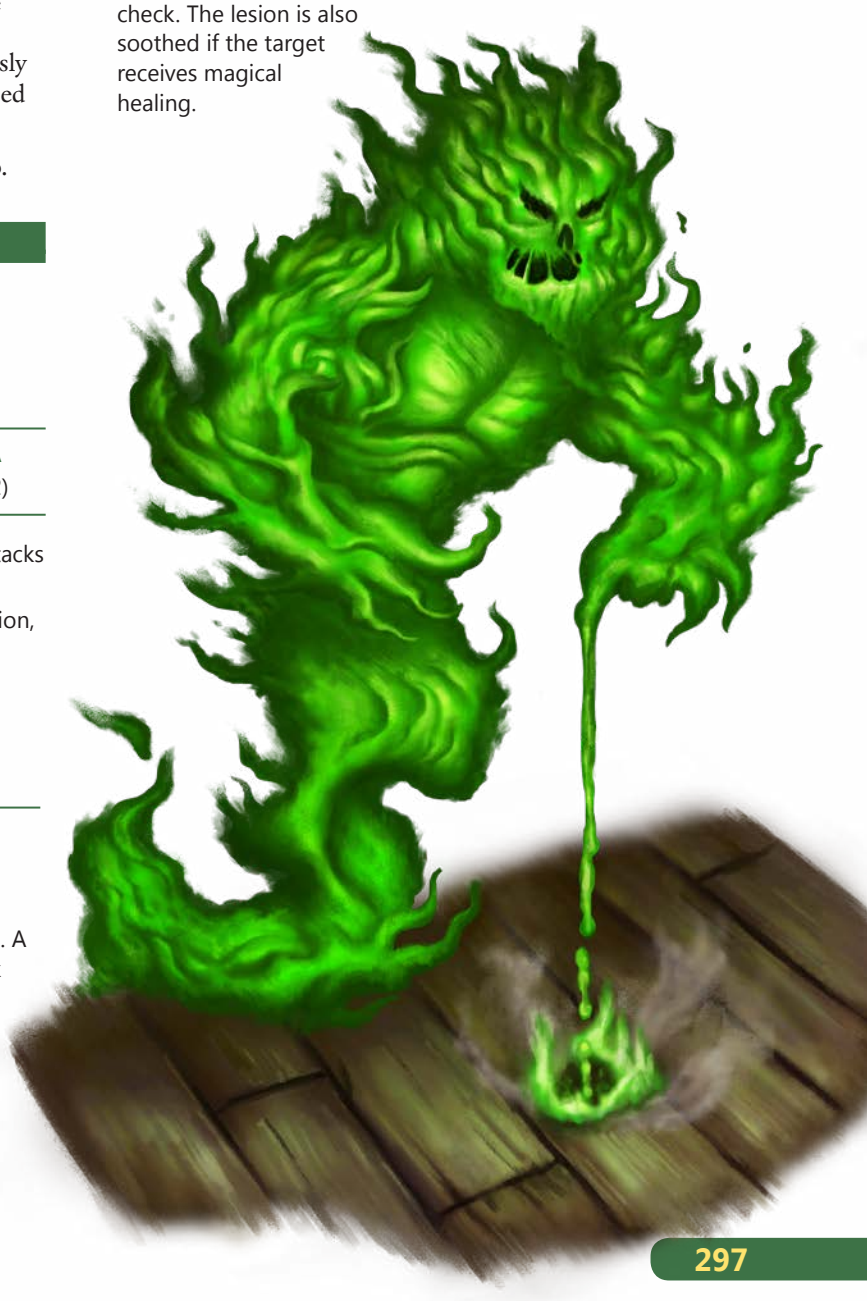
Siege Monster. The philosopher's ghost deals double damage to objects and structures.

Water Vulnerability. If completely immersed in water, a philosopher's ghost's movement halves each round until it stops moving completely, becoming incapacitated, and contact with it no longer causes damage. As soon as any portion of it is exposed to the air again, it resumes moving at full speed.

ACTIONS

Multiattack. The philosopher's ghost makes two burning touch attacks.

Burning Touch. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) fire damage. If the target is a creature, it suffers a burning lesion, taking 2 (1d4) fire damage at the start of each of its turns. Any creature can take an action to soothe the burning lesion with a successful DC 12 Wisdom (Medicine) check. The lesion is also soothed if the target receives magical healing.



Piasa



The dragon easily stands out from its draconic cousins with a huge rack of antlers rising from its head, and a well-groomed beard jutting from its tiger-like chin and jaw line. Its incredibly long tail whips to and fro, tipped by a terrible spike.

Bearded Drake. While the beard of the piasa can be mistaken as hair, it would be more correct to say that it is made of the same chitinous material as its scales. Male piasa are covered with scales that are a shade of green, while female piasa are covered in golden scales. Male beards are often gold in color, while female beards can range from light gold to almost black.

Ravenous Carnivore. A lower form of dragon, the piasa is well known for its hunger for humanoid flesh. While it will eat any source of meat, it prefers live prey that it has rendered unconscious and has a particular fondness for dwarf flesh.

Hunters of Snakes. People that live near piasa quickly learn to carry poisoned spears and arrows for protection as the beasts are particularly susceptible to it. These villages often harvest poison from local snakes, driving many piasa to ruthlessly slaughter such creatures on sight. An area clear of snakes is often a sign of a piasa's presence.

PIASA

Large dragon, unaligned
Armor Class 15 (natural armor)
Hit Points 144 (17d10 + 51)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	9 (-1)	12 (+1)	7 (-2)

Saving Throws Dex +3, Con +6
Skills Athletics +7, Perception +4, Stealth +3
Damage Vulnerabilities poison
Senses blindsight 15 ft., darkvision 120 ft., passive Perception 14
Languages Draconic
Challenge 6 (2,300 XP)

Segmented Tail. The piasa's spiked tail is segmented and up to three times the length of its body. When the piasa takes 25 or more damage in a single turn, a segment of its tail is severed. When the first segment is severed, the tail attack's damage type changes from piercing to bludgeoning and deals 1d8 less damage. When the second segment is severed, the tail attack no longer deals damage, but it can still grapple. When the third segment is severed, the piasa can't make tail attacks. The tail re-grows at a rate of one segment per long rest.

Actions

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

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

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

Tail. *Melee Weapon Attack*: +7 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained and the piasa can't make tail attacks against other targets. When the piasa moves, any Medium or smaller creature it is grappling moves with it.

Frightful Presence. Each creature of the piasa's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the piasa's Frightful Presence for the next 24 hours.

Sleep Breath (Recharge 5-6). The piasa exhales sleep gas in a 30-foot cone. Each creature in that area must succeed on a DC 15 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Pillar of the Lost Magocracy

This pale gray, angular, stone column dominates the horizon, eldritch sigils decorating its surface. As night descends, these glyphs glow with an unearthly pinkish-white light.

Hazards of the Wastes. These strange pillars date back to ancient wizard kingdoms destroyed in ancient arcane wars. Each holds the insane spirit of a wizard slain during the wars. Most of the time, these spirits are half-asleep, and the pillars act as hazards, discharging magical energy at sunset and sunrise.

Awakened Spirits. When the stars are right, however, the spirit of the ancient mage within the pillar awakens. Sworn to defend its magocracy, the spirit views nearby creatures as agents of a rival magocracy. The pillar's sigils glow brightly as it unleashes warped magic on nearby creatures.

PILLAR OF THE LOST MAGOCRACY

Huge construct, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 90 (12d12 + 12)

Speed 0 ft. (immobile)

STR	DEX	CON	INT	WIS	CHA
9 (−1)	1 (−5)	13 (+1)	18 (+4)	8 (−1)	13 (+1)

Saving Throws Con +3, Wis +1

Skills Arcana +6, History +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses darkvision 120 ft., passive Perception 9

Languages understands Common but can't speak, telepathy 120 ft.

Challenge 4 (1,100 XP)

Mental Agility. The pillar uses its Intelligence instead of its Dexterity to determine its place in the initiative order.

Shocking Vengeance. A creature that touches the pillar or hits it with a melee attack while within 5 feet of it takes 3 (1d6) lightning damage.

ACTIONS

Anger of the Ancient Mage. The pillar of lost magocracy unleashes a random magical attack on a target or area within 120 feet. Roll a d4 to determine the effect:

1. **Mutant Plants**. Grasping tendrils of alien vegetation sprout from the ground in a 20-foot radius centered on a point the pillar can see within 120 feet. The area becomes difficult terrain, and each creature in the area must succeed on a DC 14 Strength saving throw or become restrained. Treat as an *entangle* spell, except it only lasts for 2d4 rounds.
2. **Acid Rain**. Corrosive acid falls from the sky centered on a point the pillar can see within 120 feet. Each creature in a 20-foot-radius, 40-foot-high cylinder must make a DC 14 Dexterity saving throw, taking 13 (3d8) acid damage on a failed save, or half as much damage on a successful one.
3. **Noxious Cloud**. The pillar creates a 20-foot-radius sphere of reddish, stinging mist centered on a point it can see within 120 feet. The area is heavily obscured, and each creature inside the cloud at the start of its turn must make a DC 14 Constitution saving throw. On a failed save, the creature takes 13 (3d8) poison damage and is blinded until the start of its next turn. On a success, the creature takes half the damage and isn't blinded. The cloud lasts for 1d4 rounds.
4. **Shrinking Ray**. A bright green ray strikes a single creature within 120 feet. The creature must succeed on a DC 14 Constitution saving throw or be shrunk to half its size. Treat as an *enlarge/reduce* spell, except it lasts for 2d4 rounds.



PILLARS OF THE LOST MAGOCRACY IN MIDGARD

These bizarre columns are all that is left of Uxloon, one of the nine ancient magocracies of the Wasted West. Uxloon was destroyed in the Great Mage Wars by the terrifying Walker Pah'draguusthlai, who was summoned by Enkada Pishtuhk. The pillars are either the animated gravestones of Uxloon's council of wizards, or perhaps creations of the dust goblin shamans or void speakers (see page *408*).

Pixiu

The pair of creatures, like massive lions with strangely draconic faces, gnaw contentedly on a pile of treasure. The female's spiraling horns sweep back over her skull while her mate's single horn curves up from between his eyes.



Devourers of Wealth. Pixiu feed upon gold, silver, jewels, and magic items. Offering them valuables is an easy way to gain their attention or to pass unmolested when they are guardians of a pass, spring, or shrine. Their love of bells, baubles, and (especially) gold and silver necklaces leads them to work with bandits and wizards, so long as they are well-fed. In particular, they enjoy looting shrines and temples of bronze or silver bells.

Ambitious and Docile. Female pixiu are often more ambitious and cunning than the males. In some cases, male pixiu are seen as more docile or mistaken for unusual lions or chimeras; a female pixiu always stands out in both her boldness and her aggression.

Trained Hunters. Wealthy merchants and nobles have been known to raise and train pixiu as loyal companions. A well-trained pixiu is able to hunt for treasure and return the wealth to its master without eating it.

PIXIU

Large monstrosity, unaligned
Armor Class 15 (natural armor)
Hit Points 112 (15d10 + 30)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	14 (+2)	5 (-3)	12 (+1)	10 (+0)

Skills Perception +4
Damage Resistances necrotic
Senses darkvision 60 ft., passive Perception 14
Languages understands all, but can't speak
Challenge 6 (2,300 XP)

Consume Treasure. The pixiu has an appetite for gold, silver, and jewels and consumes them whenever possible. If the pixiu attempts to eat a magical coin, gemstone, or piece of jewelry, the object has a 25% chance of breaking, dispelling its magic and rendering it useless. If the object doesn't break, the pixiu gives up trying to eat it.

Protector of Qi. The pixiu is immune to disease and to effects that would lower its maximum hp. In addition, each ally within 10 feet of the pixiu has advantage on saving throws against disease and is immune to effects that would lower its maximum hp.

Treasure Sense. A pixiu can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of it.

Actions

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

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage.

Claws. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage.

Planar Flora

Whenever the celestial or fiendish planes intersect with the material one, there is an opportunity for a commingling of flora.

Celestial Varieties

Heavenly flora is often found growing near sacred sites associated with good-aligned gods. Temples, shrines, tombs, and worshipping places are all excellent spots for these plants to take hold. They also form near rifts between the Material Plane and a celestial one; the course of their growth can be tracked to locate the portal.

Slow Growing. Celestial flora take a long time to grow into mature plants. They often require protection from animals or curious humanoids in their early stages of development. Druids, clerics, paladins, and priests of good-aligned gods often act as keepers and guardians of these plants. These holy tenders are empowered by the plants and are often rewarded by their patron deity for their work. The plants might also sprout up miraculously at the site of a powerful celestial's arrival on the Material Plane. If the being is of sufficient power, an entire lustrating grove may erupt into being rapidly.

Cleansing. Celestial plants have a natural ability to cleanse cursed and soiled ground. They can be cultivated in an area corrupted by demonic or infernal magic and, given enough time, eradicate the evil. The process is long, but, if the plants are properly tended, the outcome is guaranteed.

Sustained by Miracles. Celestial plants do not require water or sunlight to grow. They flourish anywhere their roots can find purchase, including underground caverns, shadowy mountain valleys, and harsh deserts.

Lustrating Groves. Left alone, a single celestial plant eventually grows into a large grove. The groves are places of intense radiant magic that call to divine magic wielders for miles around. These holy places contain great power and *commune* spells resolve with greater clarity and success. The groves are often guarded by angels or other celestial beings who see the site as a foothold on the Material Plane.

Fiendish Varieties

Fiendish flora grows at sites where great evil has transpired, where foul things are worshipped, and where devils and demons have tread. These foul life forms are carnivorous and require blood to grow and thrive on the Material Plane. Cunning devils cut and clip the plants into unholy gardens which bolster their powers. Demons promote the flora's wild and expanding nature, sacrificing animals and humanoids to allow the fiendish plants to grow as rapidly as possible.

Carnivores. Fiendish plants require blood to grow. On the Material Plane, the plants do best in forests where careless animals are plentiful. These evil, sentient plants form relationships with all manner of dark-hearted beings. Fiendish flora offer power and protection in exchange for fresh blood. The craven nature of these plants often sees them devouring their allies when fresh blood is scarce.

Discord, Dismay, and Darkness. The fiendish plants propagate and thrive wherever there is a concentration of evil, chaos, and misery. If a fiend treads the Material Plane, there is a good chance that fiendish plants will trace its steps. A single shrub hidden in a farmer's field can affect the temperament of nearby animals and humanoids, causing nightmares, depression, and a darkening of disposition.

Alabaster Tree

These large and exaggerated versions of mundane oak, pine, or willow trees boast steel-hard trunks and brightly glowing foliage. The bark of these trees form placid visages that stare out mutely at the surrounding landscape. While only three varieties have been found, priests and scholars speculate that the spirited trees could manifest in any arboreal form. Animals happily make homes in the branches and roots of the alabaster trees, where they enjoy protection and unnaturally long lives.



Stars in the Branches. An alabaster tree welcomes kind-hearted and good-aligned creatures by illuminating its leaves and needles with pulses of brilliant white light. During this time, the tree will attempt to communicate with the creature for the purpose of sharing information about the goings-on in the region.

Protectors. Alabaster trees are the protectors of a lustrating grove. Their ability to move quickly for short periods of time and their tough trunks make them formidable combatants. The trees suffer no evil or trickery and happily toss interlopers out of the grove.

ALABASTER TREE

Huge celestial, neutral good
Armor Class 18 (natural armor)
Hit Points 105 (10d12 + 40)
Speed 10 ft.

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

Saving Throws Str +8
Skills Perception +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities radiant
Condition Immunities stunned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 15
Languages all, telepathy 120 ft.
Challenge 7 (2,900 XP)

Churning Advance (3/Day). As a bonus action, the alabaster tree moves up to five times its speed, leaving a trail of difficult terrain behind it.

Foster the Grasses. Hallowed reeds within 60 feet of an alabaster tree have advantage on saving throws.

Like Calls to Like. The alabaster tree knows if a creature within 60 feet of it is good-aligned or not.

Soul's Respite. A good-aligned creature who takes a short rest within 10 feet of an alabaster tree gains all the benefits of a long rest.

ACTIONS

Multiattack. The alabaster tree makes two slam attacks.

Slam. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit:* 12 (3d4 + 5) bludgeoning damage plus 4 (1d8) radiant damage and the creature is grappled (escape DC 16).

Serrated Squeeze (Willow Only). The alabaster tree makes one slam attack against a Large or smaller target it is grappling. If the attack hits, the target is engulfed in razor-sharp leaves, and the grapple ends. While engulfed, the target is blinded and restrained, it has total cover against attacks and other effects outside of the leaves, and it takes 13 (3d8) slashing damage at the start of each of the alabaster tree's turns. An alabaster tree can have only one creature engulfed at a time.

If the alabaster tree takes 15 damage or more on a single turn from the engulfed creature, the alabaster tree must succeed on a DC 14 Constitution saving throw at the end of that turn or release the creature in a shower of shredded leaves. The released creature falls prone in a space within 10 feet of the alabaster tree. If the alabaster tree dies, an engulfed creature is no longer restrained by it and can escape from the leaves and branches by using an action to untangle itself.

Toss (Oak Only). One Large or smaller object held or creature grappled by the alabaster tree is thrown up to 40 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 15 Dexterity saving throw or take the same damage and be knocked prone.

Cloud of Needles (Recharge 5-6, Pine Only). The alabaster tree fires a cloud of sharp needles at all creatures within 30 feet of it. Each creature in that area must make a DC 15 Dexterity saving throw, taking 18 (4d8) piercing damage on a failed save, or half as much damage on a successful one.

Devil Bough

The devil bough appears as an ordinary tree. It grows in the shape of the trees nearby to increase its chances at surviving past the sapling stage. Each devil bough has a single, fleshy, twisting bough tipped with a spindly, clawed hand. It keeps its this hand hidden as best it can, using it only to catch and devour small animals who flit through its branches.

Devourers of Magic. Devil bough trees have a natural ability to feed on magical energy, gaining strength and growth spurts from consuming a spell or magical item. For this reason, the trees often inhabit places where magic is found: enchanted pools or interplanar portals.

Cannibals. The devil bough will gladly eat its own kind or other fiends to sustain itself. However, if meat is scarce in a region, the trees are known to work together along with execrable shrubs to ensure survival.

DEVIL BOUGH

Huge fiend, neutral evil
Armor Class 14 (natural armor)
Hit Points 114 (12d12 + 36)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	10 (+0)	10 (+0)	8 (-1)

Saving Throws Con +6
Skills Perception +3
Damage Immunities fire, poison
Condition Immunities poisoned
Senses tremorsense 60 ft., passive Perception 13
Languages Abyssal, Infernal, telepathy 120 ft.
Challenge 6 (2,300 XP)

Grinding Maw. The devil bough has advantage on attack rolls against any creature grappled by its bite attack.

Like Calls to Like. The devil bough knows if a creature within 60 feet of it is evil-aligned or not.

ACTIONS

Multiattack. The devil bough makes one claw attack and one bite attack.

Claw. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage.

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained and the devil bough can't make bite attacks against other targets.

REACTIONS

Arcasynthesis. When a spell of 5th level or lower is cast within 100 feet of the devil bough, it attempts to synthesize the magic. The spell resolves as normal, but the devil bough has a 50% chance of regaining 5 (1d10) hp per level of the spell cast.



Ecstatic Bloom

A single enormous white flower blooms at the heart of the lustrating grove. Many religions build temples around these great manifestations of divinity because of their curative dew. The blooms are highly intelligent and shimmer when conversing with other creatures. The stalks of the blooms are thick and recover from injury quickly.

Heart of the Grove. An ecstatic bloom is the leader and ultimate expression of a lustrating grove. A bloom will only appear if at least three hallowed reeds and two alabaster trees grow nearby. The perfume of the bloom calms beasts and repels undead.

Philosopher Flowers. Ecstatic blooms are highly intelligent, thoughtful creatures. They enjoy communicating with other life forms and are excellent judges of character and motivation. They prefer to discuss the nature of divine power and the origins of the celestials. They love their grove-mates and consider the hallowed reeds and alabaster trees within their grove to be their children.

ECSTATIC BLOOM

Huge celestial, neutral good

Armor Class 15 (natural armor)

Hit Points 171 (18d12 + 54)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (-1)	16 (+3)	20 (+5)	19 (+5)	14 (+2)

Saving Throws Int +9, Wis +9

Skills Insight +9, Perception +9

Damage Vulnerabilities fire

Damage Immunities radiant

Condition Immunities charmed, frightened

Senses truesight 120 ft. (blind beyond this radius), passive Perception 19

Languages all, telepathy 120 ft.

Challenge 11 (7,200 XP)

Aura of Life. When an undead creature starts its turn within 30 feet of the bloom, it must succeed on a DC 17 Wisdom saving throw or be turned until the end of its next turn.

Blessed Regrowth. At the start of each of the ecstatic bloom's turns, the bloom and each good-aligned creature, including the bloom, within 10 feet of it regains 4 (1d8) hp. If the bloom takes fire damage, this trait doesn't function at the start of the bloom's next turn. The ecstatic bloom dies only if it starts its turn with 0 hp and doesn't regain hp from this trait.

Foster the Trees. Alabaster trees within 60 feet of the ecstatic bloom have advantage on all saving throws.

Like Calls to Like. The ecstatic bloom knows if a creature within 120 feet of it is good-aligned or not.



Nurturers of Evil. The execrable shrub offers shelter and protection to all manner of foul things. The plant typically grows around old ruins or caverns to tempt monstrous creatures to lair there. So long as the shrub has a steady supply of blood and meat, the relationship between plant and inhabitant remains agreeable.

Resentful. The execrable shrub is the lowest form of fiendish plant. For this reason, it is often abused and slaughtered to feed the more advanced forms. This makes the shrub distrustful of other fiendish plants, and, though it will obey the stronger varieties, it secretly plots to usurp them. In combat, the shrub might seize on an opportunity to feed on a wounded ally.

EXECRABLE SHRUB

Medium fiend, neutral evil

Armor Class 14 (natural armor)

Hit Points 40 (9d8)

Speed 10 ft., burrow 10 ft.

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

Skills Perception +4

Damage Resistances piercing, poison

Damage Immunities fire

Condition Immunities poisoned

ACTIONS

Multiattack. The ecstatic bloom makes three gilded beam attacks.

Gilded Beam. *Ranged Spell Attack:* +9 to hit, range 150 ft., one target. *Hit:* 27 (6d8) radiant damage.

Castigate (Recharges after a Short or Long Rest). The bloom summons a chorus of booming celestial voices that descend into the minds of nearby creatures. Each creature within 30 feet of the bloom must succeed on a DC 17 Wisdom saving throw or be stunned until the end of its next turn. Castigate only affects non-good-aligned creatures with an Intelligence of 5 or higher.

Execrable Shrub

This crimson shrub is covered in brilliant, red thorns and mottled, blood-colored foliage. Small white flowers bloom on its branches before rapidly turning into stone hard fruit. Smoke rises from its leaves, and the ground where it grows is hot to the touch.

The shrub is sentient and cunning. Evil creatures find they are welcomed into its thorny mass without impediment, and the shrub is grown as a perimeter defense for fiendish strongholds. Hunger and its callous nature prevent it from being a reliable ally, and the creatures who believe they control the execrable shrub often wind up feeding its thirst for blood.



Senses tremorsense 60 ft., passive Perception 14
Languages —
Challenge 1/2 (100 XP)

Healed by Blood. Whenever a creature is reduced to 0 hp within 60 feet of the execrable shrub, the shrub regains 5 (1d10) hp.

Like Calls to Like. The execrable shrub knows if a creature within 60 feet of it is evil-aligned or not.

Limited Telepathy. Using telepathy, the execrable shrub can magically communicate with any other evil-aligned creature within 100 feet of it. This communication is primarily through images and emotions rather than actual words.

ACTIONS

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

Smolder (Recharge 5-6). The execrable shrub releases a billowing cloud of smoke in a 10-foot-radius that lasts for 1 minute and moves with the shrub. The area affected by the smoke is heavily obscured.

Hallowed Reed

These small patches of pale, yellow and green reeds with bright white tips propagate by merging with nearby mundane grasses and weeds. The merging process slowly transforms the native plant into these sentient stalks. The reeds serve as the sensors of a lustrating grove, growing out from the grove for several miles like luminescent fingers stretching across the landscape.

Ritual Use. The reeds sometimes allow small portions of their central mass to be cut away by good-aligned spellcasters. The pieces can be dried and carried or affixed to a holy symbol. The magic of hallowed reeds affects spells casts as rituals, often increasing their power, duration, or likelihood of success. Similarly, the reeds can be sacrificed in summoning rituals to increase the likelihood that the summoned creature will obey its master. For this reason, the reeds are hunted by evil diabolists and elementalists.

Rule of Three. It is rare for the hallowed reeds to grow in clusters numbering less than three. It is equally rare to encounter the reeds in numbers not divisible by three. Once three hallowed reeds come to maturity, they often sprout a young alabaster tree, which they protect until it fully matures.

HALLOWED REED

Medium celestial, neutral good
Armor Class 13 (natural armor)
Hit Points 22 (5d8)
Speed 10 ft.

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

Skills Perception +4
Damage Resistances bludgeoning, piercing
Damage Immunities radiant



Senses blindsight 30 ft. (blind beyond this radius), passive Perception 14
Languages —
Challenge 1/2 (100 XP)

Like Calls to Like. The hallowed reed knows if a creature within 30 feet of it is good-aligned or not.

Limited Telepathy. Using telepathy, a hallowed reed can magically communicate with any other good-aligned creature within 100 feet of it. This communication is primarily through images and emotions rather than actual words.

Rebirth. If a hallowed reed is slain, a new patch of hallowed reeds will grow in the same spot starting within a week of its death. Charring or salting the ground where a hallowed reed was slain prevents this resurgence.

ACTIONS

Searing Grasp. *Melee Weapon Attack*: +4 to hit, reach 15 ft., one creature. *Hit:* 4 (1d4 + 2) radiant damage, and the target is grappled (escape DC 12). Until this grapple ends, the creature is restrained, it takes 2 (1d4) radiant damage at the start of each of its turns, and the hallowed reed can't grasp another target. Undead and fiends have disadvantage on ability checks made to escape the grapple.

Thorned Sulfurlord

This fiend appears as a humanoid made from ashen twists of briar, but, instead of legs, its torso is connected to a shifting mass of twisting briar and thorns. Its visage is a wooden mask that changes from torment to malevolence to ecstasy. Its powerful hands are encircled by great clouds of yellow, sulfurous smoke. A forge-hot flame burns in its heart with enough intensity to scald living things that draw too close.



Immolating Reclaimer. Unlike most other fiendish plants whose evil is tempered somewhat by its plant-like origins, the thorned sulfurlord is a craven destructor. Wherever it goes, it burns natural vegetation to cinders and uses this new base to promote the growth of execrable shrubs and devil boughs. It is especially fond of lairing in towns or cities that were reduced to ruins by fire, drawing power and pleasure from burned edifices.

Servant to None. The thorned sulfurlord does not respect the hierarchy of the Hells or the Abyss. It may form alliances with other fiends or evil creatures, provided the partnership furthers its desire to burn and replace the natural world. It may form a pact with a circle of dark-hearted druids, but only if it is given a large grove to immolate and seed.

THORNED SULFURLORD

Huge fiend, chaotic evil

Armor Class 17 (natural armor)
Hit Points 171 (18d12 + 54)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	10 (+0)	9 (-1)	12 (+1)

Saving Throws Str +9
Skills Athletics +9, Perception +7
Damage Vulnerabilities cold
Damage Immunities fire, poison
Condition Immunities charmed, poisoned
Senses truesight 120 ft., passive Perception 17
Languages Abyssal, Infernal, telepathy 120 ft.
Challenge 11 (7,200 XP)

Burning Tangle. The ground within 10 feet of the thorned sulfurlord is difficult terrain.

Hell Core. At the start of each of the thorned sulfurlord's turns, each creature within 10 feet of the sulfurlord takes 7 (2d6) fire damage. If the thorned sulfurlord takes cold damage, this trait doesn't function at the start of its next turn.

Like Calls to Like. The thorned sulfurlord knows if a creature within 100 feet of it is evil-aligned or not.

Root (3/Day). As a bonus action, the thorned sulfurlord sends its roots deep into the ground. For 1 minute, the sulfurlord's speed is halved, it is immune to effects that would move it, and it can't be knocked prone.

ACTIONS

Multiattack. The thorned sulfurlord makes two sulfur slam attacks or two fiery spike attacks.

Sulfur Slam. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 9 (2d8) fire damage. The target must succeed on a DC 17 Constitution saving throw or be blinded until the end of its next turn.

Fiery Spike. *Ranged Weapon Attack*: +6 to hit, range 60/240 ft., one target. *Hit:* 12 (3d6 + 2) piercing damage plus 9 (2d8) fire damage.

The World Shall Know Fire (Recharge 5-6). The thorned sulfurlord targets a creature that has taken fire damage from it within the last minute and causes a burst of fire to expand out from that creature in a 30-foot-radius. Each creature in the area, including the target, must make a DC 17 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one. The fire ignites flammable objects in the area that aren't being worn or carried.

Purple Slime

Covered with an iridescent sheen and able to pursue prey on land and water, a purple slime's needlelike spikes seem to be constantly in motion, changing its shape and even its hue to get closer to prey.

Aquatic Lurkers. The purple slime lives and hunts in shallow waters such as ponds, tide pools, abandoned animal troughs, and stagnant, flooded areas, where it is nearly invisible. The creature spreads itself out in such a place and waits for prey to approach.

Necrotizing Enzymes. When it detects a nearby creature, it forms long, hollow, conical spikes from its amorphous body which jut out toward the intended prey. Once these spikes pierce its target, it injects a necrotic fluid which dissolves muscle tissue.

Patient Hunters. Once a creature is killed or disabled, either by its spikes or its dissolving fluid, the slime undulates forward and covers the creature, devouring it entirely before returning to its previous hiding place.

Ooze Nature. A purple slime doesn't require sleep.

PURPLE SLIME

Large ooze, unaligned

Armor Class 7

Hit Points 76 (8d10 + 32)

Speed 20 ft., climb 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (–1)	18 (+4)	2 (–4)	6 (–2)	1 (–5)

Skills Stealth +1

Damage Immunities acid, cold

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 3 (700 XP)

Amorphous. The purple slime can move through a space as narrow as 1 inch wide without squeezing.

Amphibious. The purple slime can breathe air and water.

Underwater Camouflage. The purple slime has advantage on Dexterity (Stealth) checks made while underwater.

ACTIONS

Multiattack. The purple slime makes two spike attacks.

Spike. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage and 10 (3d6) poison damage. In addition, the target must succeed on a DC 14 Constitution saving throw or its Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.



Quickstep

With bright, striped pants and rapiers at the ready, it would seem to be impossible to miss the sight of these short, brawling fey. And yet one continually overlooks them, their voices echoing too high to hear.

The quicksteps move through life at a hurtling pace, never pausing for more than a moment, speaking quickly and impatiently, always ready to move on while slower, duller creatures surround them with sluggish frustrations.

Fey Fashions. The quicksteps have a fondness for bright, patterned clothing with outrageous puffed sleeves, striped hose, and the like. Bright gems and sharp tailoring always get their attention, at least for a moment.

Cannot Resist a Challenge. Moving swiftly and largely invisibly, quicksteps are excellent messengers, scouts, and spies—but they have a love of dueling and challenges. It is extremely rare for them to turn down an invitation to single combat. They slow down their motions on these occasions, to allow their opponents to see defeat coming.

Friends to Gold and Silver. The quicksteps are happy to visit any fey court, light or dark, and can be quite mercenary in their demeanor. They claim they require rich pay to cover the expenses of their fine clothes and the maintenance of their moonlight-enhanced weapons.

QUICKSTEP

Small fey, neutral evil
Armor Class 16 (studded leather)
Hit Points 49 (9d6 + 18)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	15 (+2)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Dex +7, Con +5, Wis +4
Skills Deception +5, Intimidation +5, Perception +4
Condition Immunities unconscious
Senses darkvision 60 ft., truesight 60 ft., passive Perception 14
Languages Common, Elvish, Umbral
Challenge 5 (1,800 XP)

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

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

Startling Speed. The movements of a quickstep are so swift that it is almost invisible when in motion. If the quickstep moves at least 10 feet on its turn, attack rolls against it have disadvantage until the start of its next turn unless the quickstep is incapacitated or restrained.

ACTIONS

Multiattack. A quickstep makes two attacks with its moonlight rapier and one with its hidden dagger.

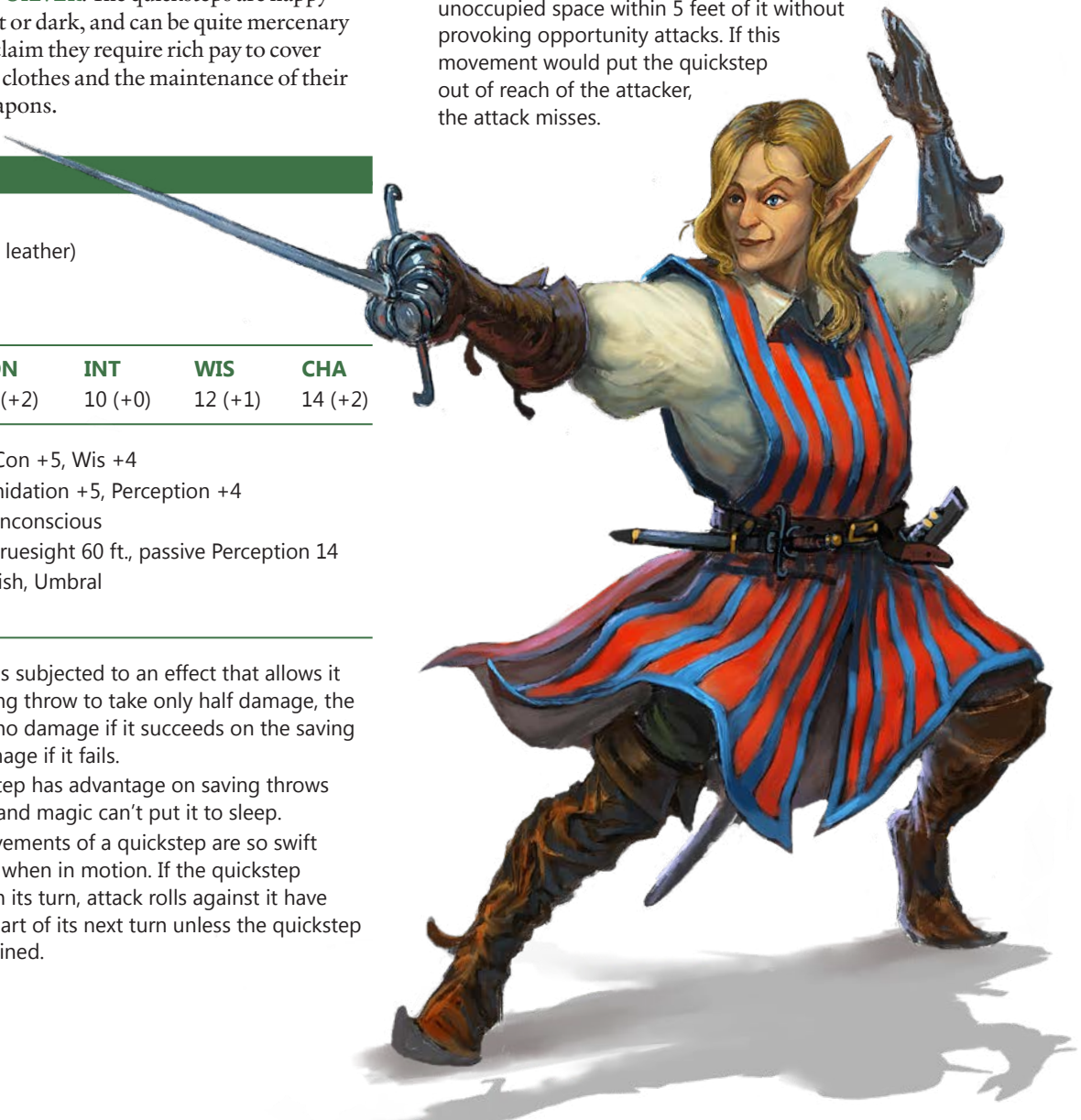
Moonlight Rapier. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 7 (2d6) cold damage.

Hidden Dagger. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 3 (1d6) cold damage.

Freezing Steel (Recharge 6). Each creature within 10 feet of the quickstep must make a DC 15 Constitution saving throw as the quickstep whirls in a blur of cold steel. On a failure, a target takes 9 (2d8) piercing damage and 7 (2d6) cold damage and is paralyzed for 1 round. On a success, a target takes half the piercing and cold damage and isn't paralyzed.

REACTION

Quick Dodge. When a creature the quickstep can see targets it with an attack, the quickstep can move to an unoccupied space within 5 feet of it without provoking opportunity attacks. If this movement would put the quickstep out of reach of the attacker, the attack misses.



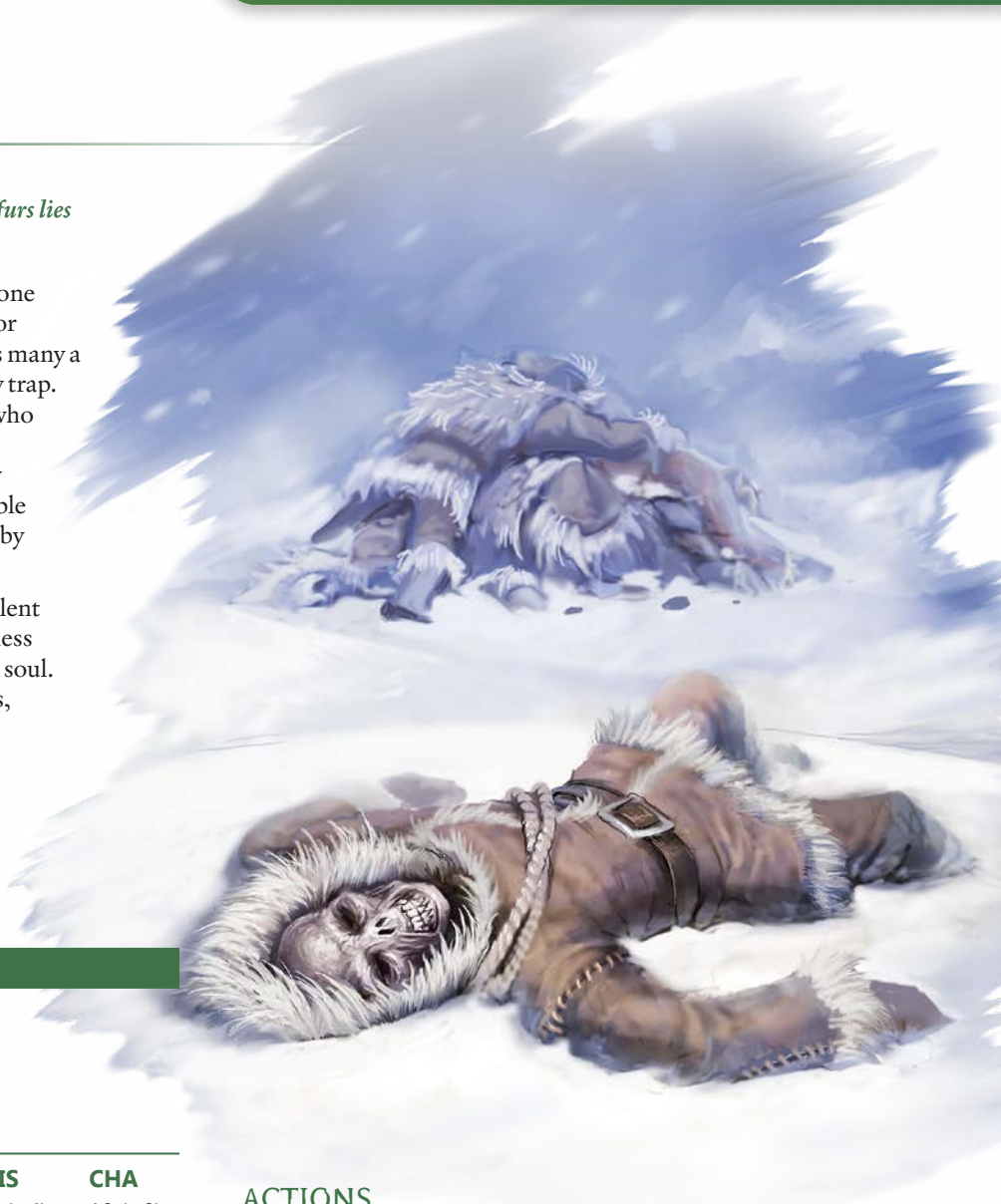
Quiet Soul

The skeletal remains of a man bundled up in seal furs lies in the snow.

Forsaken Companion. The angry shade of one abandoned and left to die of starvation, thirst, or exposure to the elements, the quiet soul haunts many a frozen campsite, steep cavern, ravine, or deadly trap. Its helplessness, despair, and hatred for those who left it to die followed it beyond death. The quiet soul attempts to kill any who come near so they may join the quiet soul in its isolation. Barely able to move, quiet souls often end up camouflaged by their victims; just one more skeleton in a pile.

Death Cult Shrines. Occasionally malevolent cults devoted to gods of death, winter, or darkness sacrifice one of their number to become a quiet soul. These quiet souls are given occasional sacrifices, decorated with jewels and finery, and serve as conduits for the voices of dark gods to their faithful. In some cases, they are positioned as statues or posed as supplicants in prayer.

Undead Nature. A quiet soul doesn't require air, food, drink, or sleep.



QUIET SOUL

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 90 (20d8)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	10 (+0)	10 (+0)	8 (–1)	18 (+4)	10 (+0)

Saving Throws Con +3, Wis +7, Cha +3

Skills Perception +7

Damage Immunities cold, poison, psychic

Condition Immunities poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 17

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

Challenge 6 (2,300 XP)

False Appearance. While the quiet soul remains motionless, it is indistinguishable from an ordinary humanoid corpse.

Melancholic Emanation. The quiet soul emits a magical aura of lethargy and despondency. Any creature that starts its turn within 30 feet of the quiet soul must succeed on a DC 15 Wisdom saving throw or fall unconscious for 1 minute. The effect ends for a creature if the creature takes damage or another creature uses an action to wake it.

ACTIONS

Psychic Lash. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 21 (6d6) psychic damage. If an unconscious creature is hit by this attack, that creature must make a DC 15 Wisdom saving throw, remaining unconscious on a failed save, or waking on a successful one.

QUIET SOULS IN MIDGARD

Known in the frozen wastes of the Northlands as "suiksarpok" ("despises others"), the northerly tribes who drive dogsleds across the ice customarily avoid lone tents and frozen camps that answer no hails. However, if fate yields them no other choice, they must take elaborate precautions when making camp, for every tribe has a tale of finding a shelter full of corpses and the discoverers barely escaping the same fate at the hands of a suiksarpok. It is customary for traveling companions to greet one another upon waking in dangerous weather before anyone climbs out of their bedding, just in case.

Rageipede

A three-foot-long centipede with a mottled carapace lunges from the undergrowth. Its front limbs end in sharp claws, while its mandibles drip venom.

The rageipede is not commonly found in urban landscapes, though there have been reports of small forest hamlets becoming feeding grounds for the creature. The rageipede is commonly known as the fury worm due to its peculiar hunting methods.

Fury's Kiss. The bite of the rageipede holds powerful mind-altering venom that causes even the most conditioned individuals to fall into a mindless rage, attacking anyone or anything in sight.

Patient Stalkers. The rageipede's primary food source is carrion left in the wake of its enraged victims. The rageipede lies in wait for potential victims to pass within range, utilizing the element of surprise to bite. After biting its victim, the creature typically retreats and hides in nearby underbrush or tree cover, waiting to claim its spoils.

Rageipede Victims. Victims go on a rampage, killing and destroying everything in sight. Once the wave of rage passes, the victims typically suffer no lingering effects. However, the victims are left with the memories of their deeds, which often proves worse than the alternative.

RAGEIPEDE

Small beast, unaligned

Armor Class 15 (natural armor)
Hit Points 55 (10d6 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	1 (–5)	7 (–2)	3 (–4)

Skills Stealth +4
Senses blindsight 30 ft., passive Perception 8
Languages —
Challenge 2 (450 XP)

Natural Camouflage. The rageipede has advantage on Dexterity (Stealth) checks made while in forests and tall grass.

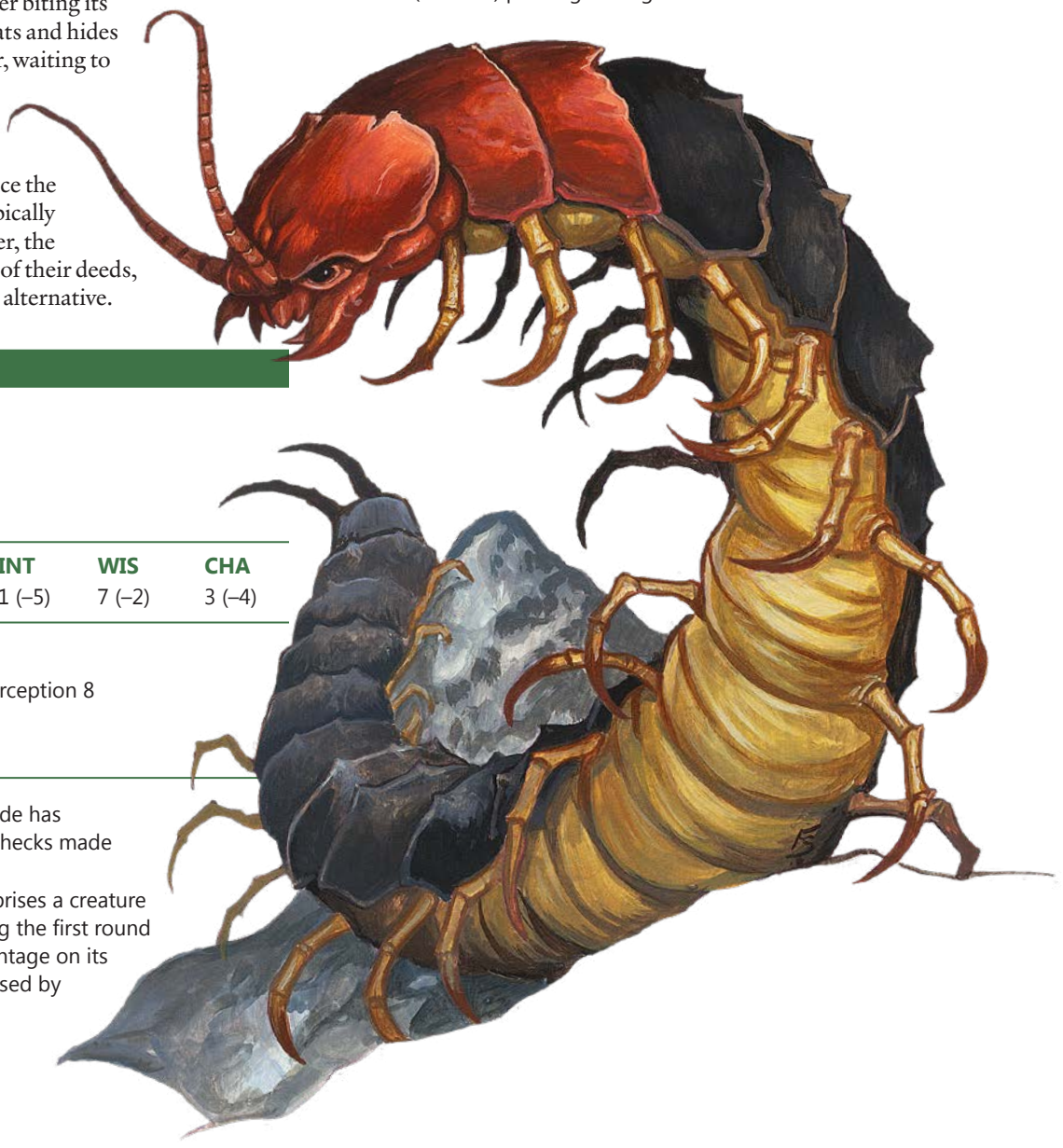
Surprise Bite. If the rageipede surprises a creature and hits it with a bite attack during the first round of combat, the target has disadvantage on its saving throw against the rage caused by the rageipede's bite.

ACTIONS

Multiattack. The rageipede makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage plus 3 (1d6) poison damage and the target must succeed on a DC 12 Wisdom saving throw or be overcome with a fit of rage for 1 minute. While in a fit of rage, a creature has advantage on melee attack rolls and its melee weapon attacks deal an extra 3 (1d6) damage. The creature is unable to distinguish friend from foe and must attack the nearest creature other than the rageipede. If no other creature is near enough to move to and attack, the victim stalks off in a random direction, seeking a target for its rage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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



Rakshasa, Greater



This fiendish mastermind appears as a sleek, white tiger-headed humanoid with bright blue eyes, striking markings and impressive whiskers. Dressed in fine silk robes woven with golden patterns, he lounges indolently on a low seat, smoking a hookah held in his backward paw.

Greater rakshasas are more powerful cousins of standard rakshasas. When a truly wicked rakshasa is reincarnated after several lifetimes of treachery and depravity, it will return to the Material Plane from the Hells as a member of a higher caste.

Master Manipulators. Greater rakshasas are driven by a lust for power, keeping their true natures hidden as they maneuver themselves into the highest echelons of society. Some rule duchies, baronies, or even whole kingdoms, while others are content to be the power behind the throne, pulling the strings as the king's vizier or first minister. No scheme is ever too complicated for them, and they are willing to employ a variety of techniques to achieve their aims, including eloquence, deception, bribery, blackmail, and intimidation. Greater rakshasas are adept at assuming multiple identities to carry out their plots, sometimes whispering in the same person's ear from different guises to sway them.

Wickedly Decadent. A greater rakshasa seeks to live a life of luxury and vice. Like its lesser cousin, it takes pleasure in toying with mortals as it carries out its evil schemes, manipulating and corrupting foolish creatures, then feeding on their flesh when tiring of them. A greater rakshasa usually has several rakshasas in its service, as well as a number of charmed humanoid guards and retainers. Although it is a capable melee fighter, a greater rakshasa considers hand-to-hand combat beneath it, preferring to use magical domination and fear whenever possible.

A Greater Rakshasa's Lair

Greater rakshasas make their lairs in opulent mansions and palaces adorned with exquisite and valuable objects of gold and ivory and decorated with precious stones and draperies of the finest silk. They enjoy paintings and other works of art depicting their victories over foes, and they usually have a trophy room filled with skulls and other mementos taken from their enemies. Their lairs are guarded by rakshasas and charmed humanoids and warded with deadly traps hidden behind cunning illusions.

A greater rakshasa encountered in its lair has a challenge rating of 16 (15,000 XP).

LAIR ACTIONS

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

- A sweetly scented invisible vapor fills the halls of the lair. Each humanoid creature in the lair must succeed on a DC 18 Wisdom saving throw or have disadvantage on saving throws against enchantment spells until initiative count 20 on the next round.
- A psychedelic, twisting pattern of colored shapes appears in the air at a point the greater rakshasa can see within 120 feet of it. Each creature, other than the greater rakshasa, that can see the pattern must succeed on a DC 18 Wisdom saving throw or become incapacitated with a speed of 0 until initiative count 20 on the next round.
- Four quasi-real Medium swarms of burning monkeys (use swarm of rats statistics) appear in spaces that the greater rakshasa can see within 60 feet; these spaces can be occupied. The monkeys act immediately. A creature starting its turn in a space occupied by burning monkeys takes 3 (1d6) fire damage and must make a DC 18 Wisdom saving throw or become confused. This works like the *confusion* spell, except it only lasts 1 round. The burning monkeys disappear on initiative count 20 on the next round.

REGIONAL EFFECTS

The region containing a greater rakshasa's lair is warped by the fiend's magic, which creates one or more of the following effects:

- A creature hostile to the greater rakshasa can't recover from exhaustion after a long rest while within 1 mile of the rakshasa's lair as its sleep is haunted by strange dreams.
- The greater rakshasa cloaks the traps protecting its lair with clever illusions. Wisdom (Perception) checks to detect traps within the lair are made with disadvantage.

GREATER RAKSHASA

Medium fiend, lawful evil

Armor Class 18 (natural armor)

Hit Points 144 (17d8 + 68)

Speed 40 ft.

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

Skills Deception +10, Insight +8

Damage Vulnerabilities piercing from magic weapons wielded by good creatures

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 13

Languages Common, Infernal

Challenge 15 (13,000 XP)

Limited Magic Immunity. The greater rakshasa can't be affected or detected by spells of 7th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Puppet Master. When the greater rakshasa casts the *charm person* spell, it can target up to five creatures. When it casts the *dominate person* spell, the spell's duration is concentration, up to 8 hours.

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

At will: *detect thoughts, disguise self, mage hand, minor illusion*

3/day each: *charm person, detect magic, invisibility, major image, suggestion*

1/day each: *dominate person, fly, plane shift, true seeing*

ACTIONS

Multiattack. The greater rakshasa makes two claw attacks.

Claw. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage, and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a *remove curse* spell or similar magic.

Harrowing Visions (Recharge 5-6). The greater rakshasa chooses a point it can see within 60 feet, conjuring a terrifying manifestation of its enemies' worst fears in a 30-foot-radius around the point. Each non-rakshasa in the area must make a DC 18 Wisdom saving throw. On a failed save, a creature takes 66 (12d10) psychic damage and becomes frightened for 1 minute. On a success, the target takes half the damage and isn't frightened. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

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

Claw Attack. The greater rakshasa makes one claw attack.

Misleading Escape (Costs 2 Actions). The greater rakshasa becomes invisible at the same time that an illusory double of itself appears where it is standing. This switch is indiscernible to others. After the double appears, the greater rakshasa can move up to its speed. Both effects last until the start of the greater rakshasa's next turn, but the invisibility ends if the greater rakshasa makes an attack or casts a spell before then.

Cast a Spell (Costs 3 Actions). The greater rakshasa casts a spell from its list of innate spells, consuming a use of the spell as normal.

Ramag Portal Master



This oddly-proportioned figure weaves its too-long arms in intricate gestures as arcane energy crackles through its thick strands of hair.

Portal masters are physically indistinguishable from other ramag, though they tend to occupy a higher station. Their clothing and equipment often clearly mark them as spellcasters. The surest mark of a portal master is a gate seal, a large ring of silver, mithral, iron, and copper twisted together. The seal is a focus for the portal master's spellcasting and its manipulation of planar fabric.

Keepers of the Gates. Portal masters fill a potent role within ramag society; they exist to nullify portals, teleportation, and other methods of interplanar travel. Sometimes the flows of magic and the stars align, causing dormant gates to flicker to life. Beyond these gates lie ruins of the ancient titans and lost vestiges of ramag settlements. While some explorers take advantage of the opportunity to reclaim lost knowledge and wealth (and many are lost when the gates slam shut without warning), the portal masters are the first line of defense when other, fouler things come through from the other side.

RAMAG PORTAL MASTER

Medium humanoid (ramag), neutral
Armor Class 12 (15 with *mage armor*)
Hit Points 71 (13d8 + 13)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	18 (+4)	12 (+1)	13 (+1)

Skills Arcana +7, Investigation +7, History +7
Senses passive Perception 11
Languages Abyssal, Celestial, Common, Giant, Infernal
Challenge 5 (1,800 XP)

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

Spellcasting. The ramag portal master is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, prestidigitation, shocking grasp*
1st level (4 slots): *burning hands, mage armor, magic missile*
2nd level (3 slots): *arcane lock, hold person, levitate, misty step*
3rd level (3 slots): *counterspell, dispel magic, fireball*
4th level (1 slot): *banishment*

Actions

Multiattack. The ramag portal master makes two lightning stroke attacks.

Gate Seal. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 14 (4d6) force damage.

Lightning Stroke. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 14 (4d6) lightning damage. If the target is a creature, it can't take reactions until the start of the ramag's next turn.

Dimensional Seal (Recharges after a Short or Long Rest). The ramag magically empowers its gate seal to dampen teleportation, planar gates, and portals within 60 feet of it. A creature that attempts to teleport while within or into the area must succeed on a DC 15 Charisma saving throw or the teleport fails. Spells and abilities that conjure creatures or objects automatically fail, and portals or gates are suppressed while they remain in the area. The seal lasts 1 hour, or until the ramag loses concentration on it as if concentrating on a spell.

Weave Dimensions. The ramag creates two magical gateways in unoccupied spaces it can see within 100 feet of it. The gateways appear as shimmering, opaque ovals in the air. A creature that moves into one gateway appears at the other immediately. The gateways last for 1 minute, or until the ramag loses concentration on them as if concentrating on a spell.

Ratatosk Warlord



This large rodent stands upright, wearing a wooden breastplate and gripping a leaf-bladed silver spear. It chitters with menace.

Preening Protectors. These sleek-furred celestial beings act as the defenders of their kind. Every bit as egotistical as their smaller kin, their fur is always immaculate, and the wooden breastplates they wear often bear intricate carvings of arboreal patterns.

Useful Nuisances. Though they have gained greater size and strength, ratatosk warlords have lost their connection to the celestial network of other ratatosks. Consequently, they are often found pestering their smaller kin for current news and bits of gossip while exaggerating the protection their greater size provides. The other ratatosks humor this for the most part, though with much sighing.

Eager Guardians. While most ratatosk are messengers of the gods, many ratatosk warlords claim an even greater purpose: protecting Yggdrasil and the world trees that unite many elements of the cosmos with the realms of the gods and mortals. Their small watchtowers, sprawling tree cities, and portals to particular branches of Yggdrasil maintain a bit of order on the sprawling planar pathways or, in some cases, simply a safe place for a night's rest. However, convincing a ratatosk warlord that a particular traveler is not a servant of darkness is sometimes a quite difficult task; they see danger and demons everywhere.

RATATOSK WARLORD

Small celestial, chaotic neutral

Armor Class 16 (breastplate)
Hit Points 77 (14d6 + 28)
Speed 25 ft., climb 25 ft.

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

Saving Throws Dex +7, Wis +5
Skills Acrobatics +7, Intimidation +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 12
Languages Celestial, Common; telepathy 100 ft.
Challenge 5 (1,800 XP)

I'm Bigger That's Why. As a bonus action, the ratatosk warlord commands one ratatosk within 30 feet of it to make one melee attack as a reaction.

Warlord Skitter. The ratatosk warlord can take the Dash or Disengage action as a bonus action on each of its turns.

ACTIONS

Multiattack. The ratatosk warlord makes two attacks: one with its gore and one with its ratatosk shortspear.

Ratatosk Shortspear. *Melee or Ranged Weapon Attack*: +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Gore. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 14 (4d6) psychic damage.

Chatter of War (Recharges 5-6). Each non-ratatosk creature within 30 feet that can hear the warlord must succeed on a DC 15 Charisma saving throw or have disadvantage on all attack rolls until the start of the warlord's next turn.

Ratfolk

With filthy tunics and well-kept leathers, ratfolk slink through fights, always looking to flank, turn, or strike from behind. Their ability to work in large groups leads dwarves to despise them as a "lowly swarm of guttersnipes"—but they are effective.

Ratfolk survive by their wits and bargains. They are notorious for their willingness to work as mercenaries in large dungeon complexes and to strike pacts with far greater powers than themselves. Ratfolk mercenaries often work in tandem with warlocks acting as captains or sergeants for their employers.

Mercenary Flexibility. Ratfolk mercenaries can be bribed and corrupted with a large enough payment, but they like to say that they "stay bought until payday comes." Usually their loyalty is strong until matters turn against their current master—in some cases they have been known to offer their services to a foe mid-fight!

Night and Tunnel Specialists. Ratfolk mercenaries excel at work in dark, tight quarters, against cavern monsters, and in old dwarven holds. They also enjoy city kidnappings, guarding towers or dungeons, or silent moonlight scouting in hills or forests. They prefer to avoid working in full sun on open fields, though they are professional enough that they can create an effective ambush on riverbanks, in forest shadow, or elsewhere.

Overbold and Full of Themselves. Ratfolk warlocks tend to serve dark powers of shadow or diabolism, though sometimes they simply find the first power willing to make a pact for power (fey or genie-infused ratfolk warlocks are not unknown). The influx of power generally makes ratfolk warlocks insufferably bold, snide, and arrogant—they are convinced that their arcane power makes them the smartest, strongest, and handsomest ratfolk ever to slink through a darkened alley.

Staves and Amulets. As tokens of their pact, ratfolk warlocks always carry or display a profusion of decorated staves, gilded amulets, or clinking silver sigils and rune-encrusted bells. They are notably less stealthy than most ratfolk.

RATFOLK MERCENARY

Small humanoid (ratfolk), neutral

Armor Class 15 (leather armor)
Hit Points 45 (13d6)
Speed 25 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	18 (+4)	11 (+0)	14 (+2)	10 (+0)	10 (+0)

Saving Throws Dex +6, Int +4
Skills Acrobatics +8, Deception +2, Intimidation +2, Perception +2, Stealth +8
Senses darkvision 60 ft., passive Perception 12
Languages Common
Challenge 2 (450 XP)

Chopper Squad. The ratfolk mercenary's melee weapon attacks deal one extra die of damage if at least one of the mercenary's allies is within 5 feet of the creature and the ally isn't incapacitated.



Nimbleness. The ratfolk mercenary can move through the space of any Medium or larger creature.

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

Packing Heat. If the ratfolk mercenary moves at least 10 feet straight toward a target and then hits it with a shortsword attack on the same turn, the mercenary can make one dart attack against another target within 20 feet as a bonus action without disadvantage.

ACTIONS

Multiattack. The ratfolk mercenary makes two attacks with its shortsword or dart. If both shortsword attacks hit the same target, the ratfolk mercenary can use its bonus action to automatically deal an extra 4 (1d8) piercing damage as it bites the target.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Dart. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

REACTIONS

Guard the Big Cheese. When a creature makes an attack against the ratfolk mercenary's current employer, the mercenary grants a +2 bonus to the employer's AC if the mercenary is within 5 feet of the employer.

RATFOLK WARLOCK

Small humanoid (ratfolk), any alignment

Armor Class 13 (16 with *mage armor*)

Hit Points 27 (6d6 + 6)

Speed 25 ft., swim 10 ft.

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

Saving Throws Wis +3, Cha +5

Skills Arcana +4, Deception +5, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 1 (200 XP)

Nimbleness. The ratfolk warlock can move through the space of any Medium or larger creature.

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

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

At will: *dancing lights, eldritch blast, fire bolt, mage armor, mage hand, minor illusion, poison spray, speak with animals*

3/day each: *command, darkness, hellish rebuke*

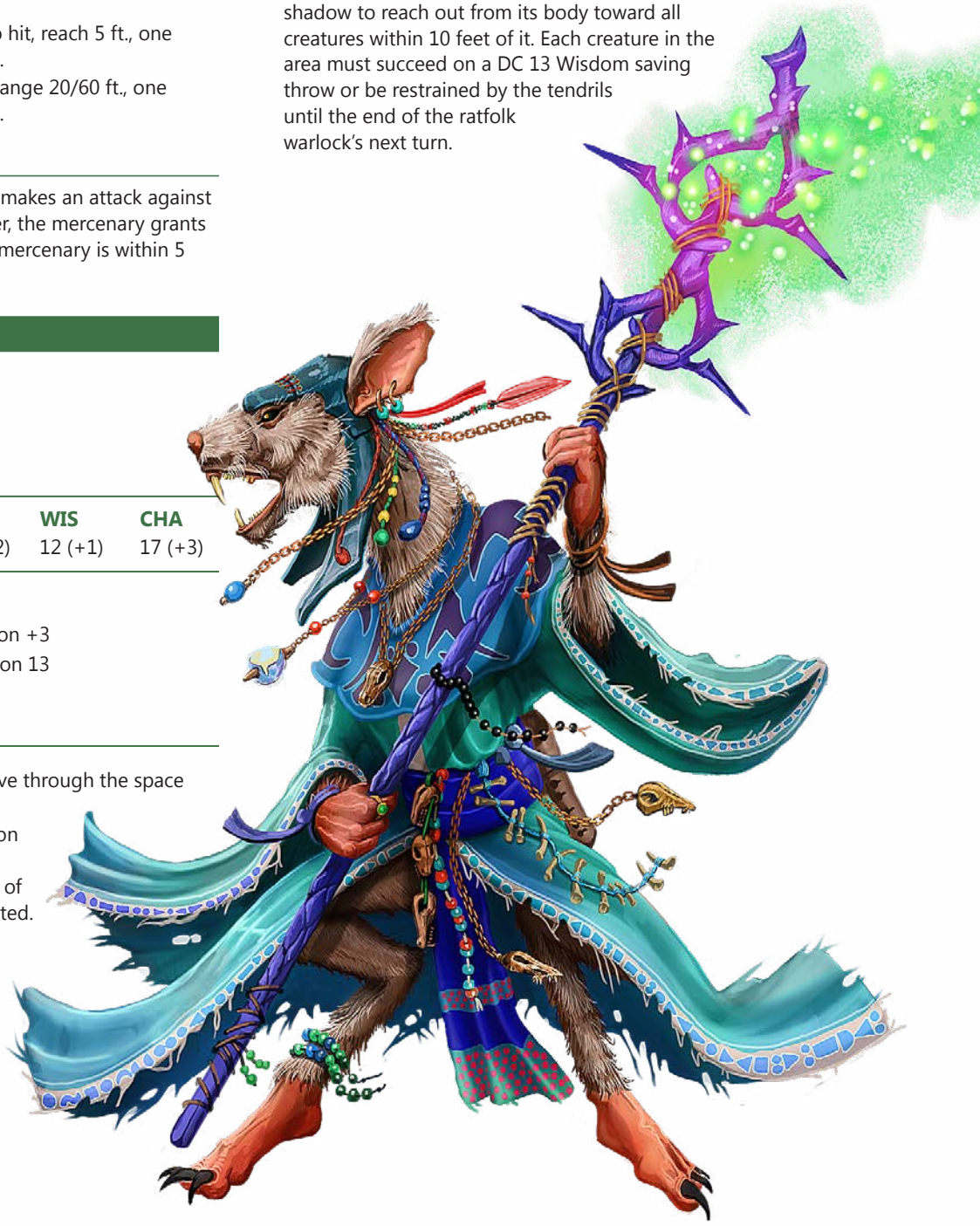
1/day each: *blindness/deafness, hold person*

ACTIONS

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

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

Darken. The ratfolk warlock causes tendrils of shadow to reach out from its body toward all creatures within 10 feet of it. Each creature in the area must succeed on a DC 13 Wisdom saving throw or be restrained by the tendrils until the end of the ratfolk warlock's next turn.



Razorleaf



This vaguely humanoid-shaped plant boasts shimmering black and plum-colored leaves sprouting from from its head, back, and arms. The leaves are wickedly sharp and can be shaken loose to form deadly slashing clouds.

Roots in Shadow. Razorleaves grow where the veil between the Shadow Realm and the Material Plane has thinned and darkness bleeds through into the soil. Their plant-like bodies are tinged with shadow magic but are as tangible as any other shrub or tree. Their roots are made of pure shadow and have a corrupting effect on other plants and animals around them.

Letting the Light Out. Mature razorleaves have a darkening effect on the area in which they live. Nonmagical sources of light are only half as effective in these plants' groves. There is a 50% chance that a portal to the Shadow Realm will appear wherever three or more razorleaves dwell. Sustained by the presence of the plants, the portal serves as a doorway between worlds.

RAZORLEAF

Medium plant, neutral evil

Armor Class 14 (natural armor)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

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

Skills Perception +4
Damage Vulnerabilities fire
Damage Resistances cold, necrotic
Condition Immunities blinded, deafened, exhaustion
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14
Languages —
Challenge 5 (1,800 XP)

Dark Ground. As an action, the razorleaf can dig its roots into the ground, securing itself in place and causing the area in a 20-foot radius around it to be shrouded in shadow. While rooted in this way, the razorleaf's speed becomes 0, it can't be knocked prone, and its attacks deal an extra 3 (1d6) necrotic damage. This area is difficult terrain and nonmagical sources of light are only half as effective while within it. Small and smaller beasts with Intelligence 3 or lower in the area lose their natural coloration and turn pale grey. These creatures are charmed by the razorleaf while within the area. Plants and trees inside the area turn an ashen color. The razorleaf can recall its roots and end this effect as a bonus action.

Do Not Touch. A creature that touches the razorleaf or hits it with a melee attack while within 5 feet of it takes 3 (1d6) slashing damage.

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

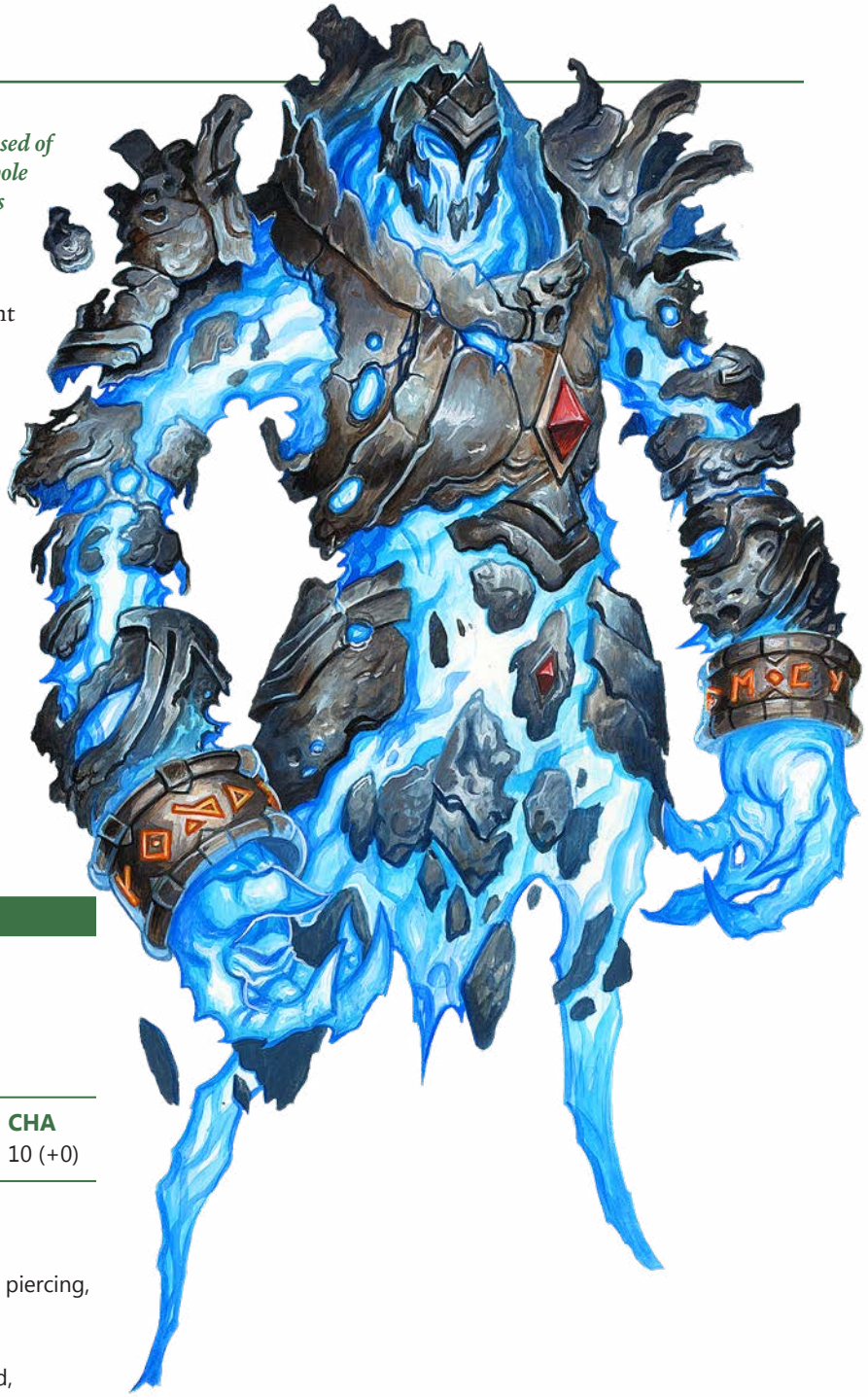
Actions

Multiattack. The razorleaf makes two lacerating leaves attacks.

Lacerating Leaves. *Melee Weapon Attack*: +5 to hit, reach 10 ft., one target. *Hit:* 12 (3d6 + 2) slashing damage.

Shower of Razors (Recharge 5-6). The razorleaf shakes loose a deadly shower of slicing leaves. Each creature within 10 feet of the razorleaf must make a DC 14 Dexterity saving throw, taking 21 (6d6) slashing damage on a failed save, or half as much damage on a successful one.

Ring Servant



The head, arms, and torso of this massive figure are composed of metal plates surrounding a core of glowing energy. The whole resembles a vaguely humanoid figure with two metal rings inscribed with glowing runes encircling its fists.

Ring servants are mighty constructs created by ring magic. Though large in stature, they are deceptively light due to their form being composed of energy. A ring servant stands 10 feet tall and weighs 300 pounds.

Fleeting Form. Ring servants are temporary beings, brought into existence by transmuting two simple metal rings into the weapons that surmount the creature's fists. These rings serve as the catalyst that generates the rest of the creature's form. Ring servants aren't mindless. They understand the fleeting span of their existence and don't rebel against it. Exceptions exists, where powerful ring wardens work tirelessly to imbue a ring servant with permanent existence. Such an enduring transformation is rare, however, and the resulting creature may have difficulty coming to terms with lingering in the world.

Construct Nature. A ring servant doesn't require air, food, drink, or sleep.

RING SERVANT

Large construct, neutral

Armor Class 15 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	8 (–1)	13 (+1)	10 (+0)

Saving Throws Str +8, Wis +4

Skills Athletics +8, Perception +4

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 14

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

Challenge 8 (3,900 XP)

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

Magic Weapons. The ring servant's slam attacks are magical.

Actions

Multiattack. The ring servant makes two slam attacks.

Slam. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage. The target must succeed on a DC 16 Strength saving throw or be knocked prone.

Ring of Destruction (Recharge 5-6). The ring servant discharges a spinning ring of magical energy. Each creature within 20 feet of the servant must make a DC 16 Dexterity saving throw, taking 45 (10d8) force damage on a failed save, or half as much damage on a successful one.

Roachling Scout

With carapace dulled and with antennae sharp, a roaching scout scuttles quietly through shadow and along walls, always evading notice while observing all around it. Their speed and stealth combine to cover a lot of territory.

Nose for Sugar. Roachling scouts hunt down and retrieve food and other goods their people have trouble attaining due to their appearance and social station. Scouts have an uncanny knack for locating sugar, which is a vital ingredient in a roachling's diet. Their climbing ability and size also make roachling scouts excellent spies.

Watchers. While most roachling scouts are sent to search and find, they are also excellent at watching and waiting. Some cults of Akyishigal (*Tome of Beasts*, p. 82) or Arbeyach (*Tome of Beasts*, p. 95) employ them as lookouts and informants.

Prone to Distraction. Roachling scouts can be easy to lead astray with a new scent, a delectable bit of rotting fruit, or a mysterious tune. Their curiosity is their greatest weakness.

ROACHLING SCOUT

Small humanoid (roachling), chaotic neutral

Armor Class 14

Hit Points 63 (14d6 + 14)

Speed 25 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	10 (+0)	14 (+2)	8 (–1)

Saving Throws Dex +6, Con +3

Skills Acrobatics +6, Perception +6, Stealth +6, Survival +6

Senses darkvision 60 ft., tremorsense 10 ft., passive Perception 16

Languages Common

Challenge 2 (450 XP)

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

Resistant. The roachling scout has advantage on Constitution saving throws.

Stealthy Traveler. The roachling scout can move stealthily while traveling at a normal pace.

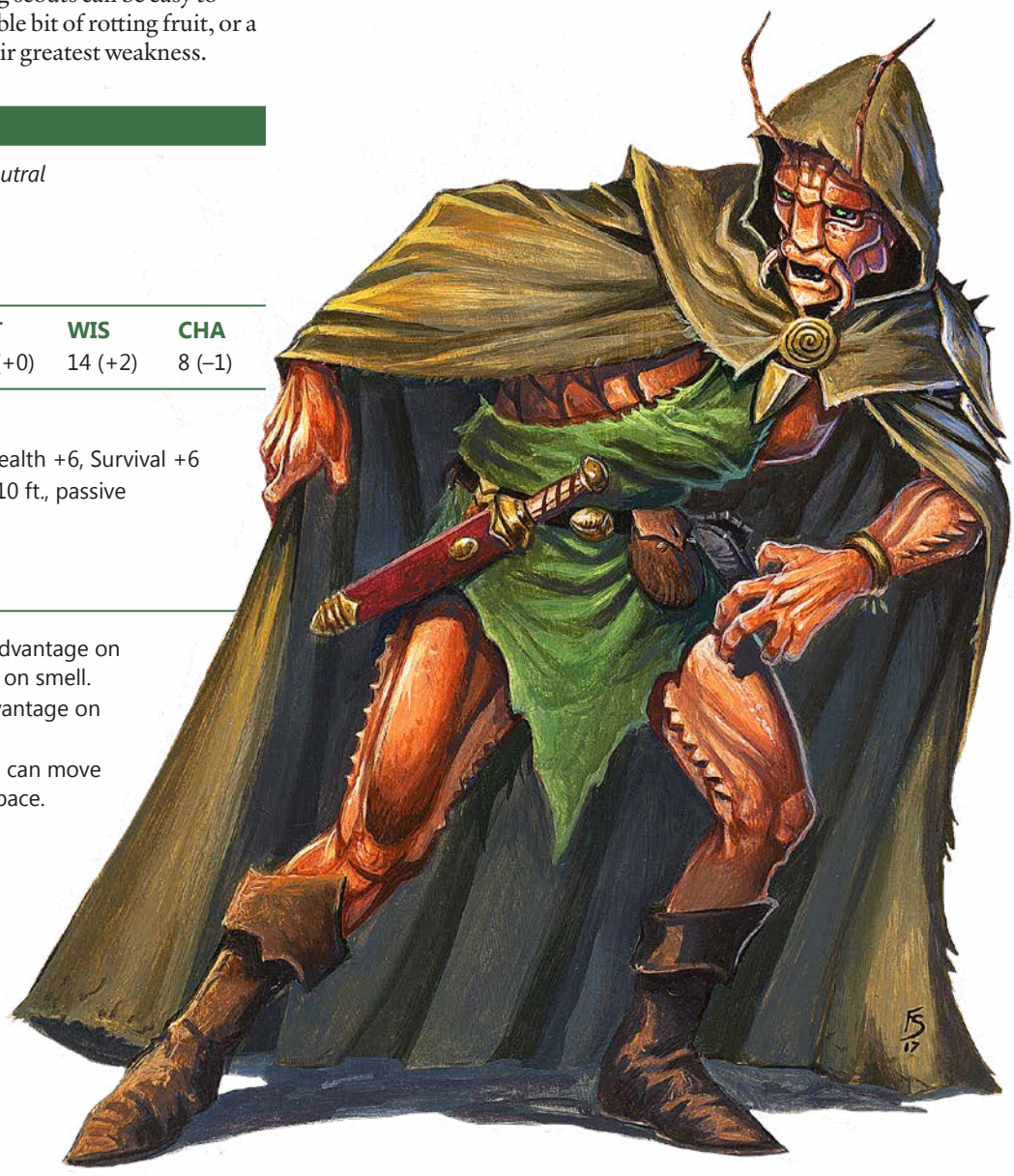
Unlovely. The roachling scout has disadvantage on Charisma (Performance) and Charisma (Persuasion) checks in interactions with non-roachlings.

ACTIONS

Multiattack. The roachling scout makes two begrimed shortsword attacks or two begrimed dart attacks.

Begrimed Shortsword. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) poison damage.

Begrimed Dart. *Ranged Weapon Attack*: +6 to hit, range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 7 (2d6) poison damage.



Roggenwolf



A large wolf with long, white fur and black eyes pads its way into the rows of corn and vanishes. A chorus of dozens of howls echoes from every corner of the field at once.

Smart Prey. The roggenwolf has a taste for the flesh of intelligent beings. It stalks the fields of rural settlements, rendering its prey immobile with its strange howling before dragging the creature away into the fields to feast. It will ignore sheep and goats unless shepherds and servants are unavailable; it lurks near fountains and wells, where people come for water, or along paths between small villages.

False Trails. A roggenwolf possesses just enough intelligence to understand a little of how humanoids think, and it often leaves the bones of its victims arranged in ways that mislead or cast blame on others. It may take a bone into a hunting kennel or place a scrap of cloth in a shepherd's hut to mislead others.

Extracting Payment for Services. Once seen as minor deities who received sacrifices in exchange for protecting fields and isolated farms, roggenwolves have adapted to take what they were once given. They do still provide the same protection, but this is entirely incidental; they deter other predators to protect their own source of food. Some rituals still call them up to service, harming enemies or chasing off wolves or monsters.

ROGGENWOLF

Medium monstrosity, neutral evil
Armor Class 13
Hit Points 60 (11d8 + 11)
Speed 40 ft.

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

Skills Perception +3, Stealth +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with silver
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 2 (450 XP)

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

Actions

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

Howl (Recharge 5-6). The roggenwolf lets loose a howl that can only be heard inside the minds of nearby creatures. Each creature within 30 feet of the roggenwolf that isn't an undead or a construct must succeed on a DC 13 Wisdom saving throw or become frightened and restrained for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending both effects on itself on a success.

CALLING A ROGGENWOLF

Clerics of nature-focused deities, druids, and rangers can call on a nearby roggenwolf for aid.

CALL A ROGGENWOLF

2nd-level divination (ritual)
Casting Time: 1 action
Range: 5 miles
Components: V, S, M
Duration: 1 hour

You call a roggenwolf within range to your side (though it may take some time to get to you) and can verbally communicate with it for the duration. If you make an offering of meat and a successful DC 13 Charisma ability check, the roggenwolf will give you information about nearby locations and prey, including whatever it has seen within the past day. You might be able to persuade a roggenwolf to attack a particular creature or howl at a particular location, at the GM's discretion.

Scitalis

The skin of this large snake is covered in an elegant pattern of intricate markings that scintillate with an eerie, supernatural brilliance. Its scales undulate a mesmerizing glamour as it slowly slithers forward.

Hypnotic Serpents. The scitalis is a deadly serpentine monstrosity that stuns its prey with the marvelous glimmer of its magically-variegated skin. Unlike most ophidians, these venomous hunters move rather slowly and rely on the stupefying effects of their otherworldly scales to capture the fleet of foot. With its prey adequately disabled, the scitalis languidly closes in to feast.

Warm-bodied Wyrms. Due to the strange quality of its iridescent skin, the scitalis is actually a warm-blooded reptile. This torpid supernatural monstrosity is cold-resistant and can be seen wandering as far as the frigid climes of the arctic. The snakeskin of the scitalis maintains some of its enchanted properties once shed and can often fetch handsome rewards from purveyors of the arcane.

Eldritch Origins. The provenance of the scitalis is a mystery as stupefying as its gleaming scales. Some sages speculate a draconic pedigree, while others claim this beautiful but deadly ophidian is a true child of Yig, the blasphemous Father of Serpents. Scitalis sightings are infrequent enough to fuel speculative and disquieting reports of variant breeds—glittering serpents with sinister spines, bat-like wings, or several sharp-toothed heads.



SCITALIS

Large monstrosity, unaligned
Armor Class 13 (natural armor)
Hit Points 58 (9d10 + 9)
Speed 20 ft., swim 30 ft.

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

Saving Throws Con +3, Wis +6, Cha +2
Skills Perception +6
Damage Resistances cold
Senses blindsight 10 ft., passive Perception 16
Languages —
Challenge 2 (450 XP)

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

ACTIONS

Bite. *Melee Weapon Attack*: +5 to hit, reach 10 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage plus 9 (2d8) poison damage.

Stunning Scales. Each creature of the scitalis' choice that is within 60 feet of the scitalis and can see it must succeed on a DC 14 Wisdom saving throw or 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the scitalis' Stunning Scales for the next 24 hours.

CLOAK OF IRIDESCENCE

Wondrous item, rare (requires attunement)

This shimmering cloak is made from the scales of a scitalis. While in an area of bright or dim light, you can pull the cloak's hood over your head to cause the scales to glimmer and shine. Each creature within 10 feet of you must succeed on a DC 15 Constitution saving throw or be blinded until the end of its next turn. Once this property has been used twice, it can't be used again until the next dawn. Pulling the hood up or down requires an action.

Scrag, Lesser and Greater

Suddenly, a pair of emaciated humanoids with greenish, rubbery hides, wicked looking claws, and enlarged lower jaws burst out of the side of the air pocket.

Demon Friends. Marine cousins of trolls, scrags as a group are very much attuned to water, water-based creatures, and water demons, going so far as to speak their languages and ally with forces of elemental water, ice, and ocean depths.

Net Stealers and Shipbreakers. Both lesser and greater scrags are notorious for pulling down fishing nets from under the water, then either devouring the fisherfolk who hold onto them or eating the catch out of a full net (abandoning the ripped nets afterwards). In groups led by a greater scrag, they often stave in a small ship's hull, sink it, and devour the crew.

LESSER SCRAG

Medium monstrosity, chaotic evil
Armor Class 13 (natural armor)
Hit Points 45 (7d8 + 14)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	8 (−1)	10 (+0)	9 (−1)

Senses darkvision 60 ft., passive Perception 10
Languages Abyssal, Aquan
Challenge 2 (450 XP)

Amphibious. The scrag can breathe air and water

Regeneration. The lesser scrag regains 5 hp at the start of its turn if it is in contact with water. If the scrag takes acid or fire damage, this trait doesn't function at the start of the scrag's next turn. The scrag dies only if it starts its turn with 0 hp and doesn't regenerate.

ACTIONS

Multiattack. The lesser scrag makes two attacks: one with its bite and one with its claws.

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

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

GREATER SCRAG

Large monstrosity, chaotic evil
Armor Class 16 (natural armor)
Hit Points 127 (15d10 + 45)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	17 (+3)	10 (+0)	10 (+0)	11 (+1)

Saving Throws Str +8, Con +6
Senses darkvision 60 ft., passive Perception 10
Languages Abyssal, Aquan, Giant
Challenge 7 (2,900 XP)

Amphibious. The scrag can breathe air and water.

Blood Frenzy. The scrag has advantage on melee attack rolls against any creature that doesn't have all of its hp.

Regeneration. The greater scrag regains 10 hp at the start of its turn if it is in contact with water. If the scrag takes acid or fire damage, this trait doesn't function at the start of the scrag's next turn. The scrag dies only if it starts its turn with 0 hp and doesn't regenerate.

ACTIONS

Multiattack. The greater scrag 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)

Claws. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit:* 12 (3d4 + 5)



Sentinel in Darkness



A blindfolded, stone face leers down from beneath a hooded cloak stitched from thousands of desiccated treasure maps. With each step the four-armed, stone figure takes, torches sputter, compasses spin, and ink fades.

Protector of Secrets. Sentinels in darkness are magical constructs tasked with guarding secret vaults and reliquaries. These creatures ward off plunderers with their imposing form, brute strength, and magical nature that obscures secrets. It is said when a sentinel is slain, its cloak of maps burns away, leaving behind one map to a great, secret treasure.

Magical Theft. Sentinels in darkness can magic away a coveted item, while cursing explorers with an unquenchable desire to find secrets—even at the cost of the explorer's own health.

Awakening the Sentinel. To animate a sentinel in darkness, the creator must imbue an inert stone golem with the spirit of a mortal that died having taken at least one terrible secret to the grave.

Construct Nature. A sentinel in darkness doesn't require air, food, drink, or sleep.

SENTINEL IN DARKNESS

Large construct, unaligned

Armor Class 13 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (–1)	16 (+3)	6 (–2)	18 (+4)	1 (–5)

Skills Perception +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses truesight 60 ft., passive Perception 17

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

Challenge 7 (2,900 XP)

Scourge of the Seekers. The sentinel has advantage on attack rolls against creatures with darkvision, blindsight, or truesight.

Vault Keeper. Secret doors and illusory walls within 1,500 feet of the sentinel have the DC to detect their presence increased by 5.

Actions

Multiattack. The sentinel makes two stone fist attacks. If both attacks hit a Large or smaller creature, the target must succeed on a DC 15 Wisdom saving throw or lose one non-weapon, non-armor object that is small enough to fit in one hand. The object is teleported to a random unoccupied space within 200 feet of the sentinel. The target feels a mental tug in the general direction of the item until it is recovered.

Stone Fist. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit:* 18 (2d12 + 5) bludgeoning damage.

Curse of the Wanderer (Recharge 6). One creature the sentinel can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or suffer the Curse of the Wanderer. While cursed, the creature's speed is halved and it can't regain hp. For every 24 hours it goes without discovering or learning new information, it takes 10 (3d6) psychic damage. The curse lasts until it is lifted by a *remove curse* spell or similar magic.

Serpentfolk of Yig



The hooded cultist utters a sibilant phrase. Then, like a fading mask of fog, his face suddenly vanishes and in its stead leers a monstrous serpent's head. His terrible, slit eyes blaze unblinkingly as his scaly hands twist and contort in arcane gestures.

Priests of the Serpent God. Grim tales are told of a prehistoric race of evil snake-people who, wearing the guise of a human cult, have surreptitiously built a monstrous religion around the worship of—the serpent god Yig. As an actor dons a mask, these fiendish humanoids use illusory magic to imitate anyone they wish. This disguise is often betrayed, however, by the presence of the serpentfolk's frightful, fetid scent.

Under Cloak of Blasphemy. Serpentfolk of Yig rely on natural cunning and the sorcery of their cold, reptilian bloodline to survive. These snake-people live in secret amongst the cities of civilized nations and plot to overthrow the warm-blooded inheritors of the world "when the stars are right." Known as "they that walk the night," the serpentfolk of Yig live to serve their dark god's hideous, evil agenda. Many seek to become powerful spellcasters and master assassins to better serve their cruel life's purpose. The Queen of Serpents (see page *34*) considers the serpentfolk abominations, corrupted versions of true serpents, and there is great enmity between her followers and the followers of Yig.

The Snake That Speaks. In defiance of the creation myths surrounding the World Serpent Veles, the serpentfolk worship their Great Old One progenitor as the true Father of Serpents, knowing him by many names—Set, Quetzelcoatl, and Ningishzida among them. As their insidious cults grow in size—swollen with allied horrors like the Servants of Yig, the scitalis (see page *321*), and other reptilian monstrosities—the serpentfolk move further and further from their shadowed jungle enclaves to corrupt the credulous kingdoms of man.

SERPENTFOLK OF YIG

Medium humanoid, neutral evil
Armor Class 12
Hit Points 40 (9d8)
Speed 30 ft.

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

Saving Throws Cha +4
Skills Deception +6, Perception +2, Stealth +4
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Abyssal, Common, Draconic, Infernal, Void Speech
Challenge 1 (200 XP)

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

Innate Spellcasting. The serpentfolk's innate spellcasting ability is Charisma (spell save DC 12). The serpentfolk can innately cast the following spells, requiring no material components:
3/day each: *charm person, disguise self*

Actions

Multiattack. The serpentfolk makes two attacks: one with its bite and one with its scimitar.

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage plus 3 (1d6) poison damage.

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

Shortbow. *Ranged Weapon Attack*: +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Servant of Yig

This massive ophidian is a hideous amalgam of man and snake—a fanged humanoid head with expressionless features sits atop the shimmering coils of a large, squamous body. As the creature hisses, its full lips open to speak in the rich, vibrant tone of an unknown tongue, forgotten long before the kingdoms of man arose.

Progeny of the Serpent God. Servants of Yig are monstrous humanoid-serpent hybrids that often serve as sentinels and assassins for the dreadful Old One Yig and his horrid devotees. The speckled, brownish hide and obscene stench of these long, scaly creatures contrasts the cold and otherworldly beauty of their emotionless countenance.

Abhorrent Executioners. Legends speak of a curse that dooms anyone foolish enough to betray Yig or raise his ire. Indeed, those condemned by the Great Old One are visited by these odious servants to meet an unpleasant end. When these unnerving creatures aren't engaged as masterfully covert hunters, they serve as the duly deranging guardians of dark, forbidden places.

The Swollen Death. The Servants of Yig are the Old One's children and were created in his horrible image. Their unholy venom causes the body of a creature slain by the poison to swell until its plump flesh ruptures with a repulsive "pop."

SERVANT OF YIG

Medium aberration, neutral evil

Armor Class 12
Hit Points 90 (12d8 + 36)
Speed 30 ft., swim 30 ft.

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

Saving Throws Dex +4, Con +5, Wis +3, Cha +4
Skills Perception +5, Persuasion +4, Stealth +6
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive perception 11
Languages Abyssal, Common, Draconic, Infernal, Void Speech
Challenge 4 (1,100 XP)

Magic Resistance. The Servant of Yig has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The Servant of Yig's innate spellcasting ability is Charisma (spell save DC 12). The servant can innately cast the following spells, requiring no material components:
3/day each: *charm person, fear*
1/day: *confusion*

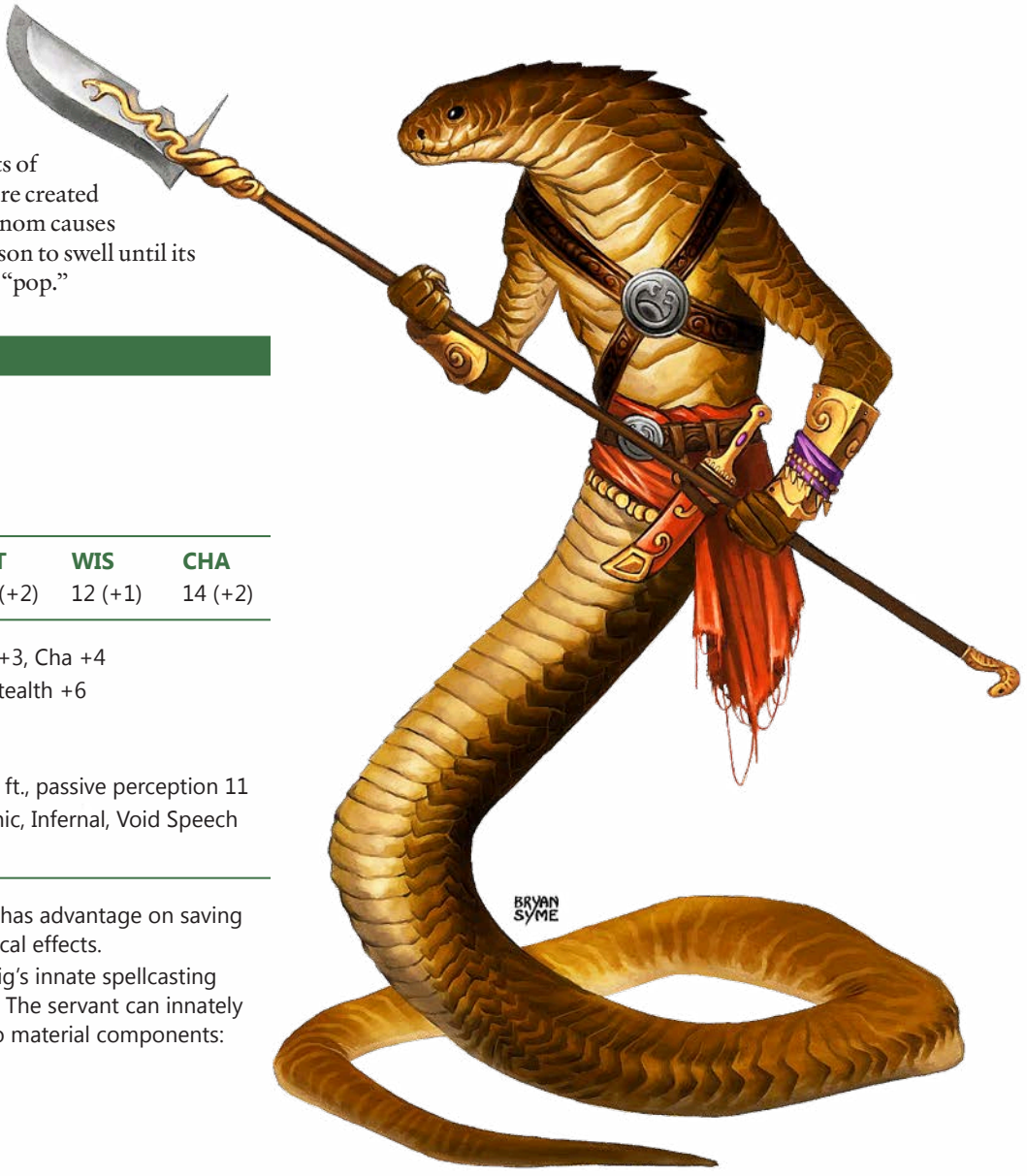
ACTIONS

Multiattack. The servant of Yig makes two attacks: one with its bite and one with its glaive.

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage plus 10 (3d6) poison damage. The target must succeed on a DC 13 Constitution saving throw or become poisoned. While poisoned this way, the target is incapacitated and takes 7 (2d6) poison damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

Constrict. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the Servant of Yig can't constrict another target.



Shadow Blight

The stump of a blackened, frostbitten conifer stands upright on six leg-like roots and scuttles sideways like an arboreal hermit crab. Inky shadows fill a hollow near the base of the stump.

Born of Vampires. When a vampire becomes a crimson mist (see page 67), the terrified, bestial essence of the vampire initially flees and hides as it attempts to regain its senses. The mist lurks in the shadow of a tall tree in the icy northern lowlands and devours tree-dwelling insects and small animals until it is strong enough to once again hunt. The tree, weakened by the necrotic energy coming off the strengthening crimson mist, often succumbs to frostbite, animating the next sunset as a shadow blight.

Spreading Parasite. The shadow blight longs to spread the shadow that animates it to other dead trees. It also tries to find a door to the Plane of Shadows, allowing it to exist in secluded darkness forever. It is willing to slaughter anyone who prevents it from satisfying its desires.

Red Flowering. Shadow blights are sometimes cultivated by vampires, liches, or necromancers as particularly loathsome guardians. When they kill a living creature, they briefly flower. These blossoms resemble a pinkish dogwood or, in some climates, a flowering plum tree.

SHADOW BLIGHT

Small plant, neutral evil

Armor Class 13 (natural armor)
Hit Points 65 (10d6 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	16 (+3)	5 (–3)	16 (+3)	3 (–4)

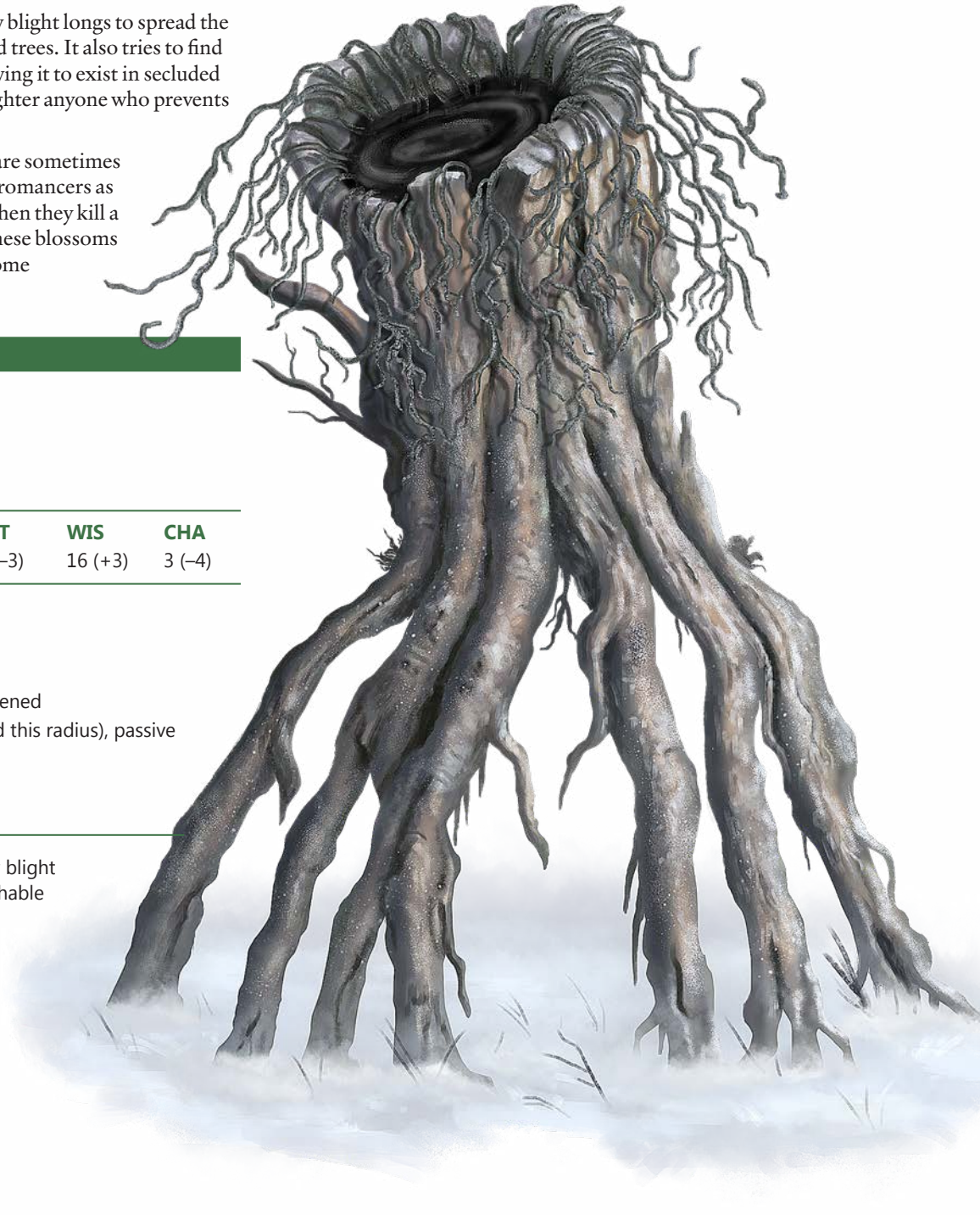
Skills Stealth +4
Damage Vulnerabilities fire
Damage Resistances cold, necrotic
Condition Immunities blinded, deafened
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 13
Languages —
Challenge 1 (200 XP)

False Appearance. While the shadow blight remains motionless, it is indistinguishable from the stump of a dead tree.

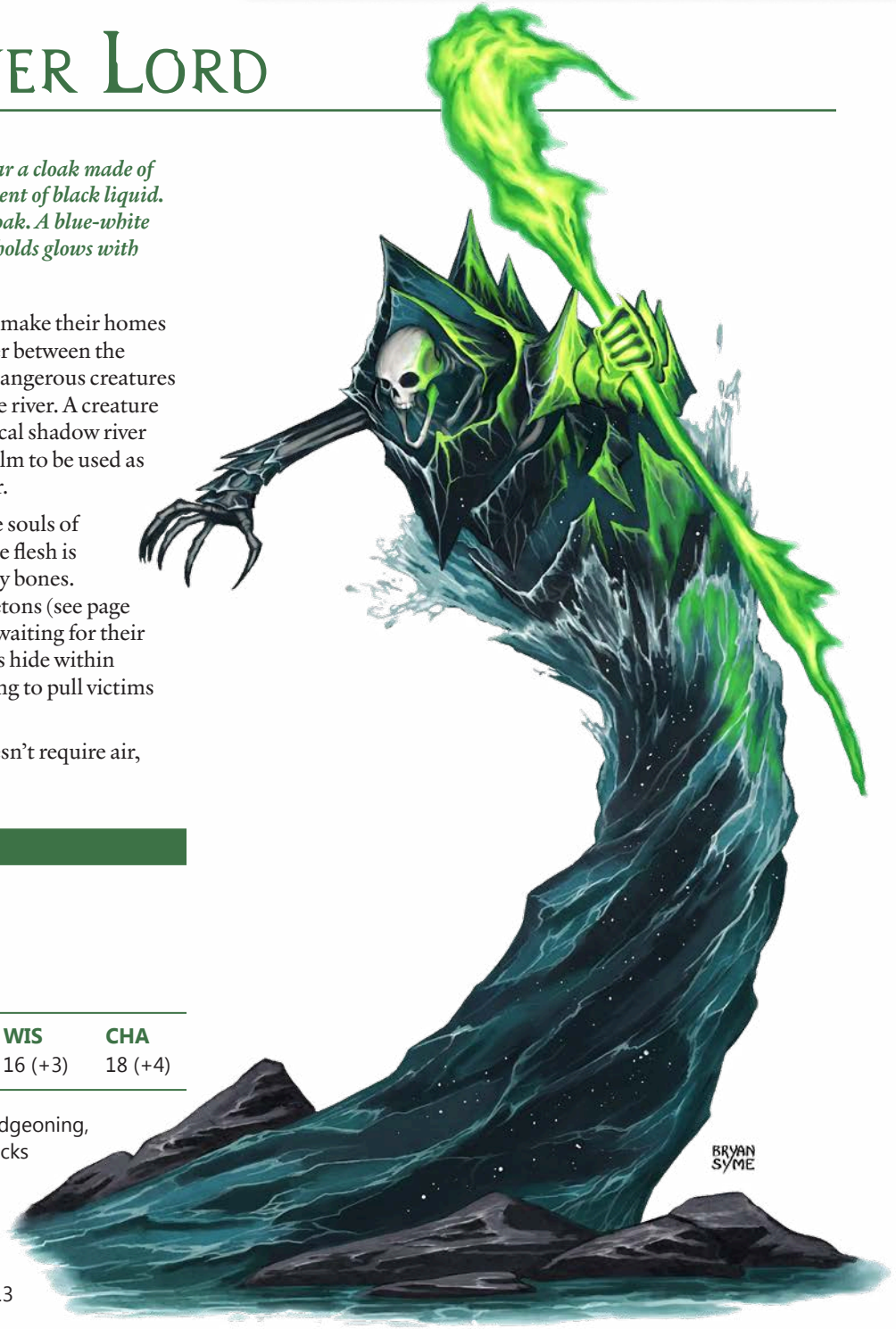
ACTIONS

Frozen Shadow Tendril. *Melee Spell Attack*: +5 to hit, reach 10 ft., one target. *Hit:* 7 (2d6) cold damage plus 3 (1d6) necrotic damage.

Animate Plants (Recharges after a Short or Long Rest). The shadow blight magically animates 1d4 plants within 60 feet of it, turning them into awakened shrubs under its control. These plants' attacks deal an additional 3 (1d6) necrotic damage. If the shrubs are not destroyed before 1 hour passes, they become new shadow blights.



Shadow River Lord



The figure rising from the water appears to wear a cloak made of stars, but the moonlight reveals a watery garment of black liquid. The form beneath the water is as fluid as the cloak. A blue-white skull grins from atop the body, and the staff it holds glows with green fire.

Undead Fey Spirits. Shadow river lords make their homes where dangerous rivers wear away the barrier between the mortal world and the dark fey lands. These dangerous creatures prey upon those who travel or reside near the river. A creature that dies in the river forfeits its soul to the local shadow river lord, who whisks the soul away to the fey realm to be used as currency or as a means to gain further power.

Shadow Skeleton Servants. While the souls of the victims of a shadow river lord are lost, the flesh is devoured by the river's denizens, leaving only bones. These bones are reanimated as shadow skeletons (see page 342), which lurk beneath the river's surface, waiting for their master's call to action. The shadow skeletons hide within rapids or at the deepest parts of a river, hoping to pull victims down to a watery demise.

Undead Nature. A shadow river lord doesn't require air, food, drink, or sleep.

SHADOW RIVER LORD

Medium undead, neutral evil

Armor Class 16 (natural armor)
Hit Points 135 (18d8 + 54)
Speed 30 ft., swim 60 ft.

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

Damage Resistances cold, fire, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 13
Languages Common
Challenge 9 (5,000 XP)

Amorphous. The shadow river lord can move through a space as narrow as one inch wide without squeezing.

Actions

Multiattack. The shadow river lord makes two greenfire staff or two shadowfrost bolt attacks. If two attacks hit the same target, the target must make a DC 16 Constitution saving throw or be blinded until the end of its next turn.

Greenfire Staff. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 7 (2d6) fire damage.

Shadowfrost Bolt. *Ranged Spell Attack:* +8 to hit, range 150 ft., one target. *Hit:* 9 (2d8) necrotic damage plus 7 (2d6) cold damage.

Shadow Geyser (Recharge 6). The shadow river lord expels a geyser of shadowy water from its staff in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 21 (6d6) necrotic damage and 21 (6d6) cold damage on a failed save, or half as much damage on a successful one.

Shantak

A loathsome, horse-headed creature of elephantine bulk stretches its great slippery wings in malignant joy. The leering monstrosity calls out with tittering tones that rasp like the scratching of ground glass.

Nameless Sentinels. The noisome and hippocephalic birds known as shantaks are the stuff of grotesque legends. These incredible, winged colossi originate from the fabled Mountains of Leng, where they brood amongst immense quarries and cyclopean cities of onyx.

Hideous Mounts. Shantaks often serve as mounts and servitors of arcane summoners and travelers of the Void (such as the inter-planar Folk of Leng). The rime and niter of the nether pits cling to the enormous wings of these repugnant beasts.

Void Traveler. The shantak doesn't require air, food, drink, or ambient pressure.

SHANTAK

Large monstrosity, lawful evil

Armor Class 16 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	6 (-2)	14 (+2)	8 (-1)

Saving Throws Con +7, Wis +5

Skills Perception +5

Damage Resistances necrotic

Senses darkvision 120 ft., passive Perception 15

Languages understands Common and Void Speech, but can't speak

Challenge 5 (1,800 XP)

Eldritch Sight. Magical darkness doesn't impede the shantak's darkvision.

Flyby. The shantak doesn't provoke an opportunity attack when it flies out of an enemy's reach.

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

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

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

Unctuous Hide. A shantak's hide is very slippery. A rider can dismount a shantak without any penalty to movement speed. If an effect moves the shantak against its will while a creature is on it, the creature must succeed on a DC 15 Dexterity saving throw or fall off the shantak, landing prone in a space within 5 feet of it. If a rider is knocked prone or unconscious while mounted, it must make the same saving throw. In addition, the shantak can attempt to shake off a rider as a bonus action, forcing the rider to make the saving throw to stay mounted.

ACTIONS

Multiattack. The shantak makes two attacks: one with its bite and one with its talons.

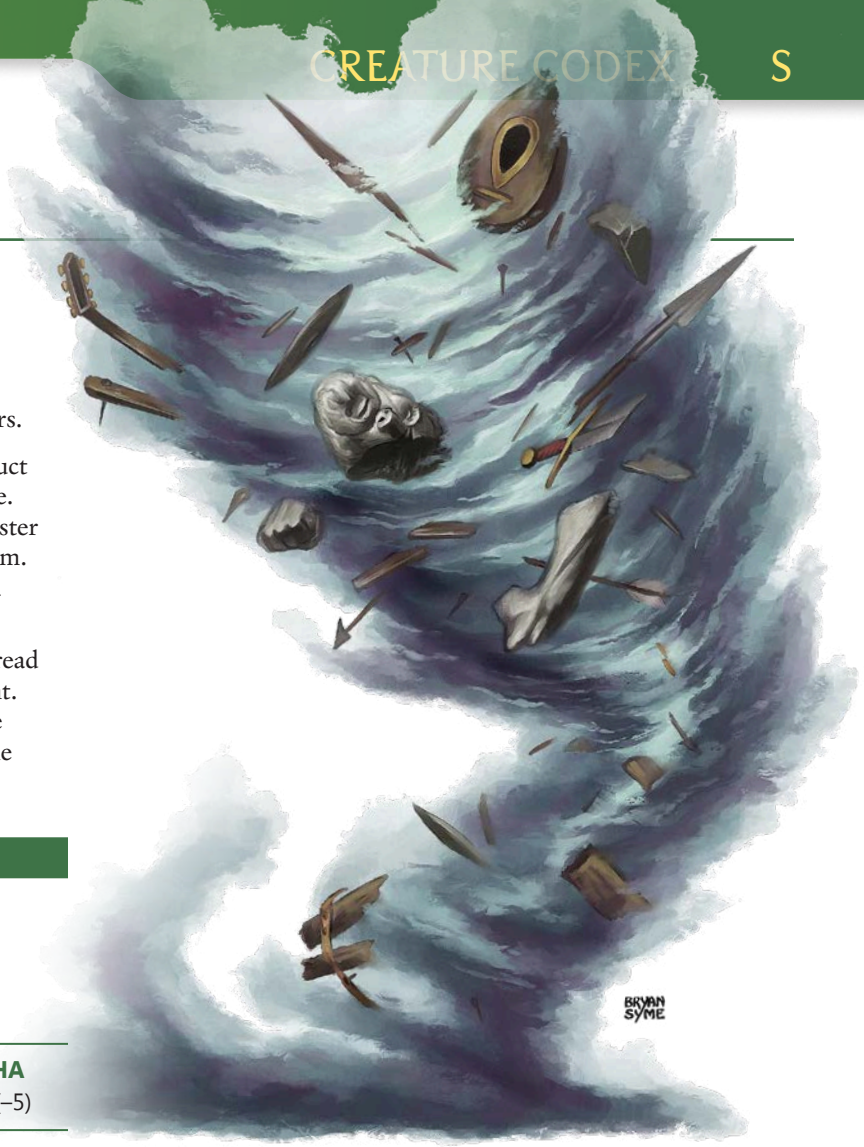
Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 5 (1d10) necrotic damage.

Talons. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 5 (1d10) necrotic damage.

Insane Tittering (Recharge 4-6). The shantak emits a horrific screech. Each non-shantak creature within 60 feet of it that can hear it must succeed on a DC 15 Constitution saving throw or be frightened until the end of the shantak's next turn. The shantak can choose to include or exclude its rider when using this action.



Shard Swarm



Broken pieces of metal, clay, and wood fly together in an erratic tornado.

Most junk heaps are extremely forgettable. It takes refuse literally coming to life to leave lasting memories…and scars.

Recycled Guardians. The process for creating construct guardians requires an investment of energy, gold, and time. When one of these guardians is destroyed, a thrifty spellcaster taps the residual magic of the scraps to create a shard swarm. The creator strategically positions the swarm to look like a harmless pile of junk, so it can surprise intruders.

Surprise Cages. The pieces of a shard swarm can be spread far apart from one another and come together in an instant. Some creators use the swarms as living cages, ordering the shards to simply hold any uncooperative intruders until the creator performs a proper interrogation.

SHARD SWARM

Medium swarm of Tiny constructs, unaligned

Armor Class 13 (natural armor)
Hit Points 22 (5d8)
Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (–4)	13 (+1)	11 (+0)	1 (–5)	5 (–3)	1 (–5)

Damage Resistances bludgeoning, piercing, slashing
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7
Languages —
Challenge 1/2 (100 XP)

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

Come Together (3/Day). If the shard swarm has at least 1 hit point and all of its pieces are within 30 feet of each other, the pieces can re-form as a bonus action in any space containing at least one of its pieces.

False Appearance. While the swarm remains motionless and isn't flying, it is indistinguishable from a normal pile of junk.

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

ACTIONS

Shards. *Melee Weapon Attack*: +3 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 5 (2d4) slashing damage or 2 (1d4) slashing damage if the swarm has half of its hp or less.

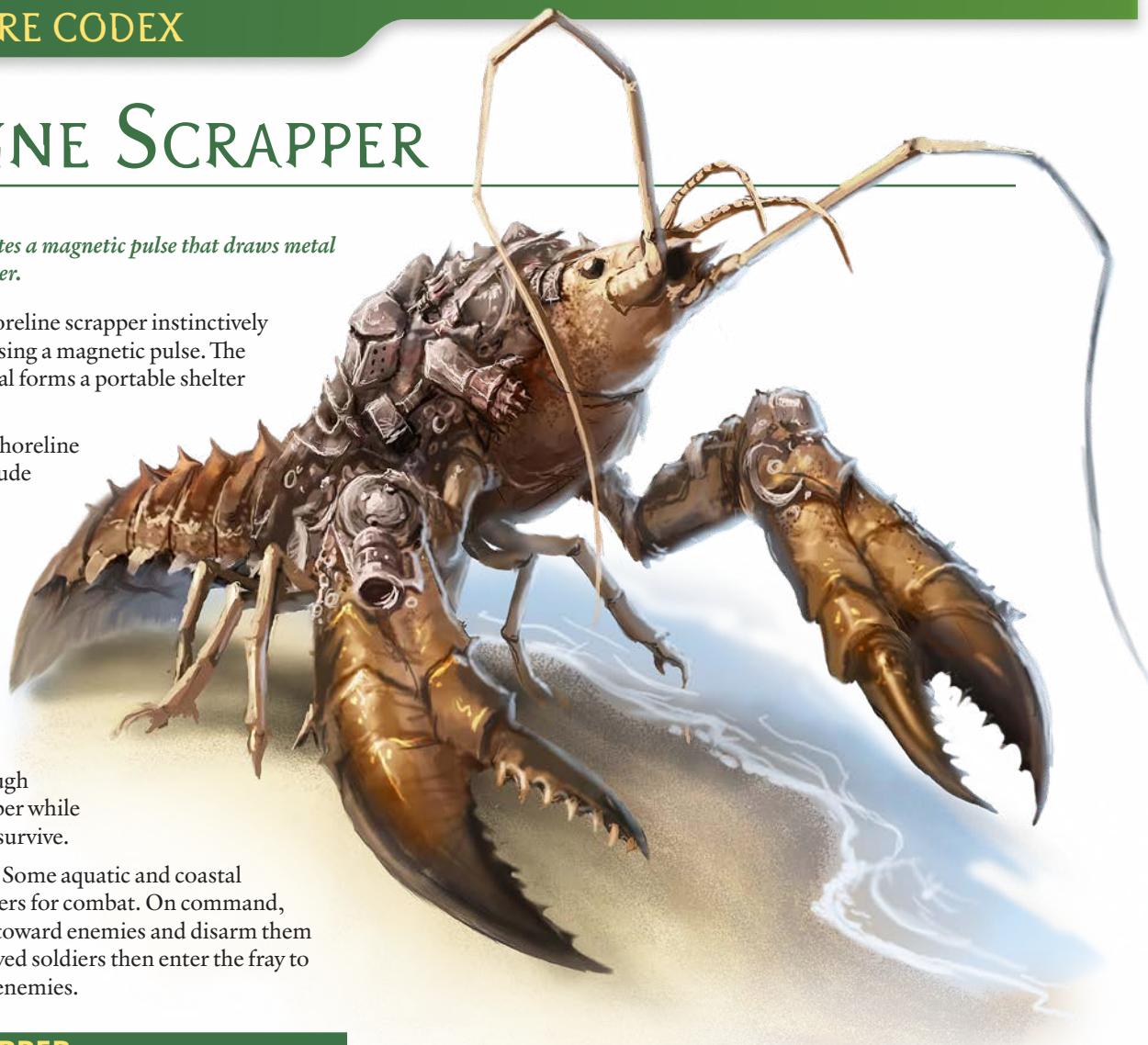
Shrapnel. *Ranged Weapon Attack*: +3 to hit, range 30 ft., one target. *Hit:* 3 (1d6) piercing damage. A piece of the swarm breaks off, falling into the target's space.

Contain (Recharge 5-6). The shard swarm envelopes one Medium or smaller creature in its space. The target must succeed on a DC 13 Dexterity saving throw or be restrained inside the swarm for 1 minute. The target has disadvantage on this saving throw if the shard swarm used Come Together to form in the target's space. While restrained, the target doesn't take damage from the swarm's Shards action, but it takes 5 (2d4) slashing damage if it takes an action that requires movement, such as attacking or casting a spell with somatic components. A creature within 5 feet of the swarm can take an action to pull a restrained creature out of the swarm. Doing so requires a successful DC 13 Strength check, and the creature making the attempt takes 5 (2d4) slashing damage.

VARIANT: RUBBLE SWARM

Some constructs are made entirely of stone and leave behind rubble when destroyed. A rubble swarm has the same statistics as a shard swarm, except that it deals bludgeoning damage with its attacks.

Shoreline Scrapper



This bulky crustacean generates a magnetic pulse that draws metal to its growing, shell-like shelter.

Metal Scavenger. A shoreline scrapper instinctively seeks metal and gathers it using a magnetic pulse. The creature's accumulated metal forms a portable shelter that acts as its shell.

Hunted for Hoard. A shoreline scrapper's hoard might include more than just rusty debris. As a result of scavenging a shipwreck or sunken city, its metal shell may contain valuables. For this reason, treasure seekers sometimes hunt shoreline scrappers. They hope to uncover riches from the creature's metal-hoard shell, but those foolish enough to engage a shoreline scrapper while equipped with metal rarely survive.

Conditioned for War. Some aquatic and coastal races train shoreline scrappers for combat. On command, shoreline scrappers charge toward enemies and disarm them of metal equipment. Deployed soldiers then enter the fray to annihilate their vulnerable enemies.

SHORELINE SCRAPPER

Large beast, unaligned

Armor Class 16 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	3 (–4)	11 (+0)	5 (–3)

Saving Throws Con +5
Skills Survival +2
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 4 (1,100 XP)

Amphibious. The shoreline scrapper can breathe air and water.

Magnetic Shell. At the start of each of the shoreline scrapper's turns, each creature within 5 feet of the scrapper must succeed on a DC 15 Strength saving throw or the metal items worn or carried by it stick to the scrapper's shell. A creature that is made of metal or is wearing metal armor that fails the saving throw is stuck to the shell and restrained. If the item is a weapon and the wielder can't or won't let go of the weapon, the wielder is adhered to the shell and is restrained. A stuck item can't be used. A creature can take its action to remove one creature or object from the shoreline scrapper's shell by succeeding on a DC 15 Strength check.

Items made of gold and silver are unaffected by the shoreline scrapper's Magnetic Shell. When the shoreline scrapper dies, all metal creatures and objects are released.

Metal Sense. The shoreline scrapper can pinpoint, by scent, the location of metals within 60 feet of it.

ACTIONS

Multiattack. The shoreline scrapper makes two claw attacks.

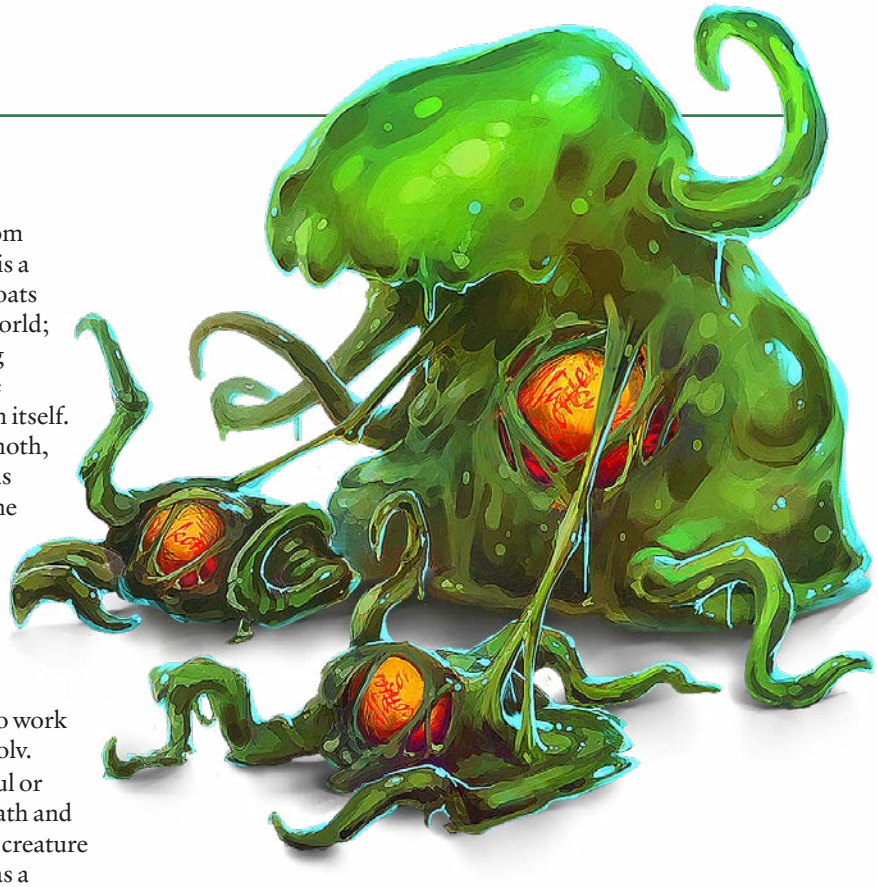
Claw. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage.

Magnetic Pulse (Recharge 5–6). The shoreline scrapper causes a surge in the magnetic power of its shell. Each creature within 25 feet of the shoreline scrapper is subjected to its Magnetic Shell. On a failed save, a creature's metal objects or the creature itself, if it is made of metal or wearing metal armor, are pulled up to 25 feet toward the shoreline scrapper and adhere to its shell. Creatures adhered to the shoreline scrapper's shell are restrained.

REACTIONS

Shell Protection. The shoreline scrapper adds 4 to its AC against one melee attack that would hit it as it withdraws into its shell. Until it emerges, it increases its AC by 4, has a speed of 0 ft., and can't use its claws or magnetic pulse. The shoreline scrapper can emerge from its shell as a bonus action.

The Shoth



Be at peace, lose your bones, be one with the shoth.

The shoth are an aberrant race of oozing humanoids from outside the known planes. Their leader, and namesake, is a creature with god-like powers whose gelatinous body floats like a star in a distant galaxy. The shoth have no home world; instead, they wander the universe inside massive oozing vessels capable of interplanar travel. The largest of these vessels, the Dripping Palace, contains an avatar of Shoth itself.

The singular purpose of Shoth, and therefore all the shoth, is to dissolve willing, sentient life in great bubbling pools called zolvs. Far from being war-like and dominating, the shoth instead form close relationships with creatures, assisting those creatures in whatever way they can. The shoth provide assistance, wisdom, riches, and guidance until the object of their attention accepts the greatest offer the shoth can make—absolute co-mingling. In this way, the shoth increase both their knowledge and their numbers. They have been known to work for a millennia or more before making the offer of the zolv.

The process of dissolving oneself in a zolv is not painful or unpleasant. The creature wades into the thick protein bath and is flooded with calm and peaceful emotions. Slowly, the creature submerges itself, and its body is dissolved, rising again as a vaguely-humanoid ooze.

The shoth follow a strict code of laws recorded in magical spheres called zoms. Each shoth carries its own zom, to which it telepathically refers often. Only the shoth can fully understand the zom's sigils and sounds, though magic such as the *comprehend languages* spell gives the caster some measure of understanding. The laws of Shoth are actually the collected wisdom of all the disparate sentient species who have been dissolved over the aeons.

The shoth divide themselves into different castes according to their age. Newly dissolved shoth are called soozes, while shoth who have persisted a century or more earn the title oth. These elders serve as generals in the shoth armies or as scholarly wizards who pursue magical knowledge to add to the collective. The few who live for 500 years or more become droths. These massive piles of ooze no longer appear humanoid, instead looking like smaller versions of Shoth itself. Droths are required for the creation of zolvs and, therefore, are usually the last to arrive to a world.

USING THE SHOTH

The shoth can be villains or allies. They play the long game with new races, often arriving in small numbers, and allying first with the less intelligent creatures. The shoth might help a small clan of goblins overcome a few nasty trolls with whom they share a cave. Similarly, the shoth may offer a powerful spell to an elvish court, which grants the elves advantage over their enemies. They may offer to liberate slaves, assist with the construction of a city, or help win a long, difficult war. Whatever their aid, their final offer is always the zolv.

Trustworthy. The shoth are true to their word. They are interested in gaining the trust of others and do not employ trickery, deception, or intimidation to obtain it. Once the shoth have targeted a creature or group for dissolution, they are true friends and allies.

Never by Force. Though the shoth have many laws recorded in the zoms, the overarching law states that creatures must agree to be dissolved without force or coercion. The zolv is the last step in the relationship, and it is never offered before the shoth are confident the creature will accept.

Avatar of Shoth

The avatar of Shoth is a gargantuan, oozing pile connected to two droths by viscous appendages. A massive pulsing zom sits in the center of its body, and it is from there that the laws and edicts of Shoth emanate. The avatar's zom is a powerful magical artifact, which stores, creates, and disseminates the rules and tenets of the shoth across the planes of existence. Through this zom, the avatar can communicate telepathically with any shoth over any distance and across any plane. The zom magically returns to Shoth if the avatar is slain.

Abandon or Persist. The avatar of Shoth is often called to worlds where the shoth have been unsuccessful in convincing a populace to dissolve with them. Though the shoth possess infinite patience, in certain circumstances Shoth determines it is no longer necessary to pursue a certain form of life. Alternatively, Shoth may decide to take extreme measures to encourage willingness to step into a zolv. On numerous occasions, Shoth has sent its avatar to destroy all other life on a world to force the reluctant race's hand.

The Avatar of Shoth's Lair

The Dripping Place is an enormous vessel that houses the avatar of Shoth itself. The massive ship is made from slime-exuding metal plates and is powered by mysterious, magical energy. The avatar pilots the ship from its central chamber. The Dripping Palace only arrives on worlds where the shoth have met extreme opposition. Wherever the palace goes, a force of oth paladins goes with it.

Lair Actions

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

- The avatar melts into the ooze of its lair, becoming invisible and teleporting to an unoccupied space within 100 feet of it. The invisibility lasts until the end of the avatar's next turn.
- The ooze covering the floor within 60 feet of the avatar ripples and forms into dozens of grasping pseudopods. Each non-shoth creature that starts its turn in the area must succeed on a DC 15 Strength saving throw or be grappled and restrained by the pseudopods. A creature, including the target, can take its action to remove the pseudopod from the target by succeeding on a DC 15 Strength check. The pseudopods dissolve when the avatar uses this lair action again or when the avatar dies.
- The avatar telepathically communicates with any creature with 0 hp within 120 feet of the avatar. That creature sees an indescribably beautiful unfolding pattern of stars and is immediately restored to 1 hp. A creature restored this way is charmed by the avatar until the end of its next turn. While charmed by the avatar, that creature is incapacitated and must move up to its speed toward the avatar on its turn.

AVATAR OF SHOTH

Gargantuan aberration (shoth), lawful neutral

Armor Class 18 (natural armor)
Hit Points 341 (22d20 +110)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	20 (+5)	18 (+4)	20 (+5)	22 (+6)

Saving Throws Con +12, Wis +12, Cha +13
Skills Insight +12, Perception +12, Persuasion +13
Damage Immunities acid, cold, fire
Condition Immunities charmed, frightened, prone
Senses blindsight 60 ft., truesight 60 ft., passive Perception 22
Languages all, telepathy 120 ft.
Challenge 21 (33,000 XP)

Absorbent. When the avatar damages a creature, it absorbs a portion of that creature's knowledge and power. As a bonus action, it can recreate any action available to a creature it damaged within the last minute. This includes spells and actions with limited uses or with a recharge. This recreated action is resolved using the avatar's statistics where applicable.

Amorphous. The avatar, including its equipment, can move through a space as narrow as 1 inch wide without squeezing.

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

Soothing Aura. Any creature hostile to the avatar that starts its turn within 30 feet of the avatar must succeed on a DC 20 Wisdom saving throw or have disadvantage on all attack rolls until the end of its next turn. Creatures with Intelligence 3 or lower automatically fail the saving throw.

Innate Spellcasting (Psionics). The avatar's innate spellcasting ability is Charisma (spell casting DC 21, +13 to hit with spell attacks). It may cast the following spells innately, requiring no components:

At will: *acid splash* (4d6), *light, spare the dying, true strike*
3/day each: *bless, blur, command, darkness, enthrall, shield*
2/day each: *counterspell, dispel magic*
1/day each: *black tentacles, confusion*

Actions

Multiattack. The avatar makes three oozing tentacle attacks.

Oozing Tentacle. *Melee Weapon Attack*: +12 to hit, reach 15 ft., one target. *Hit:* 31 (4d12 + 5) bludgeoning damage and 14 (4d6) acid damage.

Legendary Merge. A shoth with less than half its maximum hp can merge with any other shoth creature within 10 feet, adding its remaining hp to that creature's. The hp gained this way can exceed the normal maximum of that creature. The avatar can accept any number of such mergers.

Acid Wave (Recharge 5-6). The avatar rises up and crashes down, releasing a 20-foot radius wave of acidic ooze. Each creature in the area must make a DC 20 Dexterity saving throw. On a failure, a creature takes 67 (15d8) acid damage and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone.

Consult the Zom (1/Day). The avatar uses its action to consult its weighty zom for insight. The zom flashes brilliant crimson-and-white light. Each creature within 120 feet who can see the avatar must succeed on a DC 20 Constitution saving throw or be blinded until the end of its next turn. Each creature of the avatar's choice within 120 feet that speaks a language must succeed on a DC 20 Charisma saving throw or be stunned until the end of its next turn as the avatar telepathically utters a short expression that is particularly meaningful to that creature.

Legendary Actions

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

At Will Spell. The avatar casts one at will spell.

Oozing Tentacle. The avatar makes one oozing tentacle attack.

Acid Wave (Costs 2 Actions). The avatar uses Acid Wave, if it is available.

Droth

Oth who live for centuries eventually transform into droth. These huge, undulating piles of ooze travel from world to world, creating the zolvs wherever they are needed. Droth have a calming effect on living creatures, and their rippling surface is



not unlike a great body of water. Droth have a different sense of time than other shoth and communicating simple messages with them can take days or weeks. Droth are revered by the sooze and the oth, as they resemble Shoth itself. Droth, in turn, bolster the abilities of the lesser shoth.

Made From Their Bodies. The dissolving pools (zolvs) of the shoth are made from a portion of a droth. A droth who has recently created a zolv remains weakened (maximum hp halved)) for several days. For this reason, the droth are heavily guarded during and after the zolv production process.

DROTH

Huge aberration (shoth), lawful neutral

Armor Class 16 (natural armor)
Hit Points 230 (20d12 + 100)
Speed 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	20 (+5)	14 (+2)	16 (+3)	20 (+5)

Saving Throws Con +9, Wis +7, Cha +9
Skills Perception +7
Damage Resistances cold, fire
Damage Immunities acid
Senses blindsight 60 ft., passive Perception 17
Languages all, telepathy 100 ft.
Challenge 12 (8,400 XP)

Absorbent (3/Day). When the droth damages a creature, it absorbs a portion of that creature's knowledge and power. As a bonus action, it can recreate any action available to a creature it damaged within the last minute. This includes spells and actions with limited uses or with a recharge. This recreated action is resolved using the droth's statistics where applicable.

Amorphous. The droth, including its equipment, can move through a space as narrow as 1 inch wide without squeezing.

Soothing Aura. Any creature hostile to the droth that starts its turn within 20 feet of the droth must succeed on a DC 17 Wisdom saving throw or have disadvantage on all attack rolls until the end of its next turn. Creatures with Intelligence 3 or lower automatically fail the saving throw.

ACTIONS

Multiattack. The droth makes two oozing crush attacks.

Oozing Crush. *Melee Weapon Attack*: +8 to hit, reach 15 ft., one target. *Hit:* 30 (4d12 + 4) bludgeoning damage and 7 (2d6) acid damage.

Merge. A shoth with less than half its maximum hp can merge with any other shoth creature within 10 feet, adding its remaining hp to that creature's. The hp gained this way can exceed the normal maximum of that creature. A shoth can accept one such merger every 24 hours.

Acid Wave (Recharge 5-6). The droth rises up and crashes down, releasing a 20-foot-radius wave of acidic ooze. Each creature in the area must make a DC 17 Dexterity saving throw. On a failure, a creature takes 45 (10d8) acid damage and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone.

Oth

Oth are soozes that have lived at least 100 years. The oth command the soozes and pilot the strange oozing ships which carry the shoth from world to world. Oths take their orders from droths and negotiate with the creatures of a world. Their magic and natural charm help them to lead a creature, people, or species to the zolvs. Oths are large humanoids with four appendages, and they wear hooded cloaks. Their zoms are stored inside their chest and pulse rhythmically like a mortal heart.

Friendly. Oths are charismatic and friendly creatures, despite their oozing appearance. They have excellent senses of humor and can get along with nearly everyone. They sincerely want what is in the best interests of their allies. However, they work tirelessly to move their allies towards being dissolved since they see it as the best way of achieving ultimate kinship for all living creatures.



OTH

Large aberration (shoth), lawful neutral
Armor Class 15 (natural armor)
Hit Points 119 (14d10 + 42)
Speed 30 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	11 (+0)	14 (+2)	18 (+4)

Skills Arcana +3, Perception +5, Persuasion +7, Religion +3
Damage Resistances acid, cold, fire
Senses blindsight 60 ft., passive Perception 15
Languages all, telepathy 100 ft.
Challenge 5 (1,800 XP)

Amorphous. The oth, including its equipment, can move through a space as narrow as 1 inch wide without squeezing.

Multiple Roles. Choose either the Dripping Arcanist or Paladin of Shoth trait.

- **Dripping Arcanist**. The oth's innate spellcasting ability is Charisma (spell casting DC 15, +7 to hit with spell attacks). It may cast the following spells innately, requiring only verbal components:

  Cantrip (at will): *fire bolt* (2d10), *light, thaumaturgy*
  3/day each: *command, mage armor, magic missile*
  2/day each: *augury, detect thoughts*
  1/day: *fireball*

- **Paladin of Shoth**. The oth derives its power from Shoth itself, its zom shining with sacred light. Its Armor Class increases by 2. A non-shoth creature that starts its turn within 5 feet of the oth must succeed on a DC 15 Charisma saving throw or be blinded by the light of Shoth until the end of its turn.

ACTIONS

Multiattack. The oth makes two oozing slam attacks or one oozing slam and one greatsword attack.

Oozing Slam. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) bludgeoning damage and 2 (1d4) acid damage.

Greatsword (Paladin of Shoth Only). *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit:* 17 (4d6 + 3) slashing damage.

Merge. A shoth who has less than half its maximum hp can merge with any other shoth creature within 10 feet, adding its remaining hp to that creature's. The hp gained this way can exceed the normal maximum of that creature. A shoth can accept one such merger every 24 hours.

Spray (Recharge 6). The oth sprays acid in a 30-foot cone. Each creature in the area must make a DC 15 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.

Sooze

The sooze make up the bulk of the shoth's armed forces. It appears vaguely humanoid with two or three appendages capable of holding weapons or tools. Its zom sits inside its head, where the strange sphere is visible through its translucent flesh.

Unquestioning. The sooze follow the instructions of the oth and droths without hesitation. They retain some of the personality traits of their former selves, but they are eager to prove themselves and embrace their status as freshly dissolved.

SOOZE

Medium aberration (shoth), lawful neutral
Armor Class 12 (natural armor)
Hit Points 49 (11d8)
Speed 30 ft., climb 10 ft.

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

Skills Perception +4
Damage Resistances acid, cold, fire
Senses blindsight 60 ft., passive Perception 14
Languages all, telepathy 100 ft.
Challenge 1/2 (100 XP)

Amorphous. The sooze, including its equipment, can move through a space as narrow as 1 inch wide without squeezing.

Multiple Roles. Choose either the Laborer or Warrior trait.

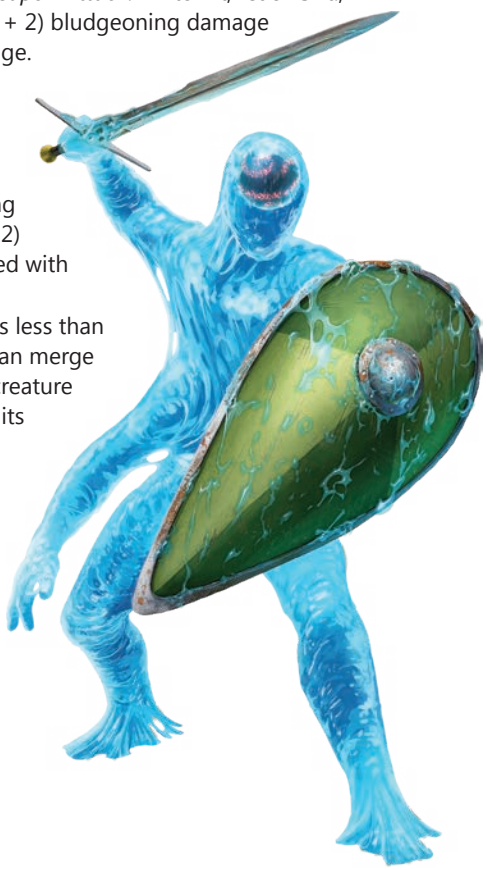
- **Laborer**. The sooze is strong and tireless. It gains immunity to exhaustion and can Dash as a bonus action 3 times each day.
- **Warrior**. The sooze is trained and equipped as a warrior. Its Armor Class increases by 2. The sooze has advantage on attack rolls against a creature if at least one of its allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

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

Longsword (Warrior Only). *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Merge. A shoth who has less than half its maximum hp can merge with any other shoth creature within 10 feet, adding its remaining hp to that creature's. The hp gained this way can exceed the normal maximum of that creature. A shoth can accept one such merger every 24 hours.



Sigilian



Students of magic scoff at the idea of sigilians. Living spells fleeing their tomes? Ridiculous. More likely a hazing ritual to frighten new students.

Born of Ink And Page. More experienced mages know sigilians are no prank. Whether intentionally created or born from improperly transcribed spells, they exist. They commonly appear as swirling clouds of glowing runes.

Hunger for Knowledge. Sigilians live unseen in libraries, arcing between books, eating words, and leaving behind scrambled passages. They're most dangerous when they enter spellbooks, where they can eat inscribed spells.

Sticks and Stones. Undisturbed sigilians are docile, but the destructive nature of their hunger makes it impossible for librarians and wizards to live and let live. Left alone, they can become powerful, self-aware, intelligent sigilians that store most of the words that form them in heavy tomes similar to a lich's phylactery.

Construct Nature. A sigilian doesn't require air, food, drink, or sleep.

SIGILIAN

Medium construct, unaligned

Armor Class 14
Hit Points 65 (10d8 + 20)
Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	18 (+4)	14 (+2)	5 (–3)	10 (+0)	20 (+5)

Skills Perception +2, Stealth +6
Damage Vulnerabilities psychic
Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 12
Languages understands Common but can't speak
Challenge 2 (450 XP)

Amorphous. The sigilian can move through a space as narrow as 1 inch wide without squeezing.

Cognivore. At the start of each of its turns if the sigilian is inside a book that is not a spellbook, it removes the words from 3 (1d6) pages and regains 7 (2d6) hp.

Home Sweet Tome. The sigilian can move half its speed to enter a book. If the book is being worn or carried by a creature, that creature must succeed on a DC 14 Dexterity saving throw or the sigilian enters the book. A creature can take its action to find the sigilian in a book by succeeding on a DC 12 Intelligence (Investigation) check. If successful, a creature can use a bonus action to tear out the pages where the sigilian is hiding, forcing the sigilian out of the book and into an unoccupied space within 5 feet. Alternatively, a creature can destroy the book with a successful melee attack, dealing half of the damage to the sigilian and forcing it out of the book into an unoccupied space within 5 feet.

Actions

Multiattack. The sigilian makes three attacks: one with its cut and two with its paste.

Cut. *Ranged Weapon Attack*: +6 to hit, range 60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage and the sigilian copies one of the target's weapon attacks for 1 minute.

Paste. *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* Damage die and type are determined by the copied weapon attack from Cut. Glowing runes in the image of that weapon appear as the sigilian attacks.

Devour Spell. While inside a spellbook, the sigilian eats one spell of the highest level present then exits the spellbook. It chooses to either make its next Paste attack with a number of damage dice equal to the eaten spell's level or regain 3 hp per spell level. The sigilian can only eat one spell at a time and must use the devoured spell's energy before attempting to enter another spellbook. The eaten spell's entry is garbled, but the owner can repair it for half the gold and time usually spent to copy a spell. If the owner has the spell prepared, it can re-record the spell during a long rest for no additional cost.

Simian, Kapi

Dressed in loose-fitting clothing, this lithesome monkey-like humanoid is covered from head to toe in golden fur. He wields a quarterstaff, and his long, prehensile tail twists and turns behind him, as if imbued with a life of its own.

A kapi's fur varies from snow white to reddish-brown with a yellowish-grey hue being the most common. Kapi from alpine forests have pale blue fur and red faces and hands.

Jungle Homeland. Kapi are a race of simian humanoids originally from tropical jungles, where they make their homes in treetop villages. Although most kapi still live in their homeland, their restless tendencies have led many of them to venture forth and explore distant lands. Kapi can be found living alongside humans and other races in villages, towns, and cities throughout the world.

Insatiable Curiosity. Kapi are intrigued by strangers and are constantly asking questions, often beyond the point where this becomes annoying. Their innate curiosity and good-hearted nature means that kapi will sometimes throw their lot in with adventurers, priests, and other wanderers. Several famous tales recount the escapades of bold and brave kapi who accompanied legendary heroes and pious monks as sidekicks and protectors.

Playful Tricksters. Kapi enjoy playing harmless pranks on others and sometimes acquire unattended items that don't belong to them, using their prehensile tails to grab small objects while no one is looking. These playful antics can often be misunderstood by humorless folk. When this happens, the kapi's ability to scamper up the nearest tree to get out of harm's way proves very handy.

KAPI

Medium humanoid (simian), chaotic good
Armor Class 14
Hit Points 13 (3d8)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	10 (+0)	11 (+0)	13 (+1)	9 (−1)

Skills Acrobatics +6, Sleight of Hand +6, Stealth +6
Senses darkvision 60 ft., passive Perception 11
Languages Common, Simian
Challenge 1/2 (100 XP)

Nimble Feet. The kapi can take the Disengage action as a bonus action on each of its turns.

Prehensile Tail. The kapi can use its tail to pick up or hold a small object that isn't being worn or carried. It can use its tail to interact with objects, leaving its hands free to wield weapons or carry heavier objects. The kapi can't use its tail to wield a weapon but can use it to trip an opponent (see below).

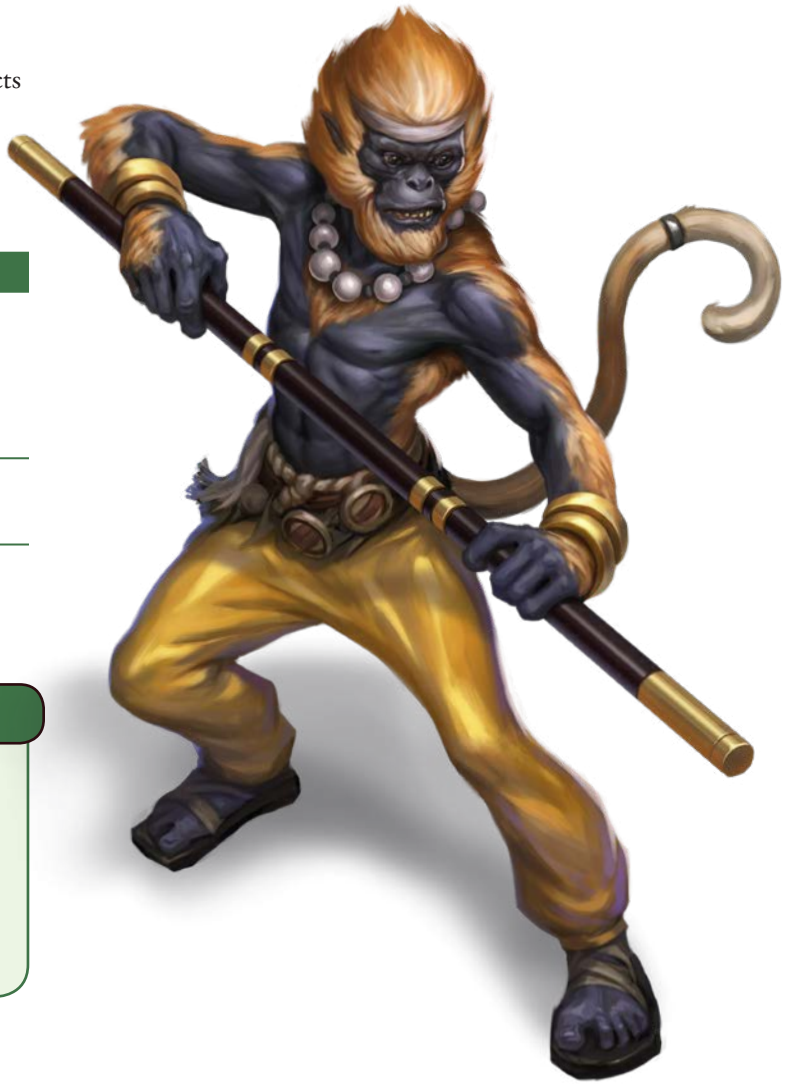
ACTIONS

Multiattack. The kapi makes two attacks: one with its quarterstaff and one with its tail trip.

Quarterstaff. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage or 6 (1d8 + 2) bludgeoning damage if used with two hands.

Tail Trip. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* The target must succeed on a DC 14 Dexterity saving throw or be knocked prone.

Sling. *Ranged Weapon Attack*: +6 to hit, range 30/120 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.



KAPI IN MIDGARD

The kapi homeland is the Kamunthalur Jungle in Khandiria, far to the southeast of the Crossroads region and east of the Red Wastes. The great kapi city of Mangchala is located in a hidden gorge deep in the rainforest. Behind a towering waterfall, hundreds of cave mouths in the cliffside lead into the underground city, where the benevolent but capricious Monkey King rules.

Simian, Monkey King



As the hunter leveled his crossbow at the old silverback gorilla, a blur crossed his vision. An enormous monkey swung past him, striking him in the head with a ringed staff. The monkey's grin seemed both playful and terrifying.

Origin of the Monkey King. The gods once saw the most gifted, powerful monkey ever born, and they invited him to perform for them. The monkey, being curious, found the Peaches of Immortality, and he ate as many of them as he could find. The magical fruit gave him extraordinary powers, transforming him into the Monkey King.

Master of the Simians. When the forces of civilization encroached on the lands of the simians, the Monkey King led his army of apes and monkeys against the hostile incursion of hunters and explorers. To this day, when his kind is threatened, the Monkey King appears to fight off the intruders.

Wise Teacher. The Monkey King is sought by students hoping to learn the ways of his kind. The mix of wisdom and action, of great physical ability and great peace, is passed from the Monkey King to those worthy of his teachings.

MONKEY KING

Medium celestial, neutral

Armor Class 21 (natural armor)
Hit Points 262 (25d8 + 150)
Speed 60 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	24 (+7)	22 (+6)	16 (+3)	21 (+5)	17 (+3)

Saving Throws Dex +14, Con +13, Wis +12
Skills Acrobatics+ 14, Deception +10, Insight +12, Perception +12, Stealth +14
Damage Immunities necrotic, poison, radiant
Condition Immunities charmed, frightened, poisoned, stunned
Senses truesight 120 ft., passive Perception 22
Languages Celestial, Common, Simian
Challenge 21 (33,000 XP)

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

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

Simian Affinity. The Monkey King can communicate with primates as if they shared a language. In addition, he can control primates with an Intelligence of 8 or lower that are within 120 feet of him.

ACTIONS

Multiattack. The Monkey King makes three golden staff attacks or two golden staff attacks and one tail attack.

Golden Staff. *Melee Weapon Attack*: +14 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage plus 7 (2d6) radiant damage.

Enlightened Ray. *Ranged Spell Attack:* +12 to hit, range 100 ft., one target. *Hit:* 18 (4d8) radiant damage. The target must succeed on a DC 18 Charisma saving throw or be stunned until the end of its next turn.

Tail. *Melee Weapon Attack*: +14 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage, and the target must succeed on a DC 22 Dexterity saving throw or be knocked prone.

REACTIONS

Drunken Dodge. When the Monkey King is hit by a weapon attack, he gains resistance to bludgeoning, piercing, and slashing damage until the end of that turn.

LEGENDARY ACTIONS

The Monkey King 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 Monkey King regains spent legendary actions at the start of his turn.

Great Leap. The Monkey King moves up to his speed without provoking opportunity attacks.

Quick Staff. The Monkey King makes a golden staff attack.

Golden Burst (Costs 3 Actions). Each creature of the Monkey King's choice within 10 feet of him must make a DC 18 Charisma saving throw, taking 36 (8d8) radiant damage on a failed save, or half as much damage on a successful one.

Simian, Vanara

Wearing short pants and a colorful turban, this monkey-like creature howls a warning, its tan fur bristling.

Quick and agile, vanara's long arms and prehensile tails are quite adept at many tasks. Their bodies are covered in fur, usually brown or black, but sometimes grey, white, or auburn. While they do bundle up in colder climates, most vanaras dress only in short pants or waist wraps and a colorful or plain white turban.

Efficient and Supportive. Vanaras are a contemplative race that dwells in forests or along coastlines. They live in tribes or clans, which are self-sufficient and have little need for trade with cities. They are quite helpful to outsiders that seek assistance, however, for they believe that good deeds towards others will be returned.

Sentinels of the Forest. Unlike their restless kapi cousins, vanaras are content with life in the forest and feel it is their duty to protect it. They communicate via rich, sonorous songs that can be heard for miles, warning those of ill intent not to tread in areas under their protection.

Deeply Spiritual. Many vanaras spend hours meditating on topics that face their tribes or lands, seeking guidance from higher powers. They regularly gather to sing in deep, booming harmony in their own form of prayer to such higher powers.

VANARA

Medium humanoid (simian), neutral good

Armor Class 13
Hit Points 55 (10d8 + 10)
Speed 30 ft., climb 30 ft.

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

Skills Acrobatics +5, Perception +4, Stealth +5
Senses darkvision 60 ft., passive Perception 14
Languages Common, Simian
Challenge 2 (450 XP)

Distract. As a bonus action, the vanara can use its tail to distract an opponent within 5 feet of it by pulling on an arm, tossing dirt in the target's face, or some other method of interfering. The target must succeed on a DC 13 Dexterity saving throw or have disadvantage on all attacks against the vanara until the vanara's next turn.

Quadrupedal Dash. As a bonus action, the vanara can move up to 80 feet without provoking opportunity attacks. It can't use this trait if it is wielding a weapon or holding an object weighing more than 10 lbs.

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

Actions

Slam. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage and the target must succeed on a DC 13 Dexterity saving throw or drop its weapon in a space within 10 feet of the target.

Sling. *Ranged Weapon Attack*: +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Howl (Recharge 5-6). The vanara releases a sonorous howl in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw. On a failure, a creature takes 18 (4d8) thunder damage and is deafened for 1 minute. On a success, the creature takes half the damage and isn't deafened.



Simurg



The titanic creature's wolf-like paws reach for the ground, as its wings whip up a cloud of dust. Its canine muzzle releases an ear-splitting howl, while an incredibly long tail of multi-hued feathers drifts lazily on the wind.

Benevolent Guardians. Simurg are kind-hearted and protect those who dwell near them. When nesting atop a temple or sacred mountain, a simurgh often comforts and helps the local poor by healing their diseases and injuries and salving the passing of those it cannot help. After a time, the simurg flies away when too many pilgrims crowd its mountain or threaten to overwhelm a small country shrine.

Cycle of Life. When it dies, a simurg is consumed by a heatless flame and is reborn elsewhere on the same plane in a burst of light. This leads to it often being mistaken for a phoenix.

Enmity Towards Snakes. Simurg have a loathing of snakes and serpents and will attack them on sight. Even the lowliest of snakes understands this and will either hide from a simurg or be immediately hostile toward the simurg.

SIMURG

Gargantuan celestial, neutral good

Armor Class 15 (natural armor)
Hit Points 108 (8d20 + 24)
Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	17 (+3)	14 (+2)	17 (+3)	16 (+3)

Saving Throws Dex +3, Con +6, Wis +6, Cha +6
Skills Perception +6
Damage Resistance radiant
Senses darkvision 120 ft., passive Perception 16
Languages all, telepathy 120 ft.
Challenge 5 (1,800 XP)

Flyby. The simurg doesn't provoke an opportunity attack when it flies out of an enemy's reach.

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

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

At will: *detect poison and disease, detect thoughts, spare the dying*
2/day each: *cure wounds, lesser restoration, purify food and drink*
1/day each: *greater restoration, remove curse*

Actions

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

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

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

Forceful Gale (Recharge 5-6). The simurg beats its wings, creating wind in a 30-foot cone. Each creature in that area must make a DC 15 Strength saving throw. On a failure, a creature takes 27 (6d8) bludgeoning damage, is pushed 10 feet away from the simurg and is knocked prone. On a success, a creature takes half the damage and isn't pushed or knocked prone.

Skeleton, Clacking

Heard before it is seen, the skeleton approaches, its mismatch of bones from various humanoids clacking and clonking together with each horrid step. Leftover armor hangs from it in pieces and small horns jut half-fused from its skull.

Augmented with necromantic power, the clacking skeleton emits the sound of grinding bone, terrifying those who hear it.

Tomb Servitors. They are often created as guardians for tombs or the lairs of necromancers from the leftover bones of apprentices, slaves, and scribes. Some believe their clacking is a form of complaint that the creatures must continue to serve their masters even after death.

Undead Nature. A clacking skeleton doesn't require air, food, drink, or sleep.

CLACKING SKELETON

Medium undead, neutral evil

Armor Class 14 (armor scraps)
Hit Points 45 (10d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	6 (-2)	8 (–1)	5 (–3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it knew in life but can't speak
Challenge 2 (450 XP)

Horrid Clacking. If the clacking skeleton moves at least 10 feet, each beast or humanoid within 30 feet of the skeleton that can hear it must succeed on a DC 13 Wisdom saving throw or be frightened until the end of its next turn.

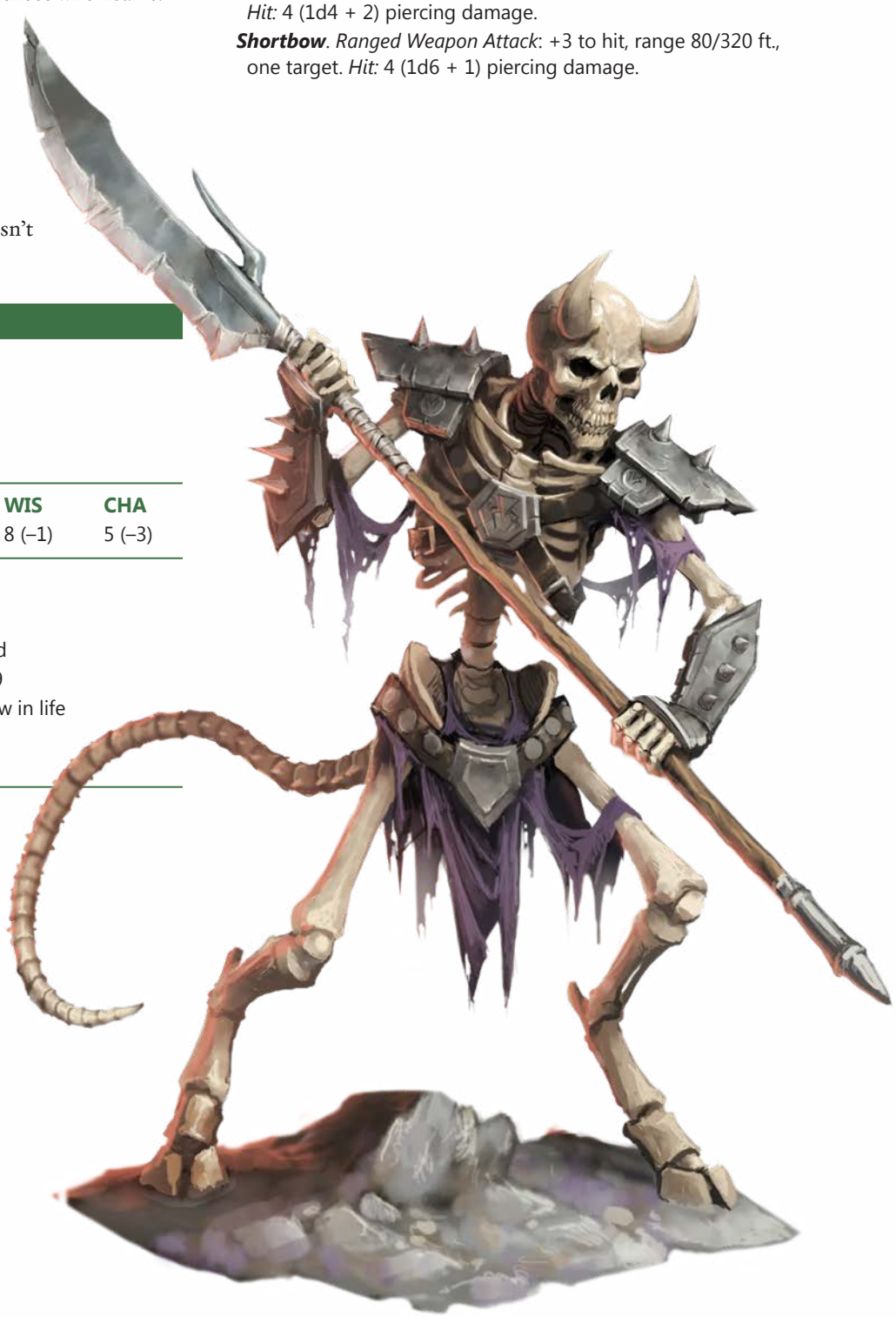
ACTIONS

Multiattack. The clacking skeleton makes two attacks: one with its glaive and one with its gore or two with its shortbow.

Glaive. *Melee Weapon Attack*: +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

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

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



Skeleton, Monarch



An undead monarch, tight white skin clinging to its skeletal visage and a crooked oversized crown dangling precariously from the top of its skull, stares with glee at the coming battle.

Undead King. Necromantic energy seeps from the monarch and warps the reality of the mortal world it corrupts. It brings all that appear before it to their knees in reverence. A powerful arcane necromancer could discover and unlock the ability to command armies of undead with the remains of a monarch skeleton, but such research risks madness.

Dread Blade. The blade the monarch wields is a powerful and cursed weapon when in the hands of the monarch. Infused with corruption, it slices through what remains of a mortal coil.

Ghostly Minions. The monarch skeleton can call upon the greatest warriors who have fallen before to rise and hold its enemies at bay. The monarch is often accompanied by a royal guard of skeletons eager to defend their sovereign.

Undead Nature. The monarch skeleton doesn't require air, food, drink, or sleep.

MONARCH SKELETON

Medium undead, neutral evil
Armor Class 16 (chain mail)
Hit Points 142 (15d8 + 75)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	20 (+5)	12 (+1)	14 (+2)	8 (–1)

Saving Throws Wis +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with silver
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 12
Languages the languages it knew in life
Challenge 9 (5,000 XP)

Master Tactician. The monarch skeleton and any skeletons within 30 feet of it have advantage on attack rolls against a creature if at least one of the skeleton's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sovereign's Command. As a bonus action, the monarch commands a skeleton within 30 feet of it to make one attack as a reaction against a creature the monarch attacked this round.

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

ACTIONS

Multiattack. The monarch skeleton makes two dreadblade attacks.

Dreadblade. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage plus 7 (2d6) necrotic damage. If the target is a creature, it must succeed on a DC 17 Constitution saving throw or its hp maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hp maximum to 0.

Grasp of the Grave (Recharge 5-6). Each non-skeleton creature within 30 feet of the monarch must succeed on a DC 16 Dexterity saving throw or be restrained by ghostly, skeletal hands for 1 minute. A restrained target takes 10 (3d6) necrotic damage at the start of each of its turns. A creature, including the target, can take its action to break the ghostly restraints by succeeding on a DC 16 Strength check.

Skeleton, Shadow

The skeleton's ribs are filled with shadow essence, which slithers in constant motion like the writhing of eels in a carcass. The whole sight is disquieting as it moves itself with a gliding, almost liquid step.

Shadow Realms and Rivers. Shadow skeletons are often servants to shadow river lords (see page *327*) or other powerful creatures of shadow. Their writhing purple hearts generate a small amount of light—just enough to cast a shadow, never more.

Malign Intent. Unlike ordinary skeletons, shadow skeletons have been known to display some cunning and a certain depth of cruelty. They sometimes chase small living animals or fling bits of bone and shadow at birds or bats.

Undead Nature. The shadow skeleton doesn't require air, food, drink, or sleep.

SHADOW SKELETON

Medium undead, neutral evil
Armor Class 13
Hit Points 52 (8d8 + 16)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	9 (−1)	11 (+0)	9 (-1)

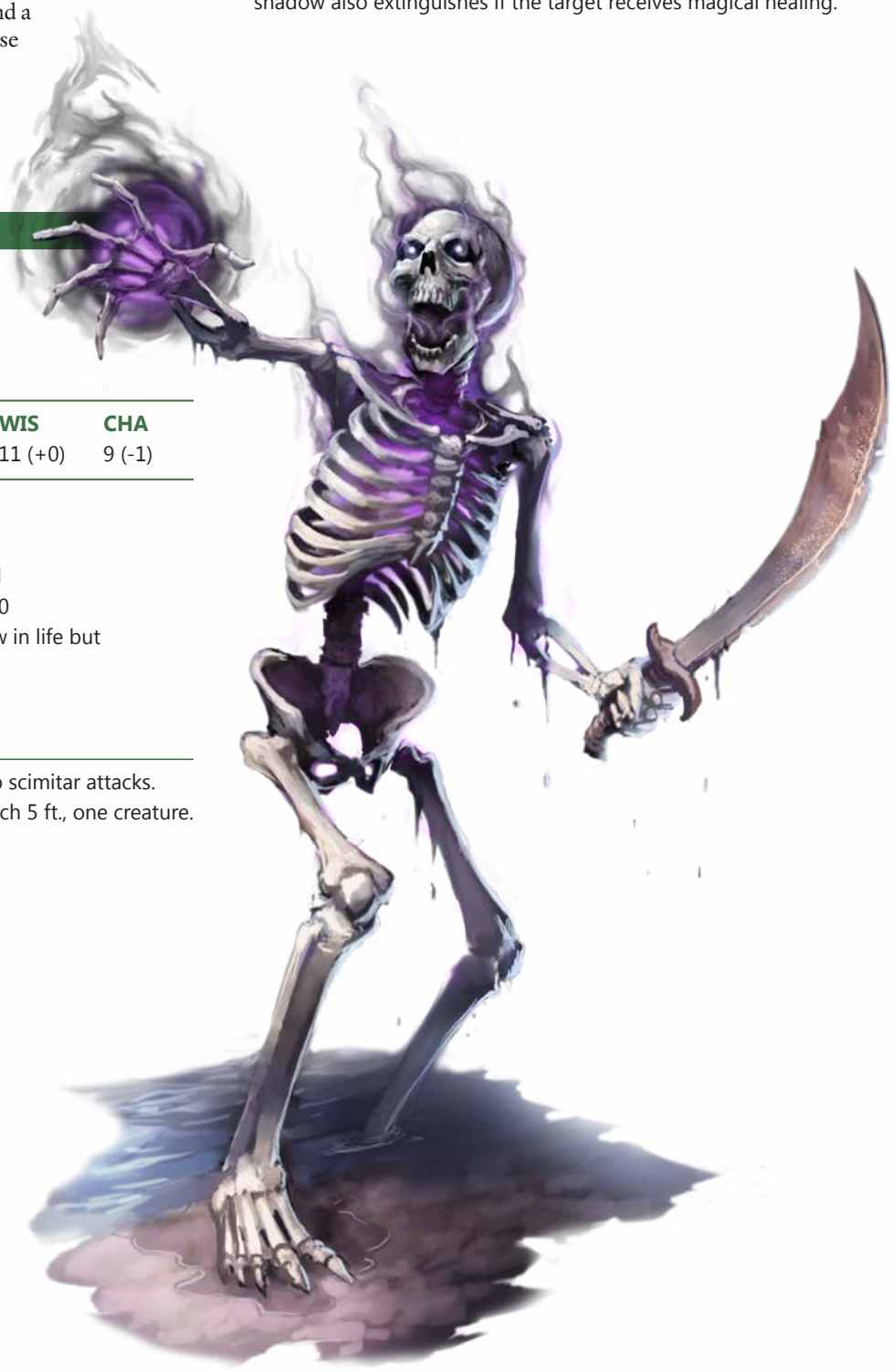
Damage Resistances fire, piercing, slashing
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands all languages it knew in life but can't speak
Challenge 2 (450 XP)

Actions

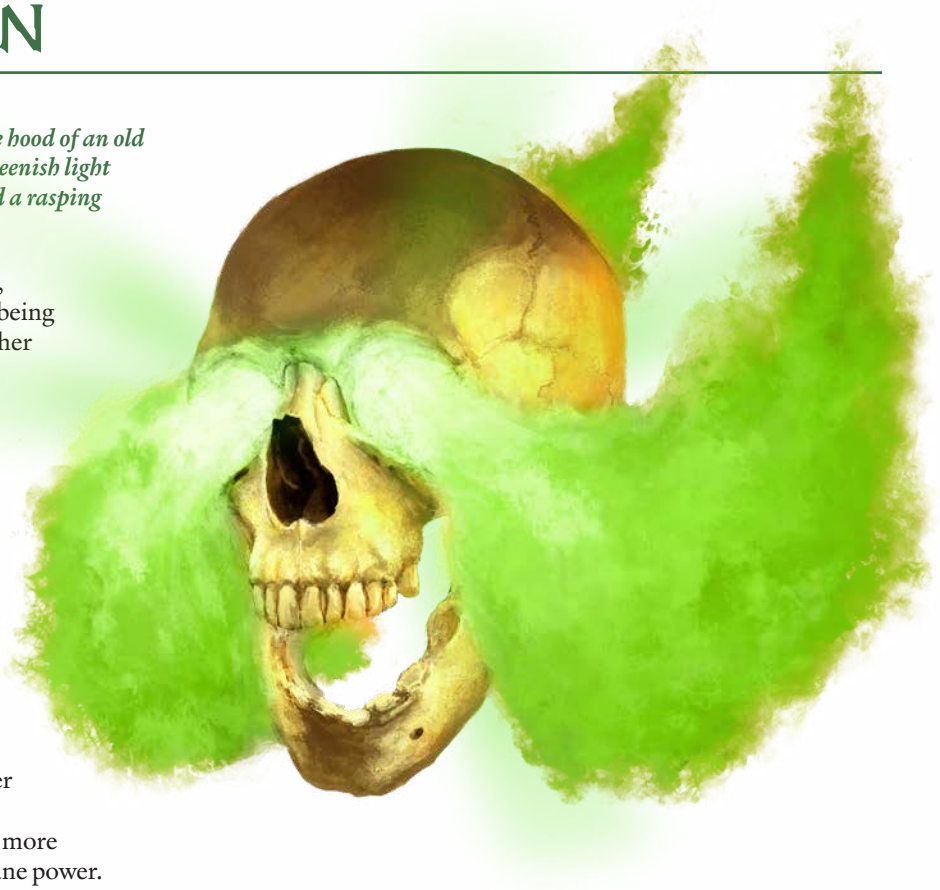
Multiattack. The shadow skeleton makes two scimitar attacks.

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

Finger Darts. *Ranged Weapon Attack*: +5 to hit, range 30 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 3 (1d6) necrotic damage. If the target is a creature other than an undead or a construct, it must make a DC 12 Constitution saving throw. On a failure, the target is surrounded by a shadowy aura for 1 minute. While surrounded by the aura, the target takes an extra 7 (2d6) necrotic damage when hit by the scimitar attack of a shadow skeleton. Any creature can take an action to extinguish the shadow with a successful DC 12 Intelligence (Arcana) check. The shadow also extinguishes if the target receives magical healing.



Skull Lantern



From the pile of bones, a skull rises into the air as the hood of an old cloak slips from it and drops to the floor. A baleful greenish light pours from its hollow sockets. Its jaws open wide and a rasping voice utters words in a strange tongue.

Accidental Animation. A form of enigmatic, semi-sentient undead, a skull lantern comes into being spontaneously, soon after the destruction of another humanoid undead. It rarely lasts long, however, due to the fact that its first act is often to levitate slowly above a recently-vanquished undead creature's remains with eerie light shining from its eye sockets.

Traces of Life. Skull lanterns are given to muttering, repeating nonsense phrases, and even occasionally shouting, though what excites them to such utterings is as yet unknown; there seems to be no rhyme or reason to it. In fact, it isn't entirely clear if skull lanterns are inhabited by some spiritual remnant of their former selves or if they are occupied by some other entity altogether. Whether or not such behavior is a sign of intelligence at work, their willingness to communicate becomes more pronounced the closer they come to places of arcane power.

Enigmatic Companions. A few brave experimenters have discovered that these beings can be put to several uses. If a creature tethers a skull lantern to itself and pulls the skull along for an hour, the skull will begin floating next to the creature of its own volition; a useful trait, since the skull produces a somewhat ghastly, but steady, light. It will float along in this way until something stops it from doing so, either by attacking it, separating from it through the use of a barrier of some sort, or placing it in a container. When abandoned, a skull lantern simply floats in place where it was left and won't take up following another creature until tethered and "trained" to do so again. When attacked, a skull lantern will defend itself with its bite but otherwise will not attack.

Undead Nature. A skull lantern doesn't require air, food, drink, or sleep.

SKULL LANTERN

Tiny undead, unaligned

Armor Class 13
Hit Points 14 (4d4 + 4)
Speed 0 ft., fly 30 ft. (hover)

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

Saving Throws Dex +5
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, prone, unconscious
Senses passive Perception 8
Languages —
Challenge 1/4 (50 XP)

Flare. When immersed in magical darkness, a skull lantern emits a brilliant flash of light powerful enough to dispel magical darkness in a 30-foot-radius sphere centered on itself, illuminating the area with bright light for 1d4 rounds. Afterwards, the light winks out and the skull falls to the ground, inert. In one week, the skull lantern has a 50% chance of becoming active again, though failure to do so means it will never reanimate.

Illumination. The skull lantern sheds bright light in a 20-foot-radius and dim light for an additional 20 feet.

Undead Fortitude. If damage reduces the skull to 0 hp, 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 skull drops to 1 hp instead.

Actions

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

Fire Beam (Recharge 6). The skull lantern opens its mouth, releasing a searing beam of light in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Sleipnir

These powerful horses have eight legs and variously snowy, dappled grey, or rich black coloration. Evil and cowardice are anathema to the sleipnir, and those adventurers who seek to ride them must first impress them with brave deeds and heroic songs.

Epic Origins. The sleipnir are touched by divinity, their speed and strength the stuff of legends. They appear when great acts of courage are about to be undertaken, and they may offer temporary service in this case, acting as mounts or beasts of burden. They hauled the raw timber for the first walls of Valhalla, carried queens into war against Jotunheim, and pulled the sun to Niflheim for the lost to be found.

Draugr Bane. Sleipnir loathe the dishonorable undead and pursue them determinedly across the steppes and snowfields. Their hooves have a brilliant sheen, flashing with ensorcelling runes whenever they strike the undead. The great sleipnir matriarch, Gullfaxi, is famous for trampling an ancient vampire to death as the monster fled across an ice field.

SLEIPNIR

Large monstrosity, neutral good

Armor Class 15 (natural armor)
Hit Points 105 (10d10 + 50)
Speed 40 ft.

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

Saving Throws Con +8
Skills Athletics + 8, Perception + 5
Damage Resistances cold
Condition Immunities exhaustion
Senses darkvision 120 ft., passive Perception 15
Languages Primordial
Challenge 5 (1,800 XP)

Heroic Leap (1/Day). As a bonus action, the sleipnir can leap into the air, gaining a flying speed of 60 feet for 1 minute.

Trampling Charge. If the sleipnir moves at least 20 feet straight toward a creature and then hits it with a rune hooves attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the sleipnir can make another rune hooves attack against it as a bonus action.

ACTIONS

Multiattack. The sleipnir makes two rune hooves attacks.

Rune Hooves. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage and 3 (1d6) radiant damage. An undead creature who takes damage from this attack must succeed on a DC 16 Charisma saving throw or be restrained by magical runes until the end of its next turn.

Gold and Ice (1/Day). The sleipnir summons a gilded avalanche in a 30-foot cone. Each creature in the area must make a DC 16 Dexterity saving throw. On a failure, a creature takes 13 (3d8) bludgeoning and 13 (3d8) cold damage, is pushed 15 feet away from the sleipnir, and is knocked prone. On a success, a creature takes half the damage and isn't pushed or knocked prone.

REACTIONS

Eight Hooves (3/Day). When a creature moves within 5 feet of the sleipnir, the sleipnir can move up to its speed without provoking opportunity attacks.



Sloth, Giant



This elephant-sized beast has a pronounced snout with large canine teeth and claws like longswords. It spends most of its life slowly digesting its latest meal in its cool burrow.

Burrowers and Diggers. The carnivorous giant sloth lives in great dirt mounds dug to its satisfaction in hilly or grassland areas. Below the mound is a series of tunnels dug for escape and the storage of recent kills.

Hunter at the Water's Edge. These clever predators bury themselves in mud and grass and wait beside rivers, lakes, and ponds for prey to draw near. Once within range, the sloth moves with surprising speed and, like a trapdoor spider, rushes out to pull its prey back into its hunting hole.

Fetid Coats. The fur of the giant sloth is a matted nightmare of mud, blood, viscera, and mold. They apply fresh coats of mud when preparing to hunt, masking their scent for a short time.

GIANT SLOTH

Large beast, unaligned

Armor Class 15 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 20 ft., climb 20 ft.

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

Saving Throws Str+7
Skills Athletics +7, Perception +4
Damage Resistances poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 14
Languages —
Challenge 7 (2,900 XP)

Foul Odor. Any creature that starts its turn within 15 feet of the giant sloth must succeed on a DC 15 Constitution saving throw or have disadvantage on its next attack roll or ability check.

Hunter's Dash (1/Day). The giant sloth moves double its normal speed and has advantage on all of its attacks for 1 round.

ACTIONS

Multiattack. The giant sloth makes two attacks: one with its claw and one with its bite. If the giant sloth is grappling a creature, it can also use its Sloth's Embrace once.

Claw. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage. The target is grappled (escape DC 15) if it is a Large or smaller creature and the sloth doesn't have another creature grappled.

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage.

Sloth's Embrace. The giant sloth crushes a creature it is grappling by pulling the creature against its fetid, furry chest. The target must make a DC 15 Strength saving throw, taking 27 (6d8) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature that fails the save is also stunned until the end of its next turn.

Snow Cat

With paws big enough to walk on top of fresh snow and senses sharp enough to hear or scent prey on windswept hills or steppes, the snow cats are superb hunters and fiercely independent.

These panther-sized cats have the features of a lynx, including the long fur at the tips of the ears, and they can hear a snowshoe hare hopping a hundred yards away.

Camouflage and Patience. A snow cat's coat changes with the seasons and ranges from stark white to muddy brown. They are patient hunters, preferring to ambush prey from high places. Their typical prey includes everything from mice and rabbits to goats, sheep, and small pigs.

Friends to Small Folk. Gnomes and halflings have an affinity with these predatory animals, and it is common for several snow cats to serve as guards and scouts for a halfling village or a gnomish settlement. Stories of snow cats serving as mounts for small folk seem to have some truth to them, though this is rather uncommon.

Feeding Frenzy. Some snow cats enjoy working as a hunting pair or as a scout for a mountain druid or steppe ranger. However, they are extremely difficult to pull away from a kill. Once they have their teeth in something, they get very possessive and cannot be convinced to part with a carcass unless given some other food in exchange. In hills or forests, they often hide a recent kill up a tree or on a high ledge and return to it over several days to devour it all.

SNOW CAT

Medium beast, unaligned

Armor Class 12
Hit Points 13 (3d8)
Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	10 (+0)	3 (-4)	14 (+2)	7 (-2)

Skills Perception +4, Stealth +6
Senses passive Perception 14
Languages —
Challenge 1/4 (50 XP)

Keen Senses. The snow cat has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

Stalker. If the snow cat surprises a creature and hits it with a bite attack, the target is grappled (escape DC 12) if it is a Medium or smaller creature.

Snow Camouflage. The snow cat has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

ACTIONS

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

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



Spawn of Chernobog



This ink-black, hulking beast looks cut from the darkness itself. It stands in the rough shape of a bear rearing up on its hind legs with slavering jaws dripping with a foul, black secretion. The antlers of a massive elk spread from either side of a pair of shining red eyes.

Darkness Begets Darkness. The spawn of Chernobog stalk places of horror, and their presence serves as a mark of evil deeds as surely as a trail of blood at the site of a murder.

Remnants of Malice. Spawn of Chernobog come into being for a myriad of reasons, not all of which can be laid at the feet of the Black God's followers. One might appear in the wake of a particularly cruel betrayal ending in murder. A battlefield marked by merciless acts might become the hunting grounds of a spawn of Chernobog. Acts of malice, the spreading of terror; these are sacred to the Lord of the Night, and a sufficient quality or quantity of either may birth his cruel progeny.

Indifferent Parentage. As one might imagine, a god of darkness, death, and destruction makes for an indifferent parent. Chernobog cares not what end his spawn may come to. So long as they spread fear and violence, they have served their purpose.

SPAWN OF CHERNOBOG

Large fiend, chaotic evil
Armor Class 14 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 40 ft.

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

Skills Athletics +8, Stealth +3
Damage Vulnerabilities radiant
Damage Resistances necrotic
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 11
Languages understands Common, Umbral, and Undercommon but can't speak
Challenge 4 (1,100 XP)

Night's Blood. If a bite wound from the spawn of Chernobog results in an infection, the black oil that drips from the spawn's jaws seeps into the wound and vanishes. After each long rest, the creature must make a DC 14 Constitution saving throw. On two successes, the disease is cured. On a failure, the disease progresses, forcing the creature to undergo a series of changes, in the following order.

1. The creature can't speak, and its tongue turns black.
2. The creature's eyes turn a deep red, and it gains darkvision 60 feet and the Sunlight Sensitivity trait.
3. The creature secretes black oil from its skin, and it has advantage on ability checks and saving throws made to escape a grapple.
4. The creature's veins turn black, slowly working their way up through the body from the appendages over 24 hours.
5. When the blackened veins reach its head after the final long rest, the creature experiences excruciating, stabbing pains in its temples. At sunset, the creature dies as the antlers of an elk burst from its head. The oil secreting from the corpse pools and forms a spawn of Chernobog at midnight.

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

ACTIONS

Multiattack. The spawn of Chernobog makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage, and the creature must succeed on a DC 14 Constitution saving throw or become infected with the night's blood disease (see the Night's Blood trait).

Claws. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Spider, Crypt

A black and red spider chitters with excitement as a nearby corpse erupts with a dozen hatchlings.

A crypt spider is an intelligent arachnid with a red body and black abdomen. Females are distinctly larger than males.

Graveyard Lurkers. Crypt spiders make their homes in crypts, graveyards, and other locations where dead bodies are plentiful. They are blessed by dark gods of undeath, and create and control undead through power granted by the blessing.

Horrifying Familial Bonds. Crypt spiders usually gather in mated pairs with a larger female dominating a smaller male. In desperate times, males become food for crypt-spider young. Once mated, the female lays her eggs in the bodies of their prey, where the brood mature by feeding on the creatures' fluids and each other. Those that survive into adulthood "hatch" from the corpse in a horrifying display.

Social Creatures. Crypt spiders contact other crypt spiders to share unique catches, trading them like fine wines. While they can eat any creature, crypt spiders find humans, dwarves, and elves the most appetizing.

CRYPT SPIDER

Medium beast, lawful evil
Armor Class 15 (natural armor)
Hit Points 38 (7d8 + 7)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	10 (+0)	11 (+0)	8 (–1)

Skills Deception +1, Intimidation +1, Stealth +5
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10
Languages Common, Undercommon
Challenge 2 (450 XP)

Cocoon Prey. As a bonus action, a crypt spider can cocoon a creature within 5 feet that is currently restrained by webbing. A cocooned creature has disadvantage on ability checks and saving throws made to escape the web.

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

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

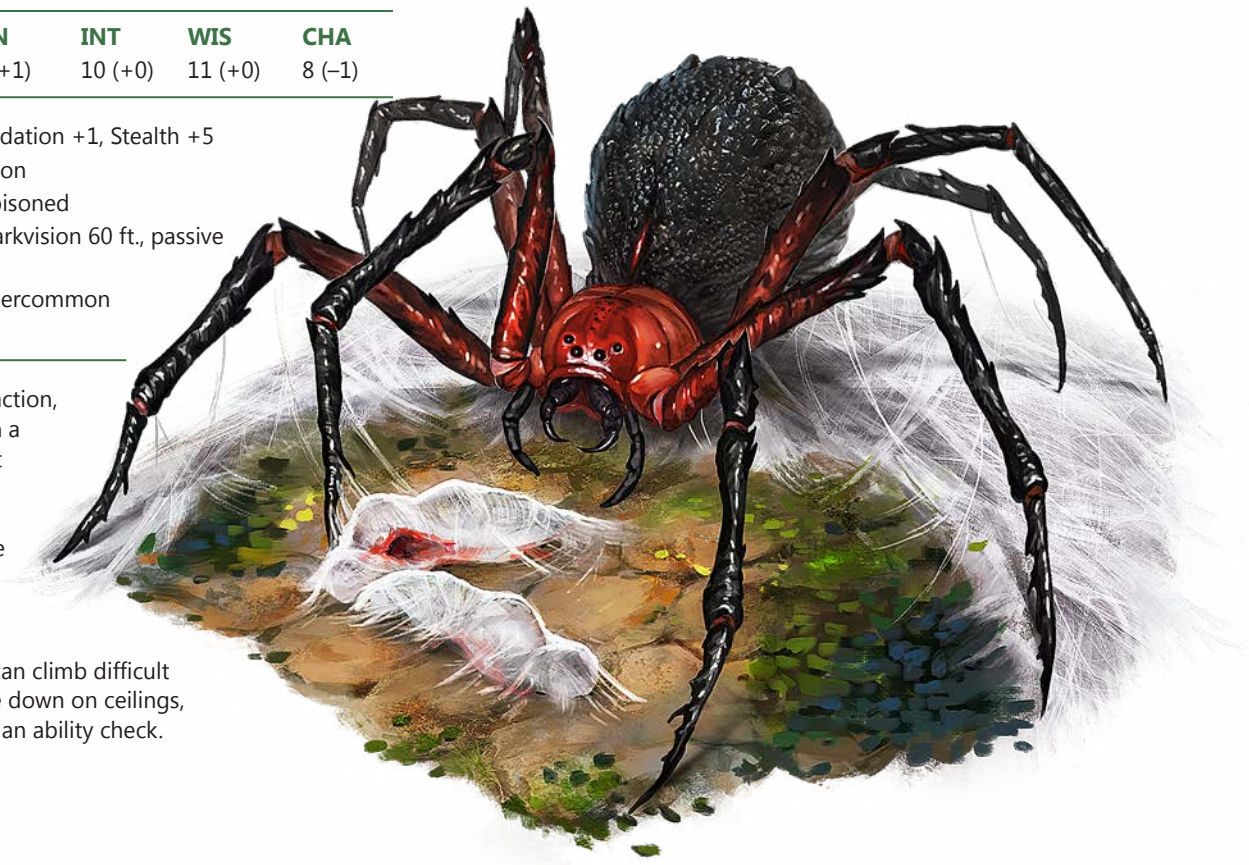
Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage, and the creature must make a DC 13 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the creature to 0 hp, the creature is stable but poisoned for 1 hour, even after regaining hp, and is paralyzed while poisoned in this way.

Web (Recharge 5–6). *Ranged Weapon Attack*: +5 to hit, range 30/60 ft., one creature. *Hit:* The creature is restrained by webbing. As an action, the restrained creature can make a DC 13 Strength check, escaping from the webbing on a success. The effect also ends if the webbing is destroyed. The webbing has AC 10, 5 hp, vulnerability to fire damage, and immunity to bludgeoning, poison, and psychic damage.

Create Zombie. The crypt spider creates a zombie from a humanoid creature it has killed with its poison. This works like the *animate dead* spell, except the zombie stays under the crypt spider's control for 1d4 days. At the end of this duration or when the zombie is destroyed, the corpse bursts open, releasing hundreds of crypt spider young (use swarm of spiders statistics). The crypt spider can have no more than four zombies under its control at one time.



Spirit Lamp



The skeletal figure draped in fine robes lifts its lantern, illuminating the area in a sickly light.

Spirit lamps are cursed creatures carrying lanterns that trap the souls of their victims and unleash those souls to ravage the living.

Descent Into Madness. A living creature that touches the lantern is cursed, unable to release it and unable to see except in the lantern's light. Torn between fear of the darkness and the horrors it sees in the cursed light, the bearer is soon driven mad. Over time the bearer twists into the skeletal spirit lamp.

Undead Nature. The spirit lamp doesn't require air, food, drink, or sleep.

SPIRIT LAMP

Medium undead, chaotic evil

Armor Class 17 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	16 (+3)	13 (+1)	14 (+2)	19 (+4)

Saving Throws Dex +7, Con +6

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison, psychic

Condition Immunities charmed, frightened, poisoned, unconscious

Senses passive Perception 15

Languages Common

Challenge 7 (2,900 XP)

Jumpy. The spirit lamp can't be surprised and can use a bonus action to take the Disengage action.

Lantern's Light. As a bonus action, the spirit lamp can open or close its lantern. When open, the lantern sheds bright light in a 30-foot radius and dim light for an additional 30 feet. The spirit lamp can only see objects within the lantern's light and is blind while the lantern is closed. The lantern's light pierces magical and nonmagical darkness and can't be dispelled by magical darkness. If a creature dies in the lantern's light, its spirit is trapped in the lantern.

Lantern Spirits. Spirits of creatures that died within the lantern's light haunt it. While the lantern is open, these spirits surround the spirit lamp, slowing and attacking all creatures within the lantern's light. A creature that starts its turn within 30 feet of the spirit lamp has its speed halved and must make a DC 15 Wisdom saving throw, taking 10 (3d6) necrotic damage on a failed save, or half as much damage on a successful one. If the spirit lamp dies and the lantern is open, the lantern's spirits continue to harm creatures within 30 feet of it until the lantern is destroyed or closed.

Spirit Lantern. The spirit lamp's lantern is immune to damage and can't be the target of spells or effects as long as the spirit lamp lives. When the spirit lamp dies, the lantern floats gently to the ground and opens, if it was closed. The lantern has AC 17, 50 hp, and is immune to piercing, poison, and psychic damage. A creature that touches the lantern must succeed on a DC 15 Charisma saving throw or be cursed. A cursed creature is frightened of darkness, can't see anything outside of the lantern's light, and is unable to drop the lantern. The cursed creature will risk its own life to protect the lantern. A creature can repeat the saving throw each day at dawn, lifting the curse and ending the effects on itself on a success. If this occurs, the lantern disintegrates. After three failed saving throws, *remove curse* or similar magic is required to end the curse.

If the creature remains cursed after 30 days, it is irreversibly changed by the curse, and it becomes the lantern's new spirit lamp. Voluntarily opening the lantern counts as a failed saving throw. If the lantern is destroyed, all captured spirits are put to rest and the cursed bearer, if it has not yet changed into a spirit lamp, is freed of the curse.

ACTIONS

Multiattack. The spirit lamp makes three attacks.

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

Lantern Beam. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 11 (2d10) fire damage.

Storm Spirit

A floating figure made of crackling energy vibrates and shifts at an alarming rate. While the size of the creature is fixed, its form never seems to settle into a single shape.

Storm spirits are primal guardians created from elemental energy. They are the manifested rage of nature come to destroy those who pollute and corrupt the land. As formless beings made of lightning and thunder, they serve a wide variety of masters, including storm lords (see page 139), elven enchanters (see page 143), and druids.

Called by Druids. Druids can tap into the wrathful side of nature by performing a ritual to summon a group of storm spirits when they feel the laws of nature have been violated. These spirits feel an affinity for druids filled with righteous anger and serve until vengeance is done. The elementals can be called to aid in battles against undead, necromancy, pollution, harmful mining operations, and any grave injustice committed against the natural world. When the spirits are summoned, the druids give them the name of a person who becomes the hated quarry of the storm spirits.

Cannot Be Stopped. Once a storm spirit has been given a quarry, it stops at nothing until that enemy or the elemental itself is destroyed. Druids must think carefully before summoning the storm spirit, for there is no way to call back the wrathful elemental once it has been given a target.

Elemental Nature. A storm spirit doesn't require air, food, drink, or sleep.

STORM SPIRIT

Medium elemental, neutral

Armor Class 14 (natural armor)
Hit Points 22 (5d8)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	6 (–2)	10 (+0)	6 (–2)

Damage Immunities lightning, thunder
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Auran
Challenge 1/2 (100 XP)

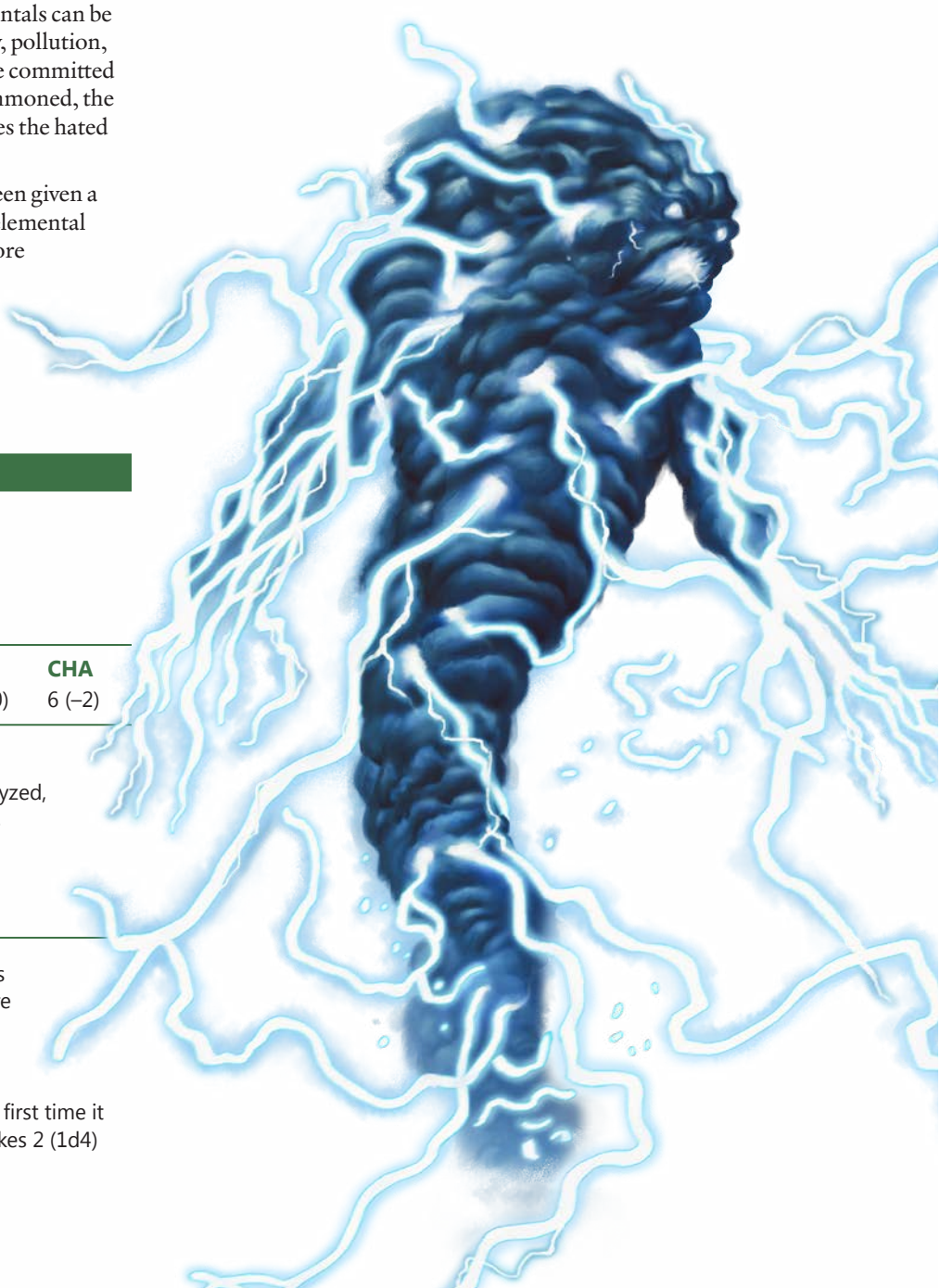
Storm Form. The spirit can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the spirit or hits it with a melee attack while within 5 feet of it takes 2 (1d4) lightning and 2 (1d4) thunder damage. In addition, the spirit can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 2 (1d4) lightning and 2 (1d4) thunder damage. Any creature which ends its turn in the same space as the spirit takes 2 (1d4) lightning and 2 (1d4) thunder damage at the end of its turn.

ACTIONS

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

Shocking Bolt. *Ranged Weapon Attack*: +4 to hit, range 60/240 ft., one target. *Hit:* 4 (1d4 + 2) lightning damage.

Tempest (Recharge 6). Each creature within 10 feet of the spirit must succeed on a DC 12 Dexterity saving throw. On a failure, a creature takes 5 (2d4) lightning damage, 5 (2d4) thunder damage, is thrown 10 feet in a random direction, and is knocked prone.



Sunset Raptor

"The captain just stared with wet eyes and a dazed smile, whispering something I couldn't hear. He just stared while they tore him apart. I just stared while they tore him apart."

—The lone survivor of a sunset raptor attack



Beautiful Threat. The sunset raptor can be identified by its crimson plumage, crested head, and large peacock-like tail of golden feathers. Its tail feathers are reflective and mesmerizing, triggering surreal hallucinations of a spectator's dreams, desires, and nightmares.

Deadly Oddities. Vicious and exotic, sunset raptors are highly prized among eccentric collectors. They can often be found guarding the lairs of mad wizards or stalking the gardens of giants. Jewelers, alchemists, and fortune tellers covet sunset raptor feathers for their bright color and use in spiritual rituals. However, sunset raptors are not easily caught or tamed, and many hunters and handlers have been devoured for not taking the proper precautions against these vibrant killers.

Social Predators. Sunset raptors have developed remarkably efficient pack tactics. They communicate using shrill, piercing calls, sacrificing the element of surprise in favor of swiftly coordinated attacks. Often, the fastest raptors run ahead of the pack, cutting off potential prey. Once their prey is cornered, the raptors close in, forming a ring and forcing their prey to gaze upon their deadly, hypnotic plumage.

SUNSET RAPTOR

Medium monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 32 (5d8 + 10)
Speed 50 ft.

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

Skills Perception +3, Stealth +4
Senses passive Perception 13
Languages —
Challenge 1 (200 XP)

Hypnotic Plumage. When a creature that can see the sunset raptor's tail starts its turn within 100 feet of the raptor, the raptor can force it to make a DC 12 Wisdom saving throw if the raptor isn't incapacitated and can see the creature. On a failure, a creature becomes charmed until the start of its next turn. While charmed, the creature is incapacitated as it suffers from surreal hallucinations and must move up to its speed closer to the raptor that charmed it. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the sunset raptor, a target can repeat the saving throw, ending the effect on itself on a success. Other sunset raptors are immune to this effect.

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

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

ACTIONS

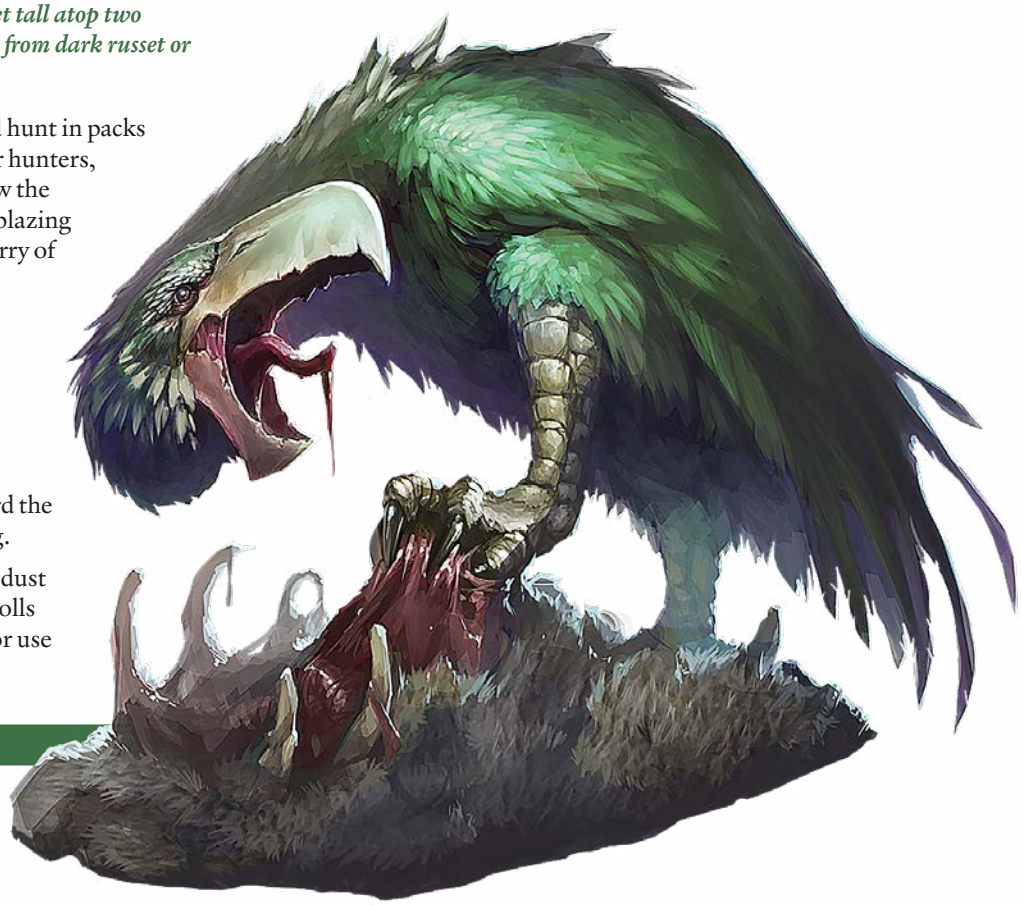
Multiattack. The sunset raptor makes two attacks: one with its bite and one with its claw.

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage

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

Terror Bird

The flightless terror bird stands nearly ten feet tall atop two immensely powerful legs. Its plumage ranges from dark russet or brown to bright green.



Pack Hunters. The terror birds live and hunt in packs of ten to twelve individuals. They are clever hunters, drawing their prey into positions that allow the birds to flank. Their attacks are done with blazing speed and ferocity, removing limbs in a flurry of lacerating bites.

Fortress Nests. Terror birds live in woods or copses of trees, where they assemble walls made of branches around large nests. The nests have several ways in and out, and creatures without the terror bird's long legs find navigating the nests difficult. Several adults stay behind to guard the eggs and nest while the rest go out hunting.

Mounts for Plains Tribes. Tribes of dust goblins, hobgoblins, humans, and even gnolls have been known to capture terror birds for use as mounts in battle.

TERROR BIRD

Large beast, unaligned

Armor Class 12 (natural armor)
Hit Points 65 (10d8 + 20)
Speed 50 ft.

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

Skills Athletics +6, Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 2 (450 XP)

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

Passing Bite. Terror birds who move at least 20 feet straight toward a target have advantage on the next attack roll against that target.

ACTIONS

Serrated Beak. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage. The target must succeed on a DC 12 Constitution saving throw or take 7 (2d6) slashing damage at the beginning of its next turn.

VARIANT: RED QUEEN

The Queen of Birds (see page 30) is guarded by a special variety of terror birds with crimson plumage and a golden-green crest rarely seen elsewhere. These terror birds are called red queens, and they are especially savage. They gain multiattack for two serrated beak attacks, and they gain a limited form of levitation, which allows them to "run uphill" on empty air or to cross chasms. This movement must be completed between two portions of solid ground within two turns (with Dash actions, a red queen bird can move up to 200 feet over empty space). Red queens have a challenge rating of 4 (1,100 XP)

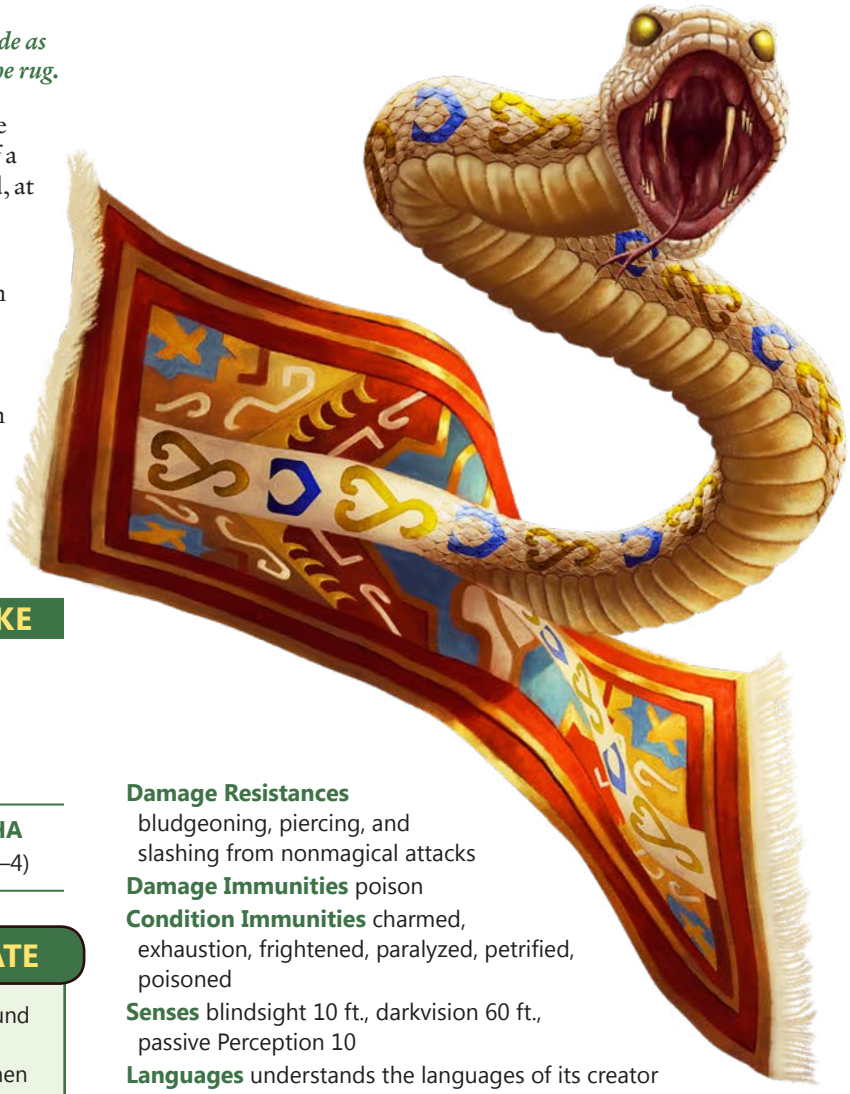
Thread-Bound Constrictor Snake

The beautiful snake woven into the rug begins to shift and slide as if slithering. It grows larger and springs from the surface of the rug.

Found on tapestries and rugs, thread-bound constructs are created with magic that infuses textiles with the essence of a once-living creature. They appear mundane until triggered, at which point the pattern comes to life.

Thread-Bound. When killed, the creature vanishes, reappearing upon the textile to which it is bound in a death pose. At the next dawn, it again assumes its living pattern and can be triggered again. If the textile is destroyed while the pattern of the creature is on it, the creature is also destroyed. Otherwise, damage to the textile does not harm the creature. If the creature is killed and the textile has been destroyed, the creature is permanently destroyed.

Construct Nature. The thread-bound construct doesn't require air, food, drink, or sleep.



THREAD-BOUND CONSTRICTOR SNAKE

Huge construct, unaligned

Armor Class 12
Hit Points 60 (8d12 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	1 (–5)	10 (+0)	3 (–4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 3 (700 XP)

Antimagic Susceptibility. The snake is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the snake must succeed on a Constitution saving throw against the caster's spell save DC or return to the textile to which it is bound for 1 minute.

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

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

Shifting Form. The snake can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Constrict. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage and the creature is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

THREAD-BOUND CONSTRUCT TEMPLATE

Only a beast or monstrosity can be made into a thread-bound construct. To create one, a spellcaster ritually sacrifices a living creature over a textile's materials. The creator must then meditate over the newly woven textile for a week, setting the conditions that trigger the creature, like the conditions in the *glyph of warding* spell. When a creature becomes a thread-bound construct, it retains all its statistics except as noted below.

Type. The creature's type changes to construct, and it no longer requires air, food, drink, or sleep.

Senses. The construct gains darkvision 60 feet.

Resistances. The construct gains resistance to bludgeoning, piercing, and slashing from nonmagical attacks.

Immunities. The construct gains immunity to poison damage and to the charmed, exhaustion, frightened, paralyzed, petrified, and poisoned conditions.

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

Antimagic Susceptibility. As the thread-bound constrictor snake.

Immutable Form. As the thread-bound constrictor snake.

Magic Weapons. As the thread-bound constrictor snake.

Shifting Form. As the thread-bound constrictor snake.

Three-Headed Cobra



This monstrous serpent's body is as thick as a man's torso and covered in ink-black scales. Its trunk branches out to support three hissing heads atop flaring cobra hoods. For all its size, it slithers across the ground almost silently.

Often employed as guardians, the native intelligence of these creatures makes them capable of learning commands.

Color Variations. The three-headed cobra is most common throughout warm climates, though not unknown on the open plains and in some jungles. While most retain the black coloration found in jungles and hills, other varieties exist. The desert variety often has a pale bone color and skull-like hood pattern; the plains varieties tend toward green or khaki coloration.

Golden Guardians. The three-headed cobra is a watchful creature associated with guarding shrines and sometimes with rulership over a particular abandoned city or necropolis. Some believe they are protectors of ancient holy relics, sacred scrolls, or divine sparks. Because one of its heads is always awake and alert, it is also favored to guard treasure vaults and counting houses, where large sums of coins are stored. In these cases, the three-headed cobra's scales take on a golden or silvery coloration.

Servants of the Queen. The three-headed cobra carries a strong association with the Queen of Serpents (see page 34), who, according to legend, never strays far from their protection (honor guards of at least two and as many as a dozen are common near the Queen). They are thought to be her close companions, and many believe the three-headed cobras serve not only as her bodyguards but also as her consorts.

THREE-HEADED COBRA

Large monstrosity, unaligned
Armor Class 16 (natural armor)
Hit Points 127 (15d10 + 45)
Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	4 (–3)	10 (+0)	6 (–2)

Saving Throws Dex +7, Wis +3
Skills Perception +3
Damage Resistances poison
Senses blindsight 10ft., passive Perception 13
Languages —
Challenge 5 (1,800 XP)

Reactive Heads. The three-headed cobra gets two extra reactions that can be used only for opportunity attacks.

Three-Headed. The cobra has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Wakeful. While the three-headed cobra sleeps, at least one of its heads is awake.

Actions

Multiattack. The three-headed cobra makes three bite attacks.

Bite. *Melee Weapon Attack*: +7 to hit, reach 15 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage and the target must make a DC 15 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

Tosculi, Jeweled Drone

A wasp-like humanoid flits on humming wings. Its carapace gleams with bright jewel tones, flashing brilliantly in the light.

In tosculi hive cities, powerful queens reign supreme, but even they have difficulty managing an entire swarm on their own. To extend their reach and authority, they rely on jeweled drones. More intelligent than most other tosculi, jeweled drones oversee individual aspects of the swarm and hive, managing the efficient order that constrains tosculi life. The jeweled drones produce powerful pheromones that help extend their authority and that also serve to forge nearby tosculi into a precise and deadly fighting force.

Queen's Attendants. Jeweled drones are closest to the hive queens in both authority and physical proximity. They serve as advisors to the queen, bringing her news and information from all corners of the hive. It's not uncommon for queens to choose consorts from among the ranks of jeweled drones as well. Such favored wasp folk enjoy unparalleled influence, until the queen tires of and devours them.

TOSCULI JEWELED DRONE

Small humanoid (tosculi), lawful evil
Armor Class 15 (natural armor)
Hit Points 90 (12d6 + 48)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	18 (+4)	14 (+2)	14 (+2)	17 (+3)

Skills Deception +5, Insight +4, Persuasion +5
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 12
Languages Common, Infernal, Tosculi
Challenge 4 (1,100 XP)

Pheromones. The jeweled drone emits a sweet scent that empowers other tosculi within 15 feet of the drone. A tosculi that starts its turn within the area can add a d6 to one attack roll or saving throw it makes before the start of its next turn, provided it can smell the scent. A tosculi can benefit from only one Pheromones die at a time. This effect ends if the jeweled drone dies.

Scintillating Carapace. While in bright light, the jeweled drone's carapace shines and glitters. When a non-tosculi creature that can see the drone starts its turn within 30 feet of the drone, the drone can force the creature to make a DC 12 Wisdom saving throw if the drone isn't incapacitated. On a failure, the creature is blinded until the start of its next turn.

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

ACTIONS

Multiattack. The jeweled drone makes three attacks: two with its claws and one with its scimitar.

Claws. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Scimitar. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 10 (3d6) poison damage. If the poison damage reduces the target to 0 hp, the target is stable but poisoned for 1 hour, even after regaining hp, and is paralyzed while poisoned in this way.

REACTIONS

Protect the Queen. When a creature makes an attack against a tosculi hive queen, the jeweled drone grants a +2 bonus to the queen's AC if the drone is within 5 feet of the queen.



Troll, Desert

The creature rising from the sand stands to a towering height, its knobbled flesh blending with the parched ground. Its long arms flex, bringing up iron-hard claws.

Desert trolls, uniquely suited to survive in their wasteland environment, are stout and bulky with skin cracked and hardened like parched earth. They are more intelligent than their cousins, and their temperament allows them to curb their evil impulses with subtlety and patience. As such, they can even assimilate successfully into civilized society, living and working in major cities and other settlements.

Lurkers in Sand and Rock. More cunning than standard trolls, desert trolls revel in surprising their foes with sudden ambushes from beneath the sand. Their hardened claws allow them to tunnel through earth and sand, and their coloration suits them to blending with desolate surroundings. Civilized desert trolls often take up trades that allow them to leverage their burrowing, such as construction or grave digging.

Born of Fire, Death in Water. Unlike most creatures who live in parched wastes, desert trolls have no need of water at all. Quite to the contrary, water is the bane of these creatures, dissolving their flesh and bones like acid. Many adventurers have met a sudden end by falling back on old standbys to defeat trolls, only to die shocked as their fire and oil slide harmlessly off the desert troll's stony flesh.

DESERT TROLL

Large giant, chaotic evil

Armor Class 15 (natural armor)
Hit Points 105 (10d10 + 50)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	20 (+5)	9 (–1)	12 (+1)	7 (–2)

Skills Perception +4, Stealth +4
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 14
Languages Common, Giant
Challenge 6 (2,300 XP)

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

Erupt. If the desert troll burrows at least 15 feet straight toward a creature, it can burst out of the ground, harming those above it. Each creature in its space when it erupts must make a DC 16 Strength saving throw. On a failure, the creature takes 10 (3d6) bludgeoning damage, is pushed out of the troll's space, and is knocked prone. On a success, the creature takes half the damage and is pushed out of the troll's space, but isn't knocked prone.

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

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

Water Susceptibility. The desert troll takes 1 acid damage for every 5 feet it moves in water or for every gallon of water splashed on it.

ACTIONS

Multiattack. The desert troll 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:* 8 (1d6 + 5) piercing damage.

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



Trollkin

The thick-skinned, staff-wielding trollkin shaman barks rough orders to her brutish bodyguards in their guttural language. The trollkin grunts level their spears and growl menacingly.

Guardians of the Lair. While the raiding bands of the trollkins pillage for their livelihood, the trollkin shaman and its grunts protect hearth and home, securing the base against other raiders. The shaman's spells and affinity for beasts of the natural world help it maintain its status.



TROLLKIN SHAMAN

Medium humanoid (trollkin), neutral
Armor Class 14 (hide armor)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

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

Skills Arcana +2, Perception +5, Nature +2
Senses darkvision 60 ft., passive Perception 15
Languages Common, Trollkin
Challenge 4 (1,100 XP)

Regeneration. The trollkin shaman regains 5 hp at the start of its turn. If the shaman takes acid or fire damage, this trait doesn't function at the start of the shaman's next turn. The shaman dies only if it starts its turn with 0 hp and doesn't regenerate.

Thick Hide. The trollkin shaman's skin is thick and tough, granting it a +1 bonus to Armor Class. This bonus is already factored into the trollkin's AC.

Spellcasting. The trollkin shaman is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 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, faerie fire, thunderwave*
2nd level (3 slots): *flaming sphere, hold person*
3rd level (3 slots): *dispel magic, meld into stone, sleet storm*
4th level (2 slots): *dominate beast, grasping vine*

ACTIONS

Multiattack. The trollkin shaman makes two staff attacks.

Staff. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage if used with two hands.

Inspire Ferocity (1/Day). The trollkin shaman inspires ferocity in up to three trollkin it can see. Those trollkin have advantage on attack rolls and saving throws until the end of the shaman's next turn and gain 10 temporary hp.

TROLLKIN GRUNT

Medium humanoid (trollkin), neutral
Armor Class 14 (hide armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	9 (−1)	11 (+0)	10 (+0)

Senses darkvision 60 ft., passive Perception 10
Languages Common, Trollkin
Challenge 2 (450 XP)

Regeneration. As the trollkin shaman, but only regains 3 hp.

Thick Hide. As the trollkin shaman.

ACTIONS

Multiattack. The trollkin grunt makes two attacks, either with its spear or its longbow.

Spear. *Melee or Ranged Weapon Attack*: +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

Longbow. *Ranged Weapon Attack*: +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Tulpa

This spectral humanoid's shape and features closely resemble the humanoid it follows. Its eyes swirl with star-like lights, and its skin is loose and pale. Overly large black claws tip its long fingers.

Manifestations. Tulpa are a coalescence of ill-will and obsessive thoughts. Brought into the Material Plane from pure negative thoughts, the tulpa is effectively immortal – remaining in the world until its creator ceases thinking dark thoughts. The tulpa heeds no commands and follows its creator at a distance, haunting its creator and attacking those who get too close.

Beacons of Darkness. While there is never more than one tulpa associated with a single creature, a tulpa's birth and continued existence draws malevolent things to it. Lesser undead and beastly evil are attracted to the tulpa, and its creator may regularly be pursued by a growing host of darkness.

TULPA

Medium undead, neutral evil

Armor Class 13

Hit Points 39 (6d8 + 12)

Speed fly speed equal to its creator's current speed; it can hover

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

Damage Vulnerabilities radiant

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages the languages spoken by its creator

Challenge 4 (1,100 XP)

Incorporeal Movement. The tulpa 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.

Rise Again. Within a day of being slain, the tulpa reforms within 500 feet of its creator. It doesn't reform if its creator is slain, or if the creator's mental disturbance is healed. The tulpa is immune to all damage dealt to it by its creator.

It Follows. The tulpa always remains within 500 feet if its creator. As long as the tulpa is within 500 feet of its creator, the creator has disadvantage on Wisdom saving throws.

Actions

Multiattack. The tulpa makes two black claw attacks.

Black Claw. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) necrotic damage.

Psychic Blast. *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 22 (4d10) psychic damage.

Imposing Dread (1/Day). The tulpa uses its action to fill a 40-foot radius around itself with dread-inducing psychic energy. Each creature, other than the tulpa's creator, within that area must succeed on a DC 13 Wisdom saving throw or be frightened of the tulpa until the end of its next turn and become cursed. A creature with an Intelligence of 5 or lower can't be cursed. While cursed by the tulpa, that creature's own thoughts turn ever more dark and brooding. Its sense of hope fades, and shadows seem overly large and ominous. The cursed creature can repeat the saving throw whenever it finishes a long rest, ending the effect on itself on a success. If not cured within three days, the cursed creature manifests its own tulpa.



Tveirherjar



Decomposing warriors arise from among the slain upon the battlefield. Their armor is green with verdigris, and a black miasma emanates from them. Their eye sockets are hollow, dimly glowing a pallid green, and their weapons absorb light.

Countering The Valkyrie. Nidhogg, the serpent glutting on the corpses of the fallen while tangled amid the roots of Yggdrasil, has taken issue with the valkyrie poaching the best from the battlefield. He relishes the hatred of those who die with anger in their hearts, turning them into his captains in the fight against the valkyrie.

Immortal Rage. Nidhogg places a curse upon those who were slain with hatred and rage burning within them, so that mortal men forget them utterly and their name is stricken from song. The tveirherjar have but one purpose: to corrupt the einherjar (*Tome of Beasts*, p. 167) with that same curse.

Rebirth From Death. Tveirherjar are born into the dusk on the evening of their mortal demise. They stand up from amidst the gore and shamble away into the night. They cannot remember how they came to be, only that they have been given a new, higher purpose: to save their fallen comrades from Valhalla.

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

TVEIRHERJAR

Medium undead, lawful evil
Armor Class 18 (chain mail, shield)
Hit Points 102 (12d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	19 (+4)	10 (+0)	14 (+2)	14 (+2)

Skills Stealth +4
Damage Resistance slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses truesight 60 ft., passive Perception 12
Languages Common, Draconic
Challenge 7 (2,900 XP)

Battle Frenzy. Once reduced to 30 hp or less, the tveirherjar makes all attacks with advantage.

Curse of the Tveirherjar (Recharge 6). As a bonus action, the tveirherjar forces a creature it hit with its Niflheim longsword this round to make a DC 15 Constitution saving throw. The creature takes 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one. If an einherjar is reduced to 0 hp by this effect, it dies, cursed to become a tveirherjar at sundown.

Niflheim Longsword. The tveirherjar's longsword absorbs light within 30 feet of it, changing bright light to dim light and dim light to darkness. When the tveirherjar dies, its longsword crumbles away, its magic returning to the creator for the next tveirherjar.

Unerring Tracker. The tveirherjar can locate any einherjar within 1,000 feet. This trait works like the *locate creature* spell, except running water doesn't block it.

Actions

Multiattack. A tveirherjar makes two attacks with its Niflheim longsword.

Niflheim Longsword. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 4 (1d8) necrotic damage.

Spear of the Northern Sky (Recharge 5–6). *Ranged Weapon Attack*: +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) radiant damage, and the target is outlined in a shimmering light until the end of the tveirherjar's next turn. This light works like the *faerie fire* spell, except only the tveirherjar has advantage on attacks against the creature and the light is not absorbed by the tveirherjar's Niflheim longsword.

Terrifying Glare (Recharge 5-6). The tveirherjar targets one creature it can see within 30 feet of it. If the creature can see the tveirherjar, it must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. While frightened, the creature is paralyzed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Two-Headed Eagle



With two sets of sharp eyes and razor-sharp beaks, the two-headed eagle spots its prey and snatches it up with frightening speed. Drawn to shiny objects, the eagle swoops down, snatching a mounted knight from its horse.

Hunters of the Unseen. Enormous birds of prey, two-headed eagles soar the skies of many parts of the world, using their extraordinarily keen vision to hunt down prey and threats to their nests alike. Their ability to see invisible creatures has led to many ill-fated attempts to raid their nests; the same ability that makes them so sought after as potential guardians also makes their nests nigh impossible to approach undetected.

Dangerous Favorites. Considered to be wise birds, they are nonetheless attracted to shiny objects, much to the dismay of the occasional, armored noble. This tendency, coupled with their disdain for herds of livestock as prey, has played a large role in their continued favor among villagers and country folk in many lands. While two-headed eagles do feed on deer, elk, and other game favored by hunters, their preferred prey consists of giant snakes, wild and dire boar, and large river fish.

Symbol of the Watchful. Known for their ability to see the invisible, two-headed eagles appear frequently on coats of arms, symbolizing watchfulness, a dedication to truth, or a wariness for deception or assassins.

TWO-HEADED EAGLE

Huge monstrosity, unaligned
Armor Class 15
Hit Points 142 (15d12 + 45)
Speed 20 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	21 (+5)	16 (+3)	6 (–2)	12 (+1)	14 (+2)

Skills Acrobatics +8, Athletics +8, Perception +4
Condition Immunities charmed
Senses truesight 120 ft., passive Perception 14
Languages understands Common but can't speak
Challenge 7 (2,900 XP)

Flyby. The two-headed eagle doesn't provoke an opportunity attack when it flies out of an enemy's reach.

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

Wakeful. While the two-headed eagle sleeps, at least one of its heads is awake.

ACTIONS

Multiattack. The two-headed eagle makes two bite attacks and one talons attack.

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

Talons. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the two-headed eagle can't use its talons on another target.

TWO-HEADED EAGLES IN MIDGARD

These enormous birds of prey are both revered and feared in many lands. In the Maritime Republic of Triolo, two-headed eagles nest on a fortified harbor island near a temple of the sea god, Nethus. They are often seen plucking frightening creatures out of the waves to drop on the rocks from great heights, feeding on the smashed carcasses. Triolans consider them sacred and believe they use their ability to see the invisible to protect the land from would-be assassins. That the birds also cause the odd disappearance of travelers on remote stretches of road nearby is considered impolite to mention.

High in the Cloudwall Mountains, a Krakovan red-feathered variety hunts sheep and mountain goats in the high, snow-covered passes. These eagles are sometimes hunted by those seeking favor with King Lucan who likes the crimson plumage for his elite knights.

Undead Phoenix

This huge winged creature is surrounded by a dark purple aura like a slick, greasy fog. The flesh and feathers of the bird fall away in oozing lumps, as if it is in a perpetual state of decay.

The Antithesis of Rebirth. The phoenix is a fiery symbol of hope, rebirth, renewal, and the inspiring resilience of life. The undead phoenix is the antithesis of that: a symbol of death, decay, rot, and the relentless crush of death. The creature appears as a large bird surrounded by a swirling aura of purple-black vapors. Within the vile fog, the undead phoenix's physical form is in a constant state of decay: molting feathers, oozing flesh, dripping blood, and exposed bones.

Corrupted Creation. The undead phoenix is "born" when a typical phoenix dies at the hands of an undead creature that creates new undead: vampires, wraiths, wights, and the like. Liches sometimes arrange the creation of an undead phoenix to use them as mounts. Phoenixes succumbing to undeath rot away to nothing in a matter of seconds, leaving only a pile of foul, rotting goo. Moments later, the putrid ooze explodes as the undead phoenix slithers out of the substance in its new form.

Spreader of Decay. The undead phoenix is often a harbinger of death through disease, plague, or famine. Its aura invites sickness and rot in anyone unfortunate enough to get close. Its malignant beak spreads its decay, making natural or magical recuperation impossible.

Undead Nature. The undead phoenix doesn't require air, food, drink, or sleep.

UNDEAD PHOENIX

Huge undead, chaotic evil

Armor Class 17 (natural armor)
Hit Points 142 (15d12 + 45)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	17 (+3)	8 (−1)	17 (+3)	9 (−1)

Saving Throws Str +10, Con +7, Wis +7
Skills Perception +7
Damage Immunities necrotic, fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 17
Languages —
Challenge 12 (8,400 XP)

Bilious Aura. A living creature that starts its turn within 10 feet of the undead phoenix can't regain hp and has disadvantage on Constitution saving throws until the start of its next turn.

Eternal Unlife. If it dies, the undead phoenix reverts into a pile of necrotic-tainted ooze and is reborn in 24 hours with all of its hp. Only killing it with radiant damage prevents this trait from functioning.

ACTIONS

Multiattack. The undead phoenix makes three attacks: two with its claws and one with its decaying bite.

Claws. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage.

Decaying Bite. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage plus 14 (4d6) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or be cursed with perpetual decay. The cursed target can't regain hp until the curse is lifted by the *remove curse* spell or similar magic.



Undine

I knew something wasn't quite right when the captain returned from his lone journey to see the watery seer on the island. Her beauty was legendary, and I knew our captain had fallen for it. We found him a few days later, his lungs full of water the morning after he stole a kiss from a barmaid.

--Former First Mate Eli "Empty Barrel" Black

Soulless Fey. Almost always female, these water fey lack a soul and may only gain one through bonding with a mortal. Undines often use their charm and talent for illusion to draw mortals to them, wooing the mortal into a binding kiss in an attempt to gain an immortal soul.

Water Bonds. In many cases, undines befriend or partner with water elementals. The two communicate and share a single spirit, acting almost like a single creature. Some believe the undine devours or controls the elemental; others say the elemental worships and adores the undine willingly.

UNDINE

Medium fey (shapechanger), chaotic neutral
Armor Class 15 (natural armor)
Hit Points 85 (10d8 + 40)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	18 (+4)	11 (+0)	13 (+1)	19 (+4)

Skills Deception +10, Perception +4, Persuasion +10
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 14
Languages Aquan, Common, Sylvan
Challenge 5 (1,800 XP)

Amphibious. The undine can breathe air and water.

Cursed Telepathy. The undine can communicate telepathically with any creature cursed by it with no range restriction. The undine doesn't need to be on the same plane of existence as its cursed target to communicate this way.

Shapechanger. The undine can use its action to polymorph into a Small or Medium humanoid with legs or with a mermaid's tail or back into its true watery humanoid form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Undine's Curse. A creature cursed by the undine gains the Amphibious trait and a swimming speed of 30 feet. After each long rest, the target must succeed on a DC 15 Constitution saving throw or its Constitution score is reduced by 1d4 as it forgets to breathe regularly while resting. If the target received a Cursed Kiss from the undine within the past 24 hours, it automatically succeeds on its next saving throw. If the target ever lies to or is unfaithful to the undine, it has disadvantage on its next saving throw, and its Constitution is reduced by 2d4 instead of 1d4 on a failure. The curse lasts until the undine takes a bonus action to lift it or until lifted by a *remove curse* spell or similar magic.

Innate Spellcasting. The undine's innate spellcasting ability is Charisma (spell save DC 15). The undine can innately cast the following spells, requiring only verbal components:
At will: *control water, friends, minor illusion*
3/day each: *charm person, silent image*
1/day each: *hypnotic pattern, major image*

ACTIONS

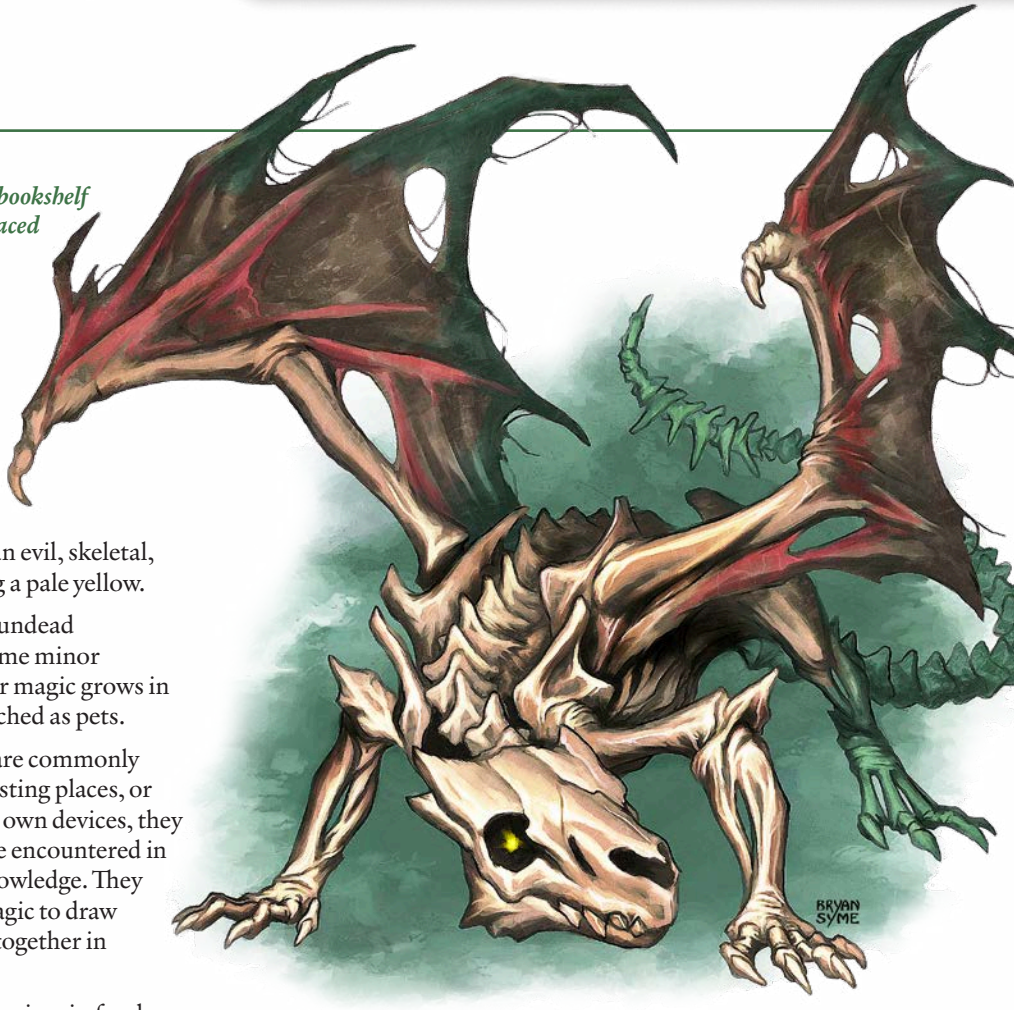
Multiattack. The undine uses its Cursed Kiss, if it can. It then makes two water hammer attacks.

Water Hammer. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 10 (3d6) cold damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be cursed (see the Undine's Curse trait).

Cursed Kiss (Recharge 5-6). The undine kisses a target within 5 feet of it. The target must make a DC 15 Constitution saving throw, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one. A willing target takes no damage but is immediately cursed (see the Undine's Curse trait), if it wasn't already.



Unhatched



The small, skeletal dragon jumps down from the bookshelf where it was reading. It spreads its bony wings laced with brittle, leathery skin and exhales a cloud of choking dust that smells like an ancient tomb.

Stewed in Necromancy. These unholy dragon whelps were never given the chance to hatch–their mothers were slain, and the eggs which contained them carried off to dark ends. The unhatched dragon egg is stewed in a vile necromantic soup which dissolves the hard shell and melts the creature's flesh from its bones. It arises from the wretched fluid as an evil, skeletal, draconic whelp, its hollow eye sockets glowing a pale yellow.

More than Dead. In addition to the usual undead characteristics, the unhatched emerge with some minor necromantic magic. If allowed to mature, their magic grows in power, making liches especially fond of unhatched as pets.

Lairs of Death and Knowledge. They are commonly found guarding evil wizard's lairs, vampire's resting places, or crypts and tombs of various sorts. Left to their own devices, they actively seek out magical knowledge and can be encountered in ruins containing libraries or other vaults of knowledge. They are cunning opponents, using their illusion magic to draw prey into their lair. The unhatched often band together in groups of three or more.

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

UNHATCHED

Small undead, chaotic evil

Armor Class 14 (natural armor)
Hit Points 71 (11d6 + 33)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	18 (+4)	10 (+0)	9 (-1)

Skills Perception +2
Damage Vulnerabilities bludgeoning
Damage Resistances necrotic, piercing
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Common, Draconic
Challenge 4 (1,100 XP)

Hatred. Deprived of parental bonds, the unhatched despise those who nurture and heal others. The unhatched has advantage on attacks against a creature whose most recent action was to heal, restore, strengthen, or otherwise aid another creature.

Minor Magic Resistance (3/Day). As a bonus action, the unhatched gives itself advantage on its next saving throw against spells or other magical effects.

Innate Spellcasting. The unhatched's innate spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring only verbal components:

At will: *chill touch, minor illusion*
1/day: *bane*

Actions

Multiattack. The unhatched makes one bite attack and one claw attack.

Claw. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) slashing damage.

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage plus 4 (1d8) necrotic damage.

Desiccating Breath (Recharge 5-6). The dragon exhales a cloud of choking dust infused with necrotic magic in a 30-foot cone. Each creature in the area must make a DC 14 Dexterity saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one. A creature who fails this save can't speak until the end of its next turn as it chokes on the dust.

Ursa Polaris

Thick, white fur coats this hulking ursine, and massive crystalline shards of ice protrude from its shoulders. When it lets out a mighty roar, frigid breath dances between the jagged sprouts of ice that form its teeth.

A fearsome sight, the ursa polaris dwarfs even the largest of polar bears. Some believe that they are polar bears blessed or cursed by gods of cold, winter, and the north. Followers of such gods often leave a caribou carcass, whale blubber, or seal meat as an offering to the ursa polaris.

Creatures of Ice. The ursa polaris thrives in freezing arctic conditions and is capable of surviving off of ice alone, should other food sources become scarce. They dislike warmth; an ursa polaris will avoid warm waters and curl into its ice cavern when summer comes.

Fiercely Territorial. The ursa polaris is a solitary creature, carving a vast swath of territory for itself and going out of its way to kill trespassers. Somewhere within its territory, a female ursa polaris will carve out an ice cavern to rear young; this cavern may be within glacial ice, an iceberg, or simply a frosty stone cavern.

Hypnotically Deadly. The ursa polaris uses the mesmerizing play of light on the ice covering its body to hypnotize its prey for an easy kill.

URSA POLARIS

Large monstrosity, neutral evil
Armor Class 15 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 40 ft., swim 30 ft.

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

Skills Athletics +8, Perception +6
Damage Vulnerabilities fire
Damage Immunities cold
Senses passive Perception 16
Languages —
Challenge 7 (2,900 XP)

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

Snow Camouflage. The ursa polaris has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Actions

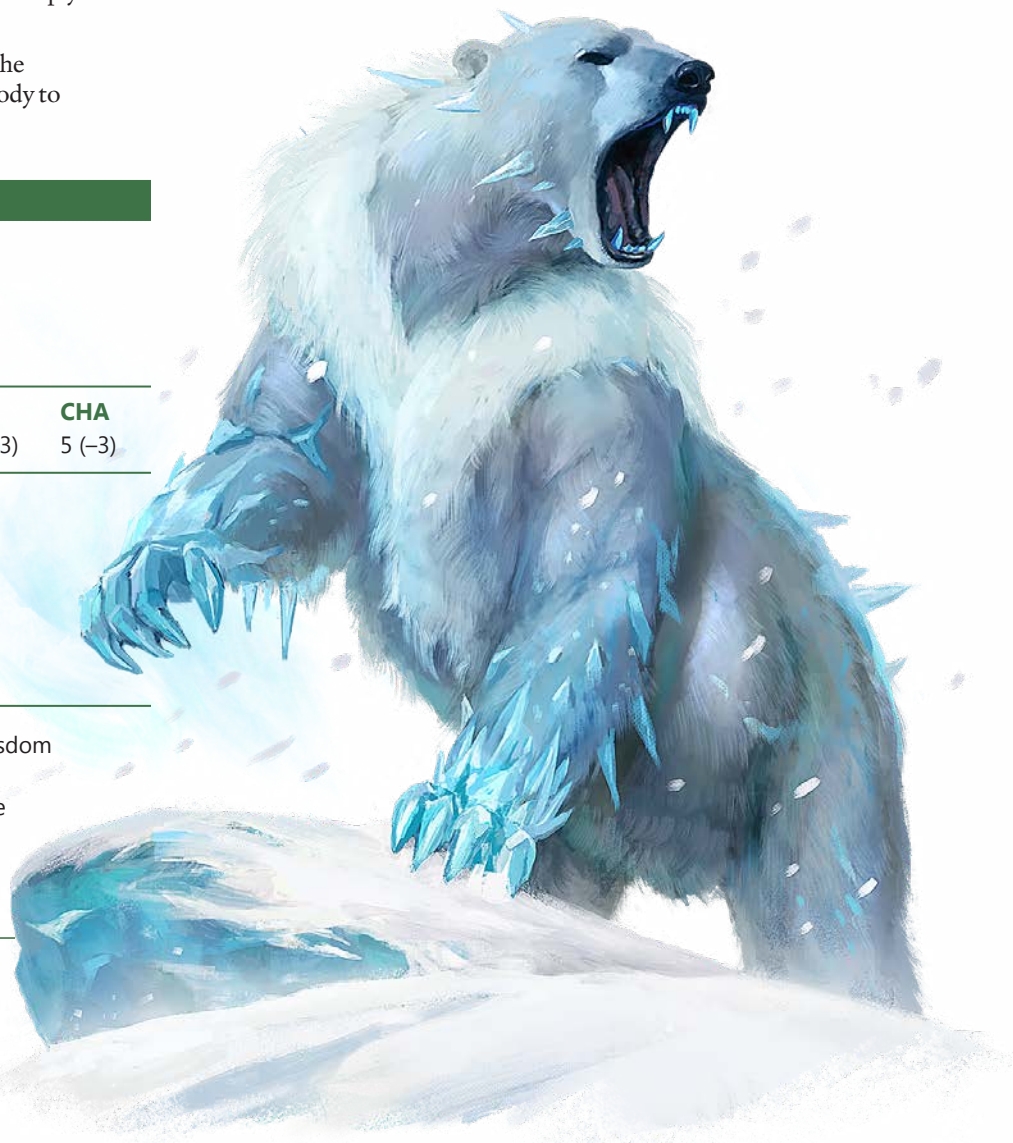
Multiattack. The ursa polaris makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 7 (2d6) cold damage.

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

Cold Breath (Recharge 5–6). The ursa polaris exhales a blast of freezing wind and shards of ice in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 18 (4d8) cold damage and 14 (4d6) piercing damage on a failed save, or half as much damage on a successful one.

Hypnotic Array (Recharge 5-6). The ursa polaris sways its back, causing the ice formations on its shoulders to catch available light. Each creature within 30 feet of the ursa polaris that sees the light pattern must make a DC 15 Wisdom saving throw. On a failure, a creature takes 21 (6d6) radiant damage and is stunned for 1 minute. On a success, a creature takes half the damage and isn't stunned. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The effect also ends if the creature takes any damage or if another creature takes an action to shake it out of its stupor.



Vampire, Patrician



Handsome and youthful-looking with blond hair, slightly pointed ears, and piercing blue eyes, this vampire has a definite air of arrogance as he regards everything around him with barely concealed contempt.

Vampire patricians are weaker than their vampire kin but are far superior to the spawn their kin create. What they lack in power, they more than make up for in sheer cruelty.

Iron-Fisted Rulers. Vampire patricians govern a small town or village for their undead overlord. Seeking to impress those above them, they keep the downtrodden peasantry in a state of perpetual dread with public floggings, executions, and sacrifices on the altars of the Blood Goddess and hunting expeditions in which the patrician and guests pursue hapless peasants through the woods.

Brooding Presence. Vampire patricians make their homes in small castles or large manor houses, often on a steep hill that looms over their territory. Their subterranean resting places are well guarded by vampire spawn and mindless undead. The area around a vampire patrician's home is partially corrupted by its unnatural presence, creating the following effects: plants within 1,000 feet of its home warp to become more beautiful and deadly versions of their base form, secreting poison or releasing sweet-smelling, toxic pollen; and sounds are more muted, making conversation harder to overhear and screams for help almost inaudible over distances.

Undead Nature. The vampire patrician doesn't require air.

VAMPIRE PATRICIAN

Medium undead, lawful evil
Armor Class 16 (natural armor)
Hit Points 119 (14d8 + 56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	18 (+4)	16 (+3)	13 (+1)	20 (+5)

Saving Throws Dex +8, Wis +5, Cha +9
Skills Deception +9, Intimidation +9, Perception +5, Persuasion +9
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 120 ft., passive Perception 15
Languages the languages it knew in life
Challenge 10 (5,900 XP)

Cruel Combatant. A melee weapon deals one extra die of its damage and an extra 3 (1d6) necrotic damage when the vampire patrician hits with it (included in the attack).

Misty Escape. When it drops to 0 hp outside its resting place, the vampire patrician transforms into a cloud of mist instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed. While it has 0 hp in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed.

While in mist form it can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving

throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

Once in its resting place, it reverts to vampire form. It is then paralyzed until it regains at least 1 hp. After spending 1 hour in its resting place with 0 hp, it regains 1 hp.

Noble Resilience (Recharges after a Long Rest). The vampire patrician can ignore the effects of sunlight for up to 1 minute.

Regeneration. The patrician regains 15 hp at the start of its turn if it has at least 1 hp and isn't in sunlight or running water. If it takes radiant damage or damage from holy water, this trait doesn't function at the start of its next turn.

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

Vampire Weaknesses. The vampire patrician has the following flaws:

Forbiddance. The patrician can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The patrician takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the patrician's heart while the patrician is incapacitated in its resting place, the patrician is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The patrician takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The vampire patrician can use its Bone-Chilling Gaze. It then makes two attacks, only one of which can be a bite attack.

Rapier. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage plus 3 (1d6) necrotic damage.

Bite. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire patrician, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) necrotic damage. The target's hp maximum is reduced by an amount equal to the necrotic damage taken, and the patrician regains hp equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire patrician's control.

Bone-Chilling Gaze. The vampire patrician targets one humanoid it can see within 30 feet. If the target can see the patrician, the target must succeed on a DC 17 Charisma saving throw or become paralyzed with fear until the end of its next turn.

Release the Hounds! (1/Day). The vampire patrician calls 4d6 hunting hounds (use mastiff statistics) to its side. While outdoors, the vampire patrician can call 4d6 hunting raptors (use blood hawk statistics) instead. These creatures arrive in 1d4 rounds, helping the patrician and obeying its spoken commands. The beasts remain for 1 hour, until the patrician dies, or until the patrician dismisses them as a bonus action.

VARIANT: SHROUD-EATERS

Sires and Slaves. A powerful strain of vampirism, shroud-eaters have a greater degree of free will from their sires, though they are bound by what is called the "Tree of Chains," a pyramid of control with a free-willed vampire at the summit and all those beneath it compelled to obedience. They cannot plot against or defy their sires, but otherwise they can create their own shroud-eaters beholden to them. Wise vampire hunters know to employ the *speak with dead* spell on a slain shroud-eater to discover its sire, following the Tree of Chains as far as they are able.

Misleading Lore. Shroud-eaters can tolerate quite a bit of sunlight, and, as they grow older, they may withstand it for a longer time, though they still suffer from it and rarely venture out in the day unless forced to do so. Over time, shroud-eaters also learn to alter the memories of the living and to erase traces of their deeds from the minds of witnesses. A subtle shroud-eater may go undetected for ages.

Signs of Their Presence. Unlike other vampires, shroud-eaters cannot be destroyed with a simple wooden stake. The stake must use wood of a white oak or white ash tree. Discovery of burnt groves of these trees serves as a sign that a shroud-eater may live in the area.

VAMPIRES IN MIDGARD

Vampires rule the Blood Kingdom of Morgau openly, treating the living as cattle to be bought, sold, exploited, and drained of blood by their undead masters. King Lucan reigns supreme in Morgau. His sworn nobles and vampire progeny are the princes, princesses, dukes, and duchesses beneath him, all vampires of great power in their own right. The counts and countesses, who hold smaller territories or powerful monasteries for the King, rank slightly lower than the princes and duchesses. Generals and governors, vampires who command Morgau's troops or rule smaller fiefdoms, sit beneath the counts and countesses.

Vampire patricians rank lowest among the vampire nobility and make up the majority of the lesser nobles, barons, lords, and ladies of the Blood Kingdom—still quite dangerous, and easily able to command darakhul, vampiric knights, and other servants.

Vampire priestesses stand somewhat outside of the ranking of vampires in the Blood Kingdom, due to their association with the Blood Goddess' faith. Once a vampire joins the Red Sisters, she is bound to the Blood Goddess, but she is also afforded extra respect and status in Morgau, regardless of her sire or original place in the hierarchy.

King Lucan and his court are the very first northern shroud-eaters and remain some of the strongest to this day. In the Southlands, shroud-eaters dwell within the Grand Necropolis of Siwal, and many inhabit an island known as the Pallid Court of Vampires within the Nurian city of Per-Bastet.

Vampire, Priestess



Pale-faced with long dark hair and a lascivious, predatory look on her face, this vampire priestess wears the crimson robes of the Red Sisters. She wields a scourge covered in vicious barbs, and a human skull stained ochre hangs on a chain from her hip.

Followers of the Blood Goddess. Temples and shrines exist to the goddess of lust and death in many towns and villages, and the feared Red Sisters ensure that the goddess's will is done. While most of her priestesses are human, their ranks include a number of vampires, who, unsurprisingly, revel in being part of a cult where the blood always flows freely.

Undead Nature. The vampire priestess doesn't require air.

VAMPIRE PRIESTESS

Medium undead, lawful evil

Armor Class 16 (chain mail)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	13 (+1)	20 (+5)	15 (+2)

Saving Throws Dex +4, Wis +8, Cha +5
Skills Religion +4, Perception +8
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 18
Languages the languages it knew in life
Challenge 8 (3,900 XP)

Misty Escape. When she drops to 0 hp outside her resting place, the vampire priestess transforms into a cloud of mist instead of falling unconscious, provided that she isn't in running water. If she can't transform, she is destroyed. While she has 0 hp in mist form, she can't revert to her priestess form, and she must reach her resting place within 2 hours or be destroyed.

While in mist form she can't take any actions, speak, or manipulate objects. She is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, she can do so without squeezing, and she can't pass through water. She has advantage on Strength, Dexterity, and Constitution saving throws, and she is immune to all nonmagical damage, except the damage she takes from sunlight.

Once in her resting place, she reverts to her priestess form. She is then paralyzed until she regains at least 1 hp. After spending 1 hour in her resting place with 0 hp, she regains 1 hp.

Regeneration. The vampire priestess regains 15 hp at the start of her turn if she has at least 1 hp and isn't in sunlight or running water. If the priestess takes radiant damage or damage from holy water, this trait doesn't function at the start of her next turn.

Spellcasting. The vampire priestess is a 9th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *light, guidance, poison spray, thaumaturgy*
1st level (4 slots): *bane, command, inflict wounds, ray of sickness*
2nd level (3 slots): *blindness/deafness, silence, spiritual weapon*
3rd level (3 slots): *bestow curse, dispel magic, spirit guardians*
4th level (3 slots): *banishment, freedom of movement*
5th level (1 slot): *contagion, flame strike*

Vampire Weaknesses. The priestess has the following flaws:

Forbiddance. The priestess can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The priestess takes 20 acid damage if she ends her turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the priestess' heart while she is incapacitated in her resting place, the she is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The priestess takes 20 radiant damage when she starts her turn in sunlight. While in sunlight, she has disadvantage on attack rolls and ability checks.

MISTRESS OF BLOOD

The vampire priestess is trained in the use of blood magic. If using the Midgard setting, change the vampire priestess' spells to the following (see "Fifth Edition Appendix" in the *Midgard Worldbook*):

Cantrips (at will): *blood tide*, guidance, poison spray, thaumaturgy*

1st level (4 slots): *command, find kin*, inflict wounds, ray of sickness*

2nd level (3 slots): *animate ghoul*, silence, spiritual weapon*

3rd level (3 slots): *bestow curse, conjure undead*, dispel magic*

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

5th level (1 slot): *cruor of visions*, exsanguinate**

ACTIONS

Multiattack. The vampire priestess can use her Bewitching Gaze. She then makes two attacks, only one of which can be a bite attack.

Scourge. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, and the creature must succeed on a DC 16 Constitution saving throw or bleed profusely from the wound. A bleeding creature takes 7 (2d6) slashing damage at the start of each of its turns. A creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire priestess, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hp maximum is reduced by an amount equal to the necrotic damage taken, and the priestess regains hp equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the priestess' control.

Bewitching Gaze. The vampire priestess targets one humanoid she can see within 30 feet. If the target can see her, the target must succeed on a DC 16 Wisdom saving throw or be charmed by the priestess for 1 minute. While charmed, the creature is incapacitated and has a speed of 0. Each time the vampire priestess or her allies do anything harmful to the target, it can repeat the saving throw, ending the effect on a success. The target can also repeat the saving throw if another creature uses an action to shake the target out of its stupor.

VAMPIRE, THRALL

Servants and lackeys of vampires, vampire thralls receive blood from their masters' veins periodically, granting them a number of benefits so long as they continue to receive their masters' blood.

Vampire thralls are not themselves undead, though many are hopeful they soon will be. Ingesting humanoid blood is in no way beneficial to a thrall, but this fact has not prevented many from trying.

Vampire Thrall

Medium humanoid (any race), any non-good alignment

Armor Class 12

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Saving Throws Dex +4, Con +4

Senses darkvision 30 ft., passive Perception 11

Languages any one language (usually Common)

Challenge 2 (450 XP)

Blood-Bound. If the thrall has not consumed 1 ounce of blood from a vampire within the past week, it is poisoned for 1 week and it loses darkvision and its Keen Senses, Limited Regeneration, Spider Climb, and Sunlight Sensitivity traits until it consumes 1 ounce of vampire blood.

Keen Senses. The thrall has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

Limited Regeneration. The thrall regains 2 hp at the start of its turn if it has at least 1 hp and isn't in sunlight. If the thrall takes radiant damage, this trait doesn't function at the start of the thrall's next turn.

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

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

ACTIONS

Multiattack. The vampire thrall makes two longsword attacks.

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

Vampiric Knight

The figure looks like any other knight in black plate armor until its ebon longsword strikes true, draining the life force of those it hits.

Born in Despair. A vampiric knight is created when a holy knight is brought low on the field of battle by a vampire. Rather than taking on the traits of a normal vampire, the knight turns into a unique creature, destined to serve its murderer for eternity.

Unaffected by Sunlight. The process of a vampiric knight's rebirth makes it immune to the effects of sunlight, unlike a normal vampire. This makes the knight a valued servant, capable of delivering messages—or death—at any moment.

Undead Nature. The vampiric knight doesn't require air.

VAMPIRIC KNIGHT

Medium undead, neutral evil
Armor Class 20 (plate, shield)
Hit Points 127 (15d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	13 (+1)	17 (+3)	14 (+2)

Saving Throws Dex +6, Con +8, Wis +7
Skills Athletics +9, Perception +7
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 17
Languages the languages it knew in life
Challenge 11 (7,200 XP)

Regeneration. The vampiric knight regains 20 hp at the start of its turn if it has at least 1 hp and isn't in running water. If it takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampiric knight's next turn.

Vampire Weaknesses. The vampiric knight has the following flaws:

Forbiddance. The vampiric knight can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampiric knight takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampiric knight's heart while the knight is incapacitated in its resting place, the vampiric knight is paralyzed until the stake is removed.

ACTIONS

Multiattack. The vampiric knight makes two impaling longsword attacks.

Impaling Longsword. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 +5) slashing damage if used with two hands, plus 9 (2d8) necrotic damage. The vampiric knight impales the target on its longsword, grappling the target if it is a Medium or smaller creature (escape DC 17). Until the grapple ends, the target is restrained, takes 9 (2d8) necrotic damage at the start of each of its turns, and the vampiric knight can't make longsword attacks against other targets.

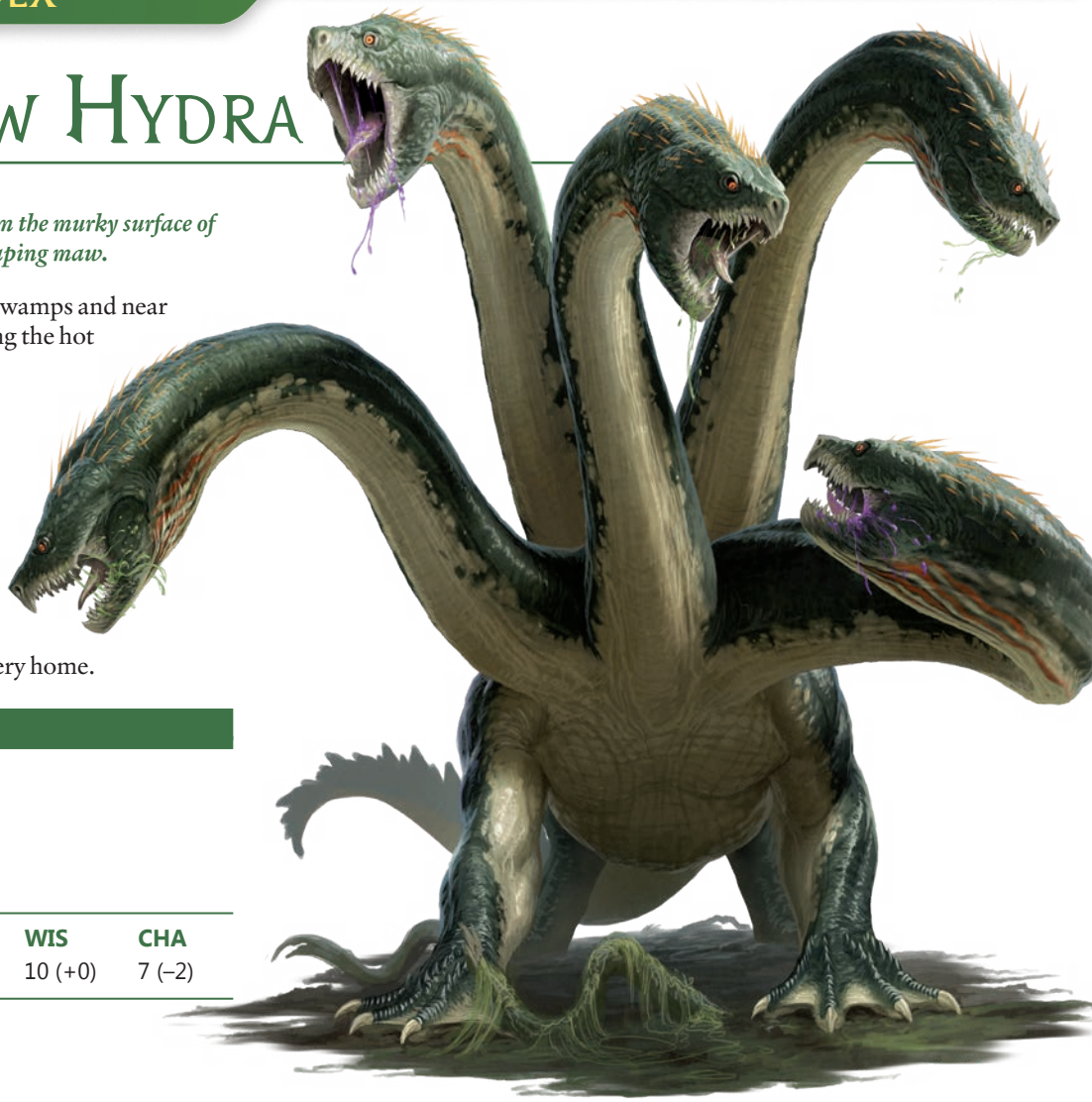
Channel Corruption (Recharge 5-6). Each living creature within 20 feet of the vampiric knight must make a DC 17 Constitution saving throw, taking 42 (12d6) necrotic damage on a failed save, or half as much damage on a successful one.

REACTIONS

Shield. When a creature makes an attack against an allied vampire, the knight can grant the vampire a +3 bonus to its AC if the knight is within 5 feet of the vampire.



Venom Maw Hydra



Five reptilian heads upon long necks rise from the murky surface of the water. Sizzling venom drips from each gaping maw.

The venom maw hydra lurks in sulfurous swamps and near areas of high geothermal activity, poisoning the hot springs and lakes where it dwells.

Voracious Appetite. The venom maw hydra takes advantage of the sanctuary its warm water home promises to nearby fauna, devouring any creature that comes for warmth or a drink and leaving desolation in its wake.

Deadly From Afar. Quick reflexes and the ability to spit vile secretions at range let it strike from the safety of its watery home.

VENOM MAW HYDRA

Huge monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 231 (22d12 + 88)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	18 (+4)	5 (–3)	10 (+0)	7 (–2)

Skills Perception +8, Stealth +7
Damage Resistances fire
Damage Immunities acid
Senses darkvision 60 ft., passive Perception 18
Languages —
Challenge 12 (8,400 XP)

Amphibious. The venom maw hydra can breathe air and water.

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

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

Actions

Multiattack. The venom maw hydra makes as many bite or spit attacks as it has heads.

Bite. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage and 5 (2d4) acid damage.

Spit. *Ranged Weapon Attack*: +7 to hit, range 20/60 ft., one target. *Hit:* 10 (3d6) acid damage, and the target must succeed on a DC 16 Dexterity saving throw or be poisoned until the end of its next turn.

Venom Spray (Recharge 5–6). The hydra sprays caustic liquid in a 30-foot cone. Each creature in the area must make a DC 16 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.

Reactions

Tail Lash. When it is hit by a melee weapon attack within 10 feet of it, the venom maw hydra lashes out with its tail. The attacker must make a DC 16 Strength saving throw. On a failure, it takes 7 (2d6) bludgeoning damage and is knocked prone. On a success, the target takes half the damage and isn't knocked prone.

Legendary Actions

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

Bite. The venom maw hydra makes one bite attack.

Spit (Costs 2 Actions). The venom maw hydra makes one spit attack.

Wallowing Rampage (Costs 3 Actions). When the venom maw hydra is in water, it wallows, causing the water to hiss, froth, and splash within 20 feet. Each creature in that area must make a DC 16 Dexterity saving throw, taking 14 (4d6) acid damage on a failed save, or half as much damage on a successful one.

Vines of Nemthyr

The large humanoid form emerging from the treeline reveals itself to not be humanoid at all but a shambling of thick, ropy vines. Within the intertwined plants are bits of armor, broken weapons, and bleached bones.

Born of Blood and Battle. Vines of Nemthyr are born at the sites of bloody battles, where two armies leave the ground seeping with ichor and littered with the tools of war. As the plant life in the area soaks up both the physical remains and the psychic trauma of the deadly battle, vines of Nemthyr arise.

A Walking Mass Grave. When the vines have soaked up enough death, they can merge into a single creature made of entwined vines, leafy plants, dangerous thorns, and blood-red flowers. This creature also incorporates the remnants of the battle that formed it: fragments of sundered armor, bloodied weapons, severed limbs, broken bones, rotting flesh, etc. To the untrained eye, this amalgam often looks like an undead monstrosity rather than a plant.

A Relentless Hunger. The vines of Nemthyr, once formed, has one driving motivation: feed on further carnage. It seeks out sites of mass battles, and, if it can't find those, it seeks out living creatures in the hopes of creating its own carnage to feast upon. While the vines of Nemthyr does not drink blood directly, it does gain nourishment from planting its roots in blood-soaked soil.

VINES OF NEMTHYR

Large plant, neutral evil
Armor Class 15 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	19 (+4)	5 (−3)	13 (+1)	5 (−3)

Saving Throws Str +7, Con +7
Skills Perception +4, Survival +4
Damage Resistances cold, poison
Condition Immunities blinded, deafened, frightened, poisoned
Senses blindsight 60 ft., passive Perception 14
Languages —
Challenge 8 (3,900 XP)

Dispersal. As a bonus action, the vines of Nemthyr can separate itself into a group of distinct vines. While separated in this way, the vines can move through spaces as narrow as 3 inches wide. The separated vines can't attack while in this state, but they can reform into the vines of Nemthyr as a bonus action.

False Appearance. While the vines of Nemthyr remains motionless, it is indistinguishable from a normal plant.

Magic Resistance. The vines of Nemthyr has advantage on saving throws against spells and other magical effects.

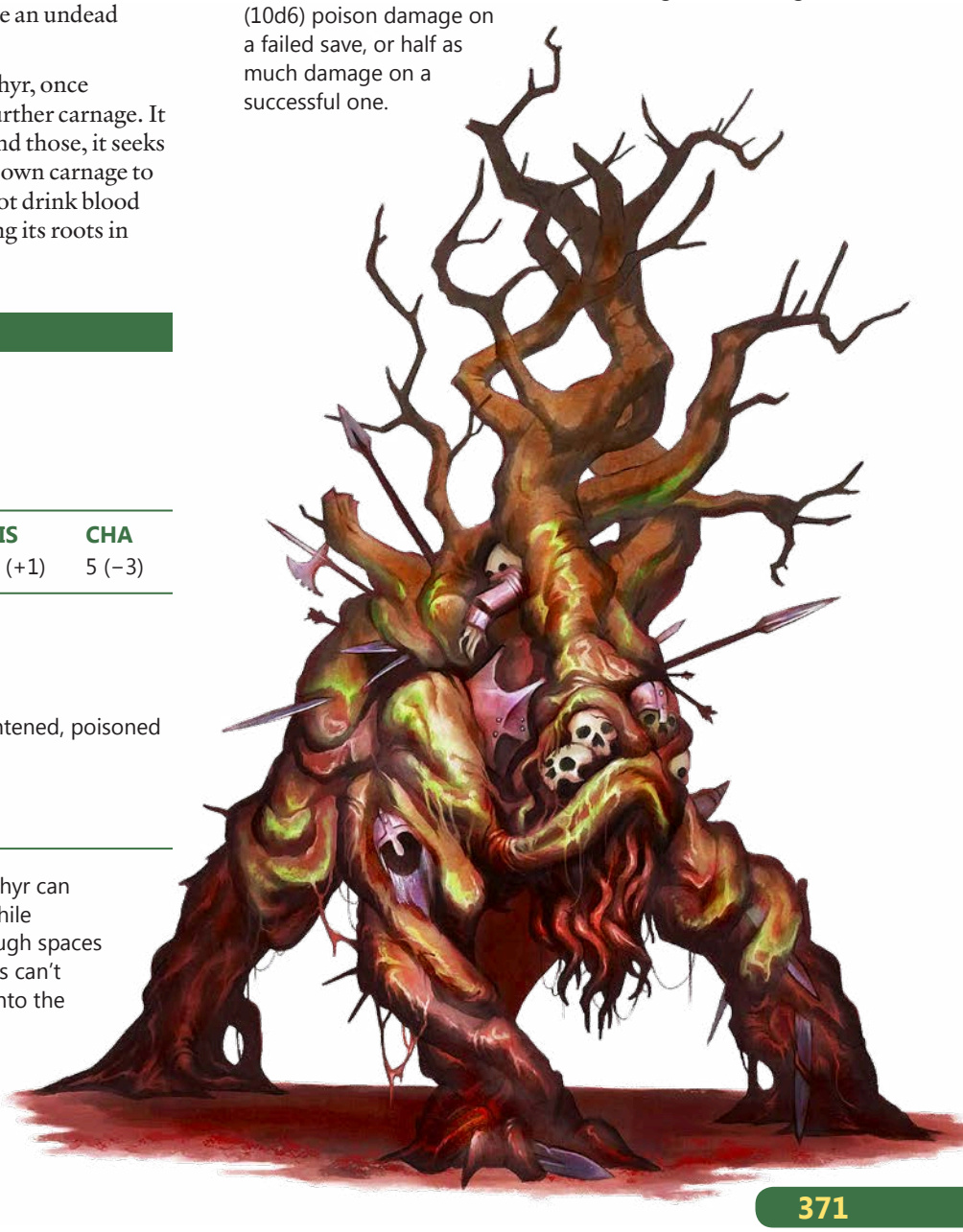
ACTIONS

Multiattack. The vines of Nemthyr makes three attacks: two with its slam and one with its thorny lash.

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

Thorny Lash. *Melee Weapon Attack*: +7 to hit, reach 15 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained. The vines of Nemthyr has two thorny lashes, each of which can grapple only one target.

Thorn Spray (Recharge 6). The vines of Nemthyr shoots poisonous thorns in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 35 (10d6) poison damage on a failed save, or half as much damage on a successful one.



Warlock's Trumpetbloom

This plant stands taller than an ogre, and it shuffles forward on a thick mass of tangled roots. A wicked-looking stinger, glistening with venom, flicks out of its "mouth" on the end of a whip-like tongue.

Born for War. Warlock's trumpetblooms were created by a mage and his cabal through a series of bizarre experiments that involved cross-breeding native jungle orchids and giant carnivorous plants with alien seed pods. The mage supervised the experiments personally, frequently consulting a living brain he kept in a glass cylinder. When the first trumpetblooms were propagated from seedlings, the mages were astounded at how quickly the plants grew and subsequently reproduced. An unstoppable army was within their grasp—or so they believed. The mages' optimism proved misguided when the trumpetblooms broke free of the glasshouses and attacked their masters.

Aggressive Carnivores. Warlock's trumpetblooms are aggressive and intelligent plant creatures that seek to spread their seed pods throughout the jungle and beyond. Trumpetblooms are carnivores, feeding on the small deer, giant insects, and snakes that live in the jungle. They happily devour humanoid flesh when available, using their roots to soak up the nutrients from a decomposing corpse.



WARLOCK'S TRUMPETBLOOM

Large plant, neutral evil

Armor Class 15 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	18 (+4)	6 (−2)	10 (+0)	6 (−2)

Saving Throws Str +6, Con +7
Skills Stealth +3, Perception +3
Damage Resistances fire
Damage Immunities poison
Condition Immunities blinded, deafened, exhaustion, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 13
Languages understands Void Speech but can't speak
Challenge 7 (2,900 XP)

Alien Mind. A creature who attempts to communicate with the trumpetbloom must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

ACTIONS

Multiattack. The trumpetbloom makes three attacks: one with its stinger and two with its tendrils.

Stinger. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit:* 16 (2d12 + 3) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute. The target is paralyzed while poisoned in this way. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tendril. *Melee Weapon Attack*: +6 to hit, reach 15 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage and the target is grappled (escape DC 14) if it is a Medium or smaller creature. The trumpetbloom has two tendrils, each of which can grapple only one target.

Water Horse

The beautiful horse twitches slightly before it changes into a humanoid creature with a horse's head. Its beauty is transfixing despite the razor-sharp teeth.

A Dark Beast of Legend. The water horse often crosses to the mortal world via water bridges. A horse-headed humanoid in its natural form, the water horse can also appear as a fetching humanoid or a beautiful riding horse.

An Aquatic Danger. While not a mindless killer, the water horse, also known as the *each-uisge*, has a taste for human flesh, and those who dwell in the mortal world eat well. They live on the shores of seas or lakes, often posing as fisher-folk or sailors to blend in with the local population. They use their charms and guile to draw victims back to their lair to feast. Water horses are particularly dangerous when a mated pair have young that need to be fed. While water horses create homes at the edge of the water, most have a secret lair beneath the surface.

WATER HORSE

Medium fey (shapechanger), neutral evil

Armor Class 12 in humanoid form, 14 (natural armor) in horse or hybrid form

Hit Points 77 (14d8 + 14)

Speed 30 ft. (60 ft. in horse form), swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	10 (+0)	12 (+1)	15 (+2)

Skills Deception +4, Persuasion +4

Senses darkvision 60 ft., passive Perception 11

Languages Common, Sylvan

Challenge 4 (1,100 XP)

Amphibious. The water horse can breathe air and water.

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

ACTIONS

Multiattack. The water horse can use its Charming Gaze. In horse form, it then makes two bite attacks. In humanoid form, it then makes two longsword attacks. In hybrid form, it then makes two attacks: one with its bite and one with its longsword.

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

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

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

Charming Gaze. The water horse targets one creature it can see within 30 feet of it. The target must succeed on a DC 12 Charisma saving throw or be charmed for 1 minute. While charmed, the target is incapacitated and can only move toward the water horse. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The target has advantage on the saving throw if it has taken damage since the end of its last turn. If the target successfully saves or if the effect ends for it, the target is immune to this water horse's Charming Gaze for the next 24 hours.



Weasel, Albino Death

This massive pale weasel moves with lightning speed. Its white fur is stained red with the crusty remains of its latest meal.

Albino death weasels are ravenous hunters that spend every waking hour in search of food. Farming communities keep watchful eyes out for the signs of albino death weasel dens, since even large livestock, as well as the farmers themselves, are fair game to the creatures. Humanoids that inhabit forests and badlands, in particular, live in fear of albino death weasels.

Hunting Beasts. Albino death weasels often serve as scenting and hunting beasts for ogres, hill giants, dark folk, vampires, and creatures of the Plane of Shadow. These trained weasels respond to voice commands and often wear a decorative collar or a distinctive earring.

Foiling Invisible Intruders. Their combination of sharp hearing and their ability to detect prey by scent is believed to make them effective in sniffing out invisible intruders. Some wizards and druids rely on the weasels for precisely this reason.

ALBINO DEATH WEASEL

Large beast, unaligned
Armor Class 13 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 50 ft., burrow 30 ft.

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

Skills Perception +4, Stealth +4
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 1 (200 XP)

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

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

ACTIONS

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

Claw. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage. The target is also grappled (escape DC 13) if it is a Medium or smaller creature and the albino weasel isn't already grappling a creature. Until this grapple ends, the target is restrained and the albino death weasel can't claw another target.

Musk Spray (Recharge 5-6). The weasel unleashes a spray of foul musk in a 20-foot cone. Each creature in that area must succeed on a DC 12 Constitution saving throw or be poisoned 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.



Weasel, Wind



In the autumnal deep forest, the wind stirs fallen leaves into swirling patterns—but some are not what they seem. The whipping winds tear at the skin of hapless travelers before resolving into fierce, weasel-like creatures with long, sickle-shaped claws.

Claws to Rip Flesh. Appearing as human-sized upright mustelids, these white and blue, furry fey of the deep forest are jealous of mortal intruders and can exact a heavy price from the incautious explorer. The claws on each front foot are extended like curved blades that inflict deep, scything wounds.

Wind Riders. Wind weasels have an affinity for the element of air. By running in a tight circle, a wind weasel can generate—and become one with—a swirling vortex of abrasive wind. The weasel uses the whirlwind to surprise and slash at its foes—or to flee if the fight proves unequal.

Seasonally Affected. During spring and summer, wind weasels are largely passive and spend most of their time in wind form, drifting lazily around the woodlands. As the leaves and temperatures fall, a wind weasel's mood becomes more vicious, and it actively seeks prey. Though largely beings of the wilds, wind weasels are known to associate with shadow fey and may sometimes be found as guards on the fringes of fey courts or deep woodland groves.

WIND WEASEL

Medium fey (shapechanger), chaotic neutral

Armor Class 13
Hit Points 52 (8d8 + 16)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	11 (+0)

Saving Throw Dex +5
Skills Perception +3, Stealth +5
Senses darkvision 60 ft., passive Perception 13
Languages Sylvan, Umbral
Challenge 2 (450 XP)

Air Form (Whirlwind Form Only). The wind weasel can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Flyby (Whirlwind Form Only). The wind weasel doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Hidden In The Wind (Whirlwind Form Only). Until it attacks or uses Whirling Leaves, the wind weasel is indistinguishable from a natural dust devil unless a creature succeeds on a DC 15 Intelligence (Investigation) check.

Shapechanger. The wind weasel can use its action to polymorph into a whirlwind. It can revert back to its true form as a bonus action. It statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies. While a whirlwind, it has a flying speed of 60 feet, immunity to the grappled, petrified, restrained, and prone conditions, and resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks. The wind weasel can't make bite or claw attacks while in whirlwind form.

Windy Speed (Whirlwind Form Only). When the wind weasel is subjected to the *slow* spell, it doesn't suffer the effects of the spell but instead is forced into its true form and incapacitated until the end of its next turn.

Actions

Multiattack. The wind weasel makes three attacks: one with its bite and two with its scythe claws.

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

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

Whirling Leaves (Whirlwind Form Only). Each creature in the wind weasel's space must make a DC 13 Dexterity saving throw, taking 21 (6d6) slashing damage on a failed save, or half as much damage on a successful one.

Weirding Scroll



A humanoid figure teeters, clutching both ends of a curious scroll. The curled eldritch parchment is marked with strange, alien glyphs on one side that pulsate with an arcane glow, illuminating the figure's twisted face. Tendrils of opalescent light snake out from the surface of the bizarre scroll as the ensorcelled figure staggers forward.

Arcane Guardians. A weirding scroll is a grim construct crafted from a length of magically-treated humanoid skin. This morbid parchment is prepared by a master surgeon before undergoing certain profane and secret rites that imbue the scroll with formidable mind-warping abilities. This surreptitious construct lies in wait for a living creature to come along and serve as an unwilling surrogate for its creator's commands.

Nimbused Puppeteers. The mobility of this odd artifice is limited. When a weirding scroll isn't flitting on the wind in a form of mock lifelessness, it employs a powerful domination, which manifests as an eerie tangle of light that entwines its victim.

Athenaeum Wardens. The first weirding scrolls were constructed to help protect the massive libraries of an ancient race of sorcerer kings. Since then, the riddle of their creation has fallen into the hands of only the most studious of artificers.

Construct Nature. A weirding scroll doesn't require air, food, drink, or sleep.

WEIRDING SCROLL

Tiny construct, unaligned

Armor Class 10

Hit Points 27 (6d4 + 12)

Speed 0 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	10 (+0)	15 (+2)	16 (+3)	10 (+0)	8 (-1)

Saving Throws Wis +2

Skills Deception +5

Damage Vulnerabilities fire

Damage Resistances cold; bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

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

Languages all, telepathy 120 ft.

Challenge 1/2 (100 XP)

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

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

ACTIONS

Dominate. A weirding scroll beguiles one humanoid that it can see within 30 feet. The target must succeed on a DC 13 Wisdom saving throw or be charmed for 1 hour. The charmed creature obeys the telepathic commands of the weirding scroll to the best of its ability. This action works like the *dominate person* spell, except the weirding scroll doesn't need to concentrate to maintain the domination, and it can't take total and precise control of the target. The weirding scroll can have only one humanoid under its control at one time. If it dominates another, the effect on the previous target ends.

Tendril of Light. *Melee Spell Attack*: +5 to hit, reach 10 ft., one target. *Hit:* 3 (1d6) psychic damage plus 3 (1d6) radiant damage.

Wendigo

At first the creature looks like an emaciated man running, then it looks like a large wolf. Right before it attacks, it is obvious the creature is neither.

Born of Greed and Starvation. The wendigo's origins are mysterious. Some claim they are beings summoned forth from the corpses of humans who have died of starvation. Others say they come from those who have died because of cannibalism or their own greed.

An Insatiable Appetite. Wendigos are found in harsh climates, preying on the weak and hungry. Legends speak of entire settlements devoured by a single wendigo. All that remains of these settlements are eerily silent buildings and a few scattered bones, all material wealth untouched.

An Emaciated Horror. Wendigos have an emaciated humanoid shape with some disturbing lupine features, described by one scholar as a "hairless zombie werewolf."

Punisher of Vices. Wendigos also have a special role in the punishment for cannibalism and greed. Greedy or cannibalistic individuals whose vices have caused the deaths of others, directly or indirectly, might be cursed by those victims as the victims die. This curse manifests as a wendigo being unleashed into the world.

WENDIGO

Medium monstrosity, chaotic evil

Armor Class 16 (natural armor)
Hit Points 150 (20d8 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	16 (+3)	11 (+0)	16 (+3)	12 (+1)

Skills Athletics +9, Perception +7, Stealth +8, Survival +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, fire
Condition Immunities exhaustion, stunned
Senses darkvision 120 ft., passive Perception 17
Languages Common
Challenge 11 (7,200 XP)

Aura of Starvation. A creature that starts its turn within 10 feet of the wendigo must succeed on a DC 15 Constitution saving throw or be paralyzed by gnawing cold and crippling hunger for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the wendigo's Aura of Starvation for the next 24 hours.

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

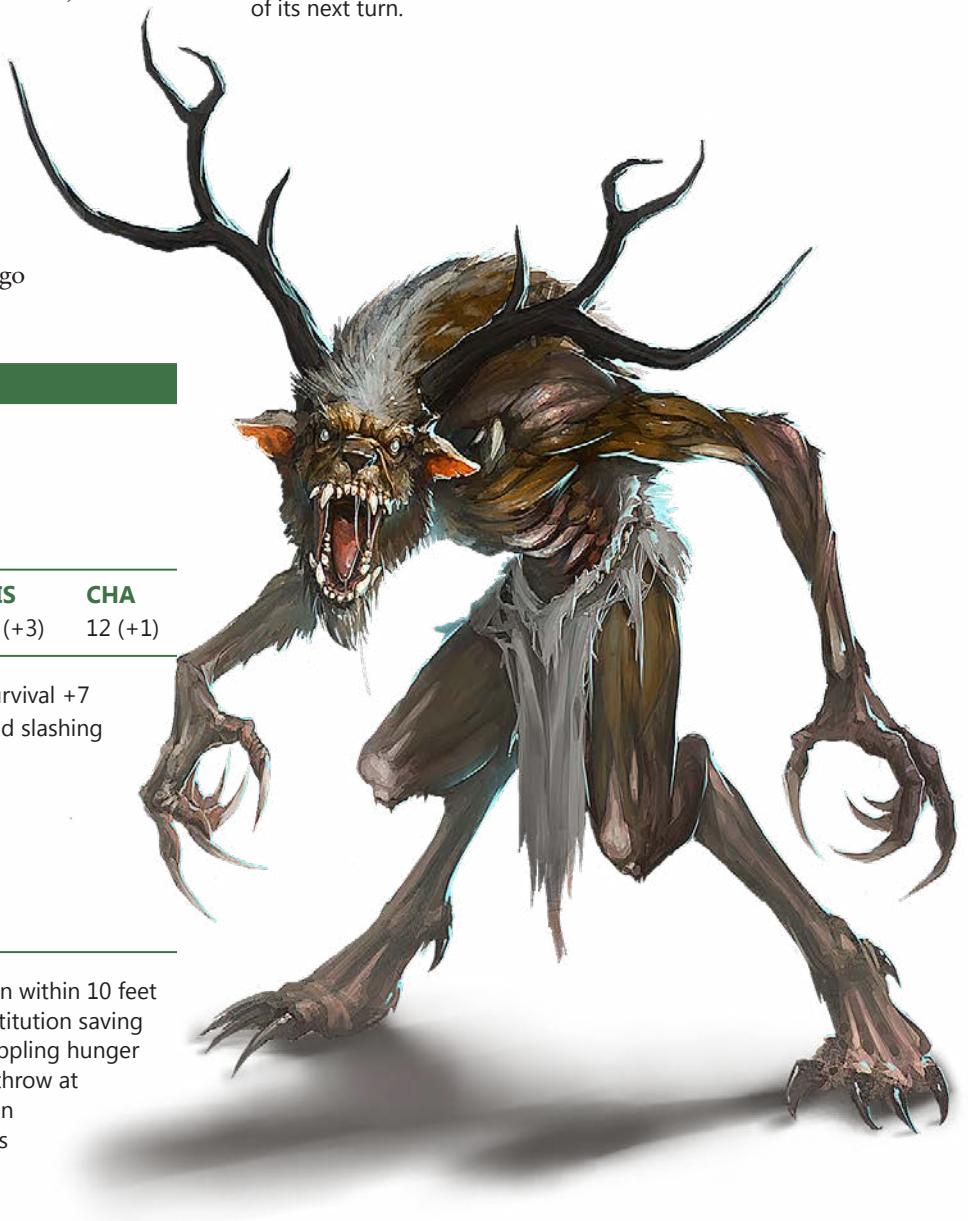
Actions

Multiattack. The wendigo makes three attacks: two with its icy claw and one with its bite. Alternatively, it uses its Frozen Spittle twice.

Icy Claw. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage and 14 (4d6) cold damage.

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

Frozen Spittle. *Ranged Spell Attack:* +7 to hit, range 100 ft., one target. *Hit:* 28 (8d6) cold damage, and the target must succeed on a DC 16 Dexterity saving throw or be restrained until the end of its next turn.



Whisperer in Darkness

A robed figure sits in a pool of deep shadows. The shrouded individual's strained, immobile face and listless hands look abnormal and corpse-like. An unmistakable morbid odor permeates the area, and the air vibrates with a hideous, repressed buzzing. The figure speaks in a hoarse whisper, though his mustache-screened lips remain curiously motionless.

Void Regent. Sorcerer, emissary, changeling, outsider…the alien entity known as the whisperer in darkness is all of these things and more. This abhorrent master of disguise implements clever and damnable constructions to covertly walk among men. Its naked form is a twisted contortion of grotesque, inhuman features that would surely drive an unsuspecting onlooker mad. The whisperer's artificial face and limbs are the waxen products of an expert artist, but they do little to mask the disturbing timbre of its voice.

Tenebrous Physician. The whisperer is a being of prodigious surgical, biological, chemical, and mechanical skill who consorts with nameless things from abysmal space. Among these entities are the vaguely insect-like mi-go (*Tome of Beasts*, p. 287), who colonize entire worlds in the name of malevolent gods.

Mask of Nyarlathotep. The whisperer in darkness is one of the many avatars of the Crawling Chaos. This incarnation of the Faceless God is a cosmic abnormality who serves as a manipulative liaison between the mi-go and the native races of the planets they invade.

Void Traveler. The whisperer in darkness doesn't require air, food, drink, or ambient pressure.

WHISPERER IN DARKNESS

Medium aberration, neutral evil

Armor Class 17 (natural armor)
Hit Points 142 (15d8 + 75)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	21 (+5)	25 (+7)	18 (+4)	16 (+3)

Saving Throws Con +10, Wis +9, Cha +8
Skills Arcana +17, Deception +13, Medicine +9, Perception +9, Stealth +9
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks not made with silver
Damage Immunities psychic, poison
Condition Immunities frightened, charmed, poisoned
Senses truesight 120 ft., passive Perception 19
Languages all, telepathy 60 ft.
Challenge 15 (13,000 XP)

Disquieting Technology. The whisperer is a highly advanced being that often carries pieces of powerful mi-go technology. Mi-go technology can be represented using the same rules as magic items, but the functions are very difficult to determine. The *identify* spell can't determine the function of a mi-go item, but an hour of study and a successful DC 19 Intelligence (Arcana) check can reveal its purpose and proper function. Typical items are wands of *fireballs* shaped like staves with peculiar triggers, *eyes of the eagle* shaped as a pair of cylinders, or a *helm of telepathy* in the form of a glowing metal disc adhered to the side of the creature's head.

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

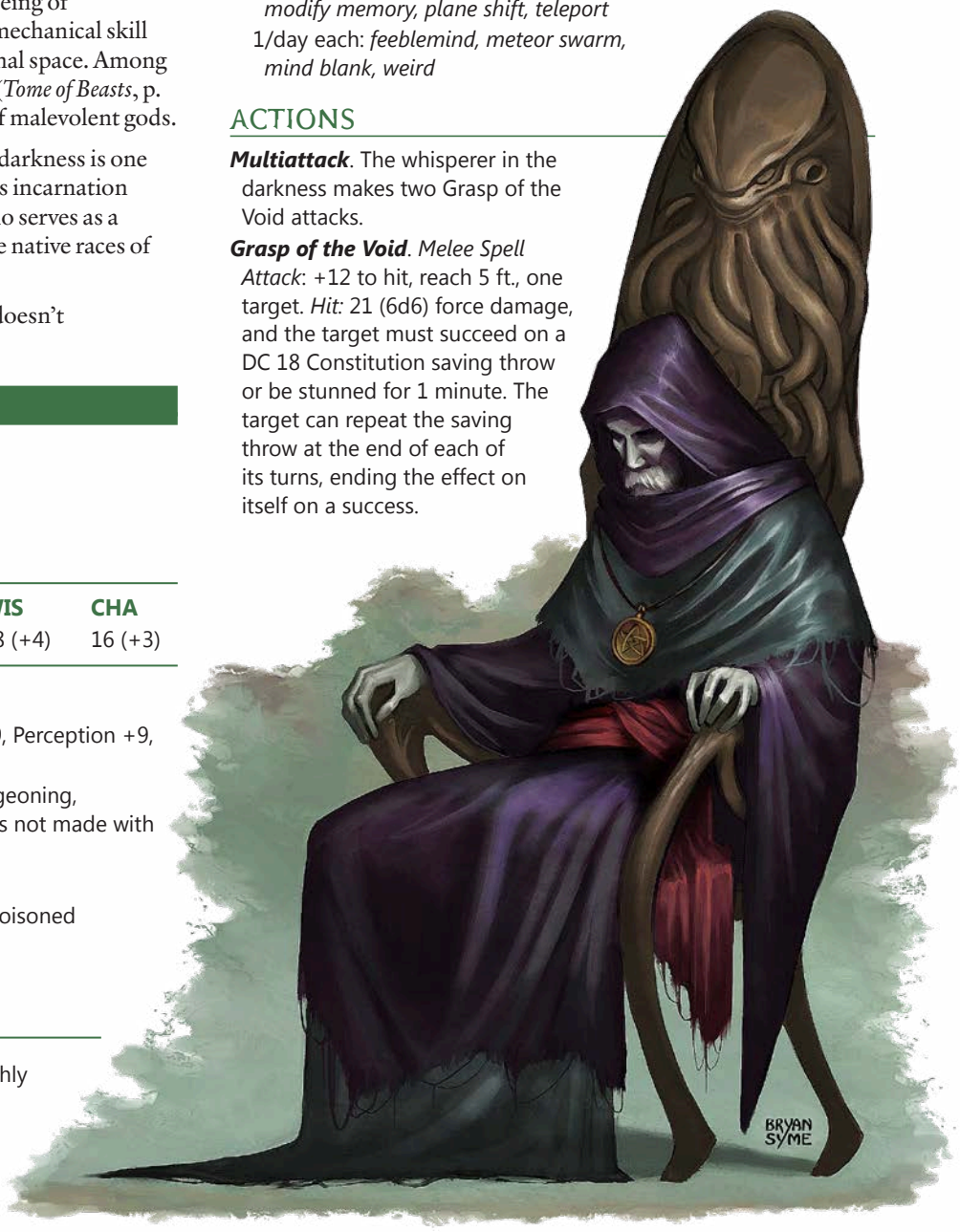
Innate Spellcasting. The whisperer's innate spellcasting ability is Intelligence (spell save DC 20). The whisperer can innately cast the following spells, requiring no material components:

At will: *alter self, detect magic, detect thoughts, disguise self, fear, identify, invisibility* (self only), *misty step, sleep, suggestion*
3/day each: *confusion, dimension door, disintegrate, dream, modify memory, plane shift, teleport*
1/day each: *feeblemind, meteor swarm, mind blank, weird*

ACTIONS

Multiattack. The whisperer in the darkness makes two Grasp of the Void attacks.

Grasp of the Void. *Melee Spell Attack*: +12 to hit, reach 5 ft., one target. *Hit:* 21 (6d6) force damage, and the target must succeed on a DC 18 Constitution saving throw or be stunned 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.



White Stag



This beautiful and noble snow-white stag has an impressive rack of antlers and glows with an otherworldly, golden light.

White stags are celestial beings, sent by the gods to the Material Plane to provide guidance to mortal heroes. Their appearance is said to be an indication that great events are in the offing, and those who are privileged enough to see one of these creatures will have an important part to play.

Divine Messengers. When pious elves die and their spirits journey to the Outer Planes, some are accorded the honor of spending a year and a day serving the elven gods as a white stag before moving on to enjoy the afterlife. A deity will dispatch a white stag to the Material Plane when it wants to send a group of mortals on a divine quest, or it needs to give them a nudge in the right direction.

Forest Chase. A white stag always appears some distance away in a forest or deep wood. Surrounded by a nimbus of golden light, it is clearly an otherworldly creature. The stag will look directly at a group of travelers, but if approached, it will turn and sprint off through the trees. If chased, the stag will lead its pursuers through a number of obstacles in the forest before eventually coming to a halt at a spot that has some bearing on the travelers' quest. If the travelers are able to keep the stag in sight or to follow its tracks, they are likely to find a useful clue or item when the creature stops running. Sometimes, the pursuers may experience a vision or other divine revelation.

Dying Curse. A white stag always runs when attacked. If cornered, it defends itself to the best of its ability. Killing a white stag angers the gods who created it. When the stag dies, its body vanishes in a puff of white smoke, and the person who slew the creature is subject to a curse that can only be removed with magic or by performing a quest on behalf of the gods—sometimes both.

WHITE STAG

Large celestial, chaotic good

Armor Class 13 (natural armor)

Hit Points 45 (7d10 + 7)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	10 (+0)	14 (+2)	15 (+2)

Skills Athletics +5, Insight +4, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages understands Celestial, Common, Elvish and Sylvan but can't speak

Challenge 2 (450 XP)

Beloved by the Gods. When the white stag dies, the deity that created it curses the creature that dealt the killing blow. The cursed creature finds the natural world working against it: roots randomly rise up to trip the creature when it walks past a tree (5% chance per mile traveled in forested terrain), animals are more reluctant to obey (disadvantage on Wisdom (Animal Handling) checks), and the wind seems to always be blowing in the least favorable direction for the creature (scattering papers, sending the creature's scent in the direction of a creature tracking it, etc.). This curse lasts until it is lifted by a *remove curse* spell or after the cursed creature completes a task of penance for the deity or its temple.

Forest Runner. Difficult terrain doesn't slow the white stag's travel while in a forest.

Running Leap. With a 10-foot running start, the white stag can long jump up to 25 feet.

Actions

Multiattack. The white stag makes one gore attack and one hooves attack.

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

Hooves. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Wickerman



A burning effigy lumbers across the open plains. It belches black smoke with every step it takes, and the tortured screams of the humanoids inside it fill the air.

Empowered by Sacrifice In ancient times, the druids of the flame burned people alive in giant wickermen as sacrifices to the gods. The druids soon discovered a strange phenomenon when they burned the wickermen: the sacrifices' souls were trapped within the construct, filling it with rage. The druids of the flame learned to control the wickerman's rage and turned their sacrifice into a weapon of war.

Staff of Willow. A branch of the willow tree used to create the wickerman is formed into a staff, carved with runes, and conditioned with incense. The wielder can control a wickerman as long as it is within 120 feet of the wickerman and must use its action to command the wickerman to take an action.

Construct Nature. The wickerman doesn't require air, food, drink, or sleep.

WICKERMAN

Huge construct, neutral evil

Armor Class 8

Hit Points 138 (12d12 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (–2)	21 (+5)	3 (–4)	14 (+2)	1 (–5)

Saving Throws Str +8, Con +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

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

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 10

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

Challenge 9 (5,000 XP)

Berserk. If the staff controlling the wickerman is broken or is not being worn or carried by a humanoid, the wickerman goes berserk. On each of its turns while berserk, the wickerman attacks the nearest creature it can see. If no creature is near enough to move to and attack, the wickerman attacks an object with preference for an object smaller than itself. Once the wickerman goes berserk, it continues to do so until it is destroyed, until a new staff is created, or until the staff is worn or carried by a humanoid.

Blazing Fury. A creature that touches the wickerman or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. If the wickerman's flame is ever doused, it is incapacitated until the flame is rekindled by dealing at least 10 fire damage to it.

Water Susceptibility. If the wickerman is on fire, it takes 1 cold damage for every 5 feet it moves in water or for every gallon of water splashed on it. If the wickerman takes at least 100 points of cold damage within a 1 minute period, its flame is doused.

Actions

Multiattack. The wickerman makes two slam attacks.

Blazing Ray. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 27 (5d10) fire damage.

Slam. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage plus 5 (1d10) fire damage and the target is grappled (escape DC 16). The wickerman has two fists, each of which can grapple only one target.

Imprison. The wickerman makes one slam attack against a target it is grappling. If the attack hits, the target is imprisoned inside its burning body, and the grapple ends. A creature imprisoned in the wickerman is blinded, restrained, has total cover against attacks and other effects outside the wickerman, and it takes 17 (5d6) fire damage at the start of each of the wickerman's turns. Up to 6 Medium or smaller creatures can fit inside a wickerman's body. If the wickerman takes 25 damage or more from a creature inside of it, the wickerman must succeed on a DC 14 Constitution saving throw or the creature bursts free from it. The creature falls prone in a space within 10 feet of the wickerman. If the wickerman dies, all creatures inside of it are no longer restrained by it and can escape from the burning corpse by using 15 feet of movement, exiting prone.

Wind Eater

A barely visible humanoid silhouette stalks the desolate and ruined place, killing any who would seek its secrets.

Warped by Arcane Catastrophe. The wrathful byproducts of cataclysms caused by arcane warfare, wind eaters were once humanoids. Now twisted into near-invisible, roughly human-shaped creatures, they wander their shattered homelands, attacking any intelligent life that comes near.

Wasteland Wardens. Though they take a spiteful pleasure in hurting creatures whose lives remind them of what they once were, wind eaters retain a kernel of decency, which motivates them to thwart any exploration of their homes. They seek to stop the deadly knowledge that destroyed their bodies and their homes from falling into other hands that might inflict the same misery elsewhere.

Undead Nature. The wind eater doesn't require air, food, drink, or sleep.

WIND EATER

Medium undead, lawful evil

Armor Class 14
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	18 (+4)	14 (+2)	12 (+1)	16 (+3)	13 (+1)

Saving Throws Con +4, Wis +5
Skills Perception +5, Stealth +6
Damage Resistances acid, cold, fire, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious
Senses truesight 60 ft., passive Perception 15
Languages understands Common but can't speak
Challenge 2 (450 XP)

Aura of Silence. A creature within 120 feet of the wind eater has disadvantage on Wisdom (Perception) checks that rely on hearing. All creatures within 20 feet of the wind eater are immune to thunder damage and are deafened. This trait works like the *silence* spell, except the effect moves with the wind eater and persists unless it is incapacitated or until it dies.

Incorporeal Movement. The wind eater 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.

Shadow Blend. As a bonus action while in dim light or darkness, the wind eater becomes invisible. The invisibility lasts until the wind eater uses a bonus action to end it or until the wind eater attacks, is in bright light, or is incapacitated. Any equipment the wind eater wears or carries is invisible with it.

Innate Spellcasting. The wind eater's innate spellcasting ability is Wisdom (spell save DC 13). It can innately cast the following spells, requiring only somatic components:

At will: *silent image*
3/day each: *blur, major image*
1/day: *mirage arcana*

ACTIONS

Multiattack. The wind eater makes two claw attacks.

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



Wolpertinger



A strange amalgam of creatures, the antlered rabbit hops on the stump, spreading its wings and releasing a high-pitched shriek from behind its fangs.

Mischievous Beasts. The wolpertinger possesses a talent for mischief and petty theft involving food but otherwise does little harm if unprovoked. An angry wolpertinger, on the other hand, makes for a frightening enemy, dropping from the sky, antlers first, on the object of its ire.

Desired by Fey. Some fey develop unusual compulsions around wolpertingers, describing them as divinely adorable, delightful, and utterly charming. While wolpertingers are certainly unusual, the fey often become obsessed enough to pay large sums for a live animal. Bearfolk consider them reliable guides through forests, claiming they can speak. No other humanoids have reported wolpertinger speech, and it seems likely that the bearfolk may be teasing their fey and gnomish friends.

Gnome Friends. Wolpertingers have a fondness for gnomes and dwell in forests near gnomish settlements. Gnomes often raise wolpertingers as companions and many gnomish wizards have wolpertinger familiars.

WOLPERTINGER

Tiny monstrosity, unaligned

Armor Class 13

Hit Points 9 (2d4 + 4)

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

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

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Charge. If the wolpertinger moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 2 (1d4) piercing damage.

Flyby. The wolpertinger doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Standing Leap. The wolpertinger's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

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

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

Keening (Recharge 6). The wolpertinger emits a piercing shriek. Each creature within 30 feet that can hear the wolpertinger must succeed on a DC 13 Constitution saving throw or be deafened for 1 minute. A beast with an Intelligence of 4 or lower that is in the area must also succeed on a DC 13 Wisdom saving throw or be frightened until the beginning of its next turn.

WOLPERTINGER FAMILIARS

Some wolpertingers are willing to serve spellcasters as a familiar. Such wolpertingers have the following trait.

Familiar. The wolpertinger can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the wolpertinger senses as long as they are within 1 mile of each other. While the wolpertinger is within 10 feet of its companion, the companion shares the wolpertinger's Standing Leap trait. At any time and for any reason, the wolpertinger can end its service as a familiar, ending the telepathic bond.

Woodwose

Broad-chested and muscular, this feral-looking man's torso is covered in a coat of thick, dark hair. His eyes are deep-set and black, and his beard is matted and tangled with bits of twig. His only clothes are a headdress and a loin cloth woven from ivy leaves.

Woodwoses are hairy, near-naked wild humans of the woods who live close to nature, deep in the ancient forests where the boundary between the Material Plane and the lands of the fey becomes blurred.

Hairy Climbers. Woodwoses are very hairy. Their bodies are covered in a thick coat apart from the faces, hands, and feet. Despite their heavy physiques, woodwoses are able climbers, allowing them to use the tallest trees of the wood as vantage points.

Friends of the Fey. Bands of woodwoses can often be found following a green knight of the woods (see page 209) or other powerful fey, and they are usually on friendly terms with forest-dwelling elves. Stealthy hunters capable of casting druidic magic, woodwoses remain vigilant against orcs, forest marauders (*Tome of Beasts*, p. 205), over-zealous foresters, and any others who seek to harm the animals, trees, and plants of the woodlands. Their jet black eyes glow emerald green when they are angered.

Mysterious Origins. Woodwoses have lived in the remotest parts of the world's forests for centuries and are only remembered by most civilised societies in fireside tales. One far-fetched story says that the first wild men of the woods were human children who fled into the forest to escape a band of savage raiders and were raised by wolves or other wild animals. Another says they were normal men who were cursed with their hairy bodies and somewhat warped physiques by the Queen of Witches (*Tome of Beasts*, p. 194) for spying on her while she bathed beneath a woodland waterfall.

WOODWOSE

Medium humanoid, chaotic neutral

Armor Class 13 (natural armor)
Hit Points 27 (6d8)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	11 (+0)	10 (+0)	14 (+2)	8 (–1)

Skills Nature +2, Perception +4, Stealth +3, Survival +4
Senses passive Perception 14
Languages Common, Elvish, Sylvan
Challenge 1/2 (100 XP)

Fey Touched. The woodwose has advantage on saving throws against being charmed, and magic can't put the woodwose to sleep.

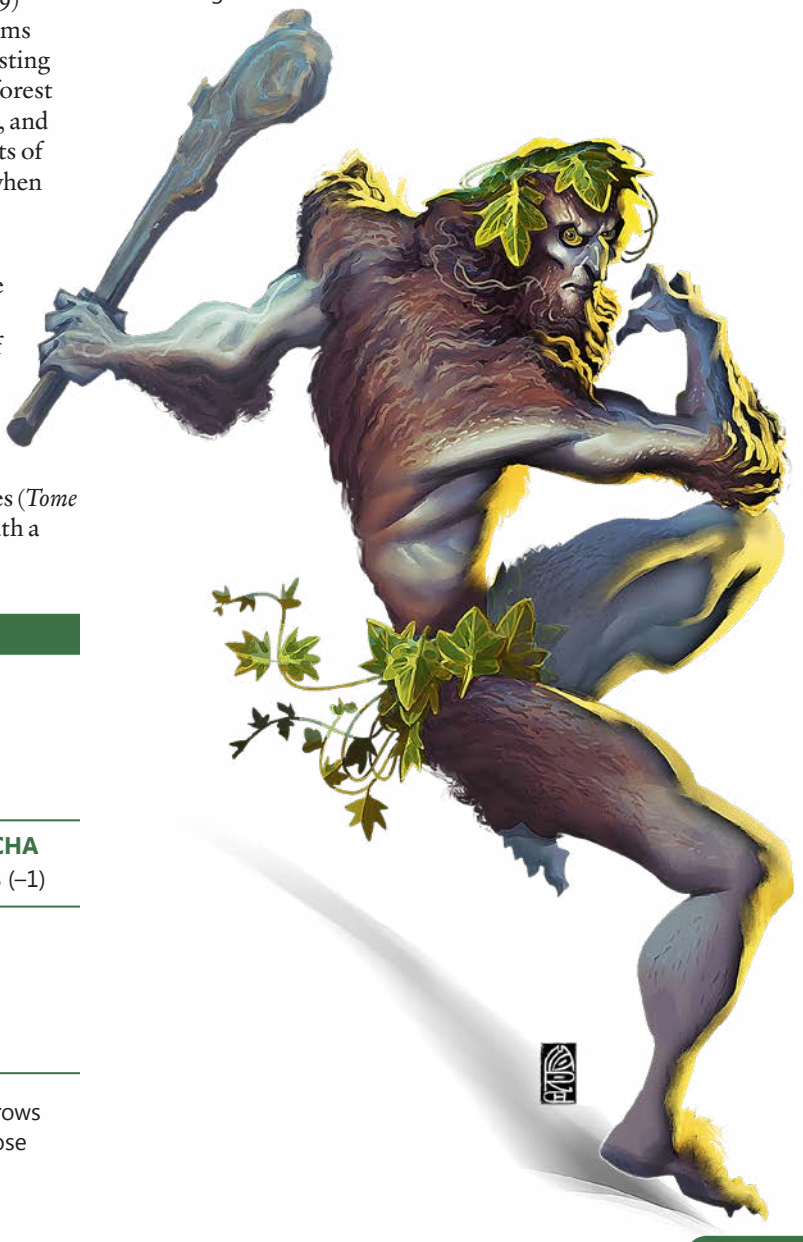
Speak with Beasts and Plants. The woodwose can communicate with beasts and plants as if they shared a language.

Innate Spellcasting. The woodwose's innate spellcasting ability is Wisdom (spell save DC 12). The woodwose can innately cast the following spells, requiring no material components:
At will: *shillelagh*
3/day: *pass without trace*
1/day: *entangle*

ACTIONS

Club. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage, or 7 (1d8 +3) bludgeoning damage with shillelagh.

Shortbow. *Ranged Weapon Attack*: +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage plus 5 (2d4) poison damage.



Worg, Fang of the Great Wolf

The light of reason in the large worg's eyes is unmistakable; it is a cunning beast, able to work together with goblin or worg allies to lure victims into ambushes or down dead-end paths.

Bestial Priests. A worg becomes a fang of the Great Wolf through the workings and rituals of the bestial cults of the Great Wolf, who seek out the craftiest of worgs for this honor. Once absorbed into the cult, the worgs serve more intelligent and powerful creatures such as werewolves and nightgarms (*Tome of Beasts*, p. 304), aiding them in keeping large packs of varied lupine beasts in order.

Trophy Takers. Few things make a fang of the Great Wolf happier than tearing the arm rings from northern warriors and wearing them as trophies. When two or more fangs gather in one place, they compare and boast to one another about how the trophies were taken.

No Thrall to Humanoids. After its transformation from a standard worg to a fang of the Great Wolf and its induction into the cult, the fang will not tolerate being ridden by any humanoid, including goblins and hobgoblins, though it may let one get close enough to try before making a meal of it.

FANG OF THE GREAT WOLF

Large monstrosity, neutral evil

Armor Class 14 (natural armor)
Hit Points 65 (10d10 + 10)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	9 (–1)	13 (+1)	8 (–1)

Skills Insight +3, Perception +5, Religion +1
Damage Resistances cold
Senses darkvision 60 ft., passive Perception 15
Languages Common, Goblin, Worg
Challenge 3 (700 XP)

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

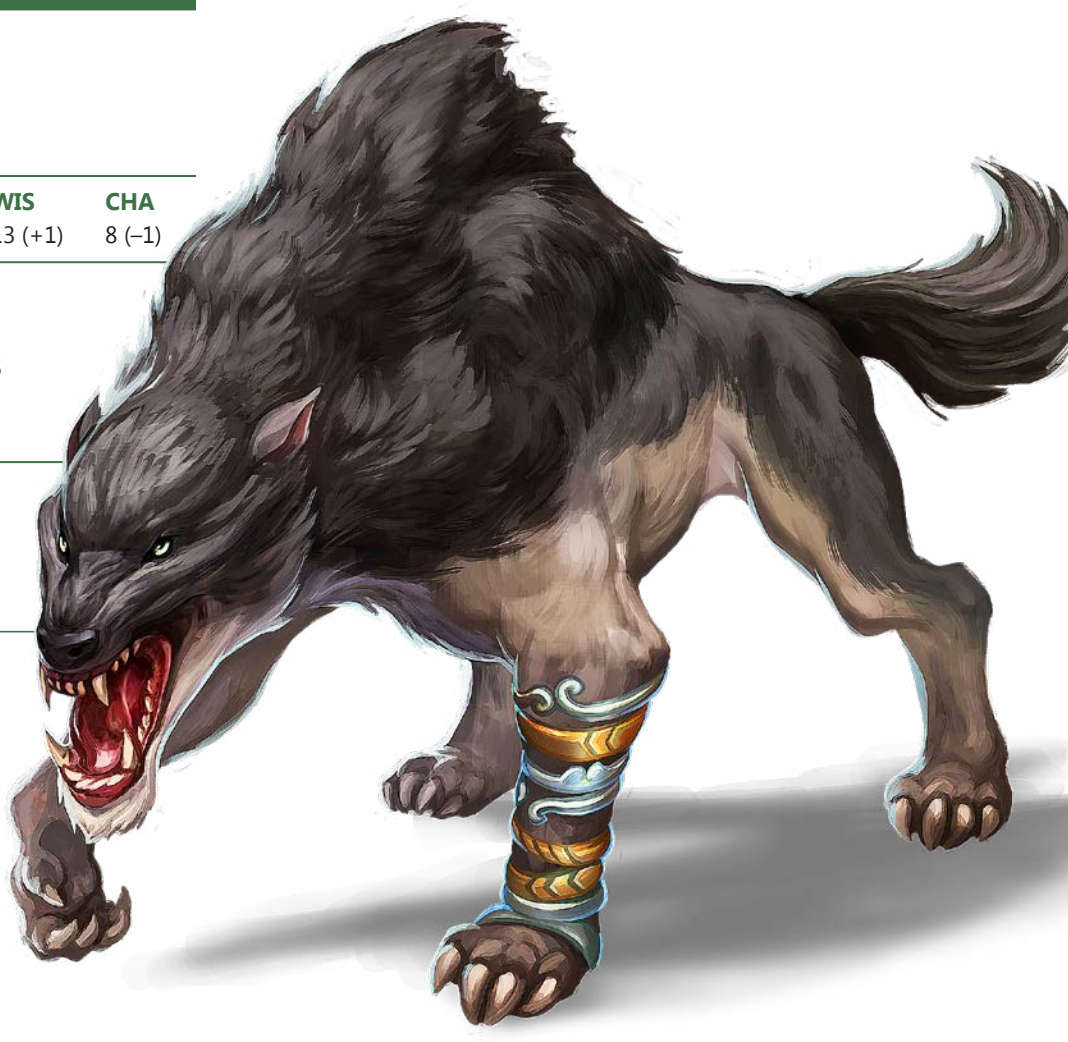
Actions

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 13) if the worg isn't already grapping a creature. Until this grapple ends, the target is restrained and the worg can't bite another target.

Might of the Great Wolf (Recharges after a Short or Long Rest). The fang of the Great Wolf grows in size. This works like the *enlarge/reduce* spell, except the worg can only enlarge and it lasts for 1 minute. While enlarged, the fang of the Great Wolf gains the following action:

Swallow. The worg makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the worg, and it takes 10 (3d6) acid damage at the start of each of the worg's turns. The worg can have only one creature swallowed at a time.

If the worg takes 10 damage or more on a single turn from the swallowed creature, the worg must succeed on a DC 11 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 5 feet of the worg. The creature is automatically regurgitated when the worg is no longer enlarged. If the worg dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.



Wyvern Knight

Clad in armor and carrying a spiked lance, the knight grips tight to the reins of its wyvern mount. The knight snarls, goading its mount forward.

For centuries, many realms have been safeguarded by knights on horseback, their advanced mobility and powerful steeds cutting through infantry lines like shears through cloth. But against the wyvern knights, even mighty cavaliers are little more than worms to be snapped up by a hungry starling. The wyvern knights are trained to ride domesticated war wyverns (see page 386), using their aerial mobility to perform countless roles on the battlefield from shattering cavalry charges to sowing chaos from behind enemy lines.

Baal's First. A group of elite kobolds (see page 237), calling themselves Baal's First Legion, works with a dragonborn wyvern knight commander. The kobolds themselves hang onto leather straps and buckle themselves onto the commander's war wyvern for swift transport across a battlefield. As arsonists, scouts, and ambushers, they've been extremely effective.

WYVERN KNIGHT

Medium humanoid (any race), lawful evil
Armor Class 20 (plate, shield)
Hit Points 102 (12d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	18 (+4)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +6, Con +7
Skills Animal Handling +4, Perception +4
Damage Resistances poison
Damage Immunities poisoned
Senses passive Perception 14
Languages Common, Draconic
Challenge 5 (1,800 XP)

Brave. The wyvern knight has advantage on saving throws against being frightened.

Ring of Feather Falling. When the wyvern knight falls while wearing this ring, it descends 60 feet per round and takes no damage from falling.

ACTIONS

Multiattack. The wyvern knight makes two lance attacks. If the wyvern knight is riding a war wyvern, its mount can then make one bite, claw, or stinger attack.

Lance. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage plus 10 (3d6) poison damage. The wyvern knight has disadvantage on attacks with this weapon against creatures within 5 feet of it and can wield this weapon in one hand instead of two while mounted.



Heavy Crossbow. *Ranged Weapon Attack*: +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage plus 10 (3d6) poison damage.

Dagger. *Melee or Ranged Weapon Attack*: +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 10 (3d6) poison damage.

REACTIONS

Protection. When a creature the wyvern knight can see attacks a target that is within 5 feet of it, including a creature it is riding, the knight can use a reaction to impose disadvantage on the attack roll. The knight must be wielding a shield.

Wyvern, War

This wyvern's thick armor, jagged claws, and heavy brow belies a pair of intelligent eyes. It looks upon its rider like a hound looks at its master.

Bred to be fearsome, obedient, and intelligent mounts for elite knights, war wyverns are superior in all ways to their wild cousins. Their natural scales are enhanced with thick steel scale armor, and selective breeding has granted them the ability to spit venom, in addition to delivering it with their scorpion-like tails.

Loyal and Deadly. A war wyvern is unflinchingly loyal and has been taught to unerringly follow verbal commands given by its master. In military situations, a wyvern's master will often command it to snatch cavalry riders from their horses with its steel-tipped talons, hurling them to their doom, or to use its spiked tail to smash siege weapons or supply wagons. Despite their viciousness on the battlefield, these domesticated wyverns serve their masters out of love, not fear, and act like energetic pit bulls when around those who treat them with kindness.

Two Fight as One. Wyvern knights and their war wyverns act as a single unit in combat. A war wyvern cannot move or take actions independently while it is being used as a mount, but its specialized training gives it the ability to make a single attack when its rider takes the Multiattack action.

WAR WYVERN

Large dragon, unaligned

Armor Class 15 (scale mail)
Hit Points 119 (14d10 + 42)
Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	6 (–3)	14 (+2)	6 (–1)

Saving Throws Wis +5
Skills Athletics +8, Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages understands Common and Draconic, but can't speak
Challenge 7 (2,900 XP)

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

Actions

Multiattack. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one creature. *Hit:* 12 (2d6 + 5) piercing damage plus 10 (3d6) poison damage.

Claws. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage and the creature is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the wyvern can't use its claw on another target.

Stinger. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one creature. *Hit:* 12 (2d6 + 5) piercing damage. The target must make a DC 16 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Spit Venom (Recharge 5–6). The wyvern spits venom at a target within 60 feet. The target must make a DC 16 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.



Xenabsorber

The creature stands next to the dead antelope, its humanoid form made of light-blue crystalline material. The head of the creature shifts and slowly grows two black horns.

An Impossible Imposter. The xenabsorber's body is comprised of magically-attuned blue crystal. When it vibrates on the same magical frequency as a nearby creature, it can change itself to copy some aspect of that creature. Given enough time, it can turn its entire form into that creature, though fine details elude it. The xenabsorber becomes agitated if it stays in one form too long, so it is always on the move, looking for new creatures to copy.

A Grotesque Amalgam. At any given moment, the xenabsorber might be in its native blue crystalline state, fully disguised as a creature, or wearing aspects of many different creatures. In areas with high traffic of a variety of creatures, the xenabsorber might be a physical representation of the presence of or conflict between all of those creatures.



XENABSORBER

Medium aberration, chaotic neutral

Armor Class 15 (natural armor)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	10 (+0)	13 (+1)	15 (+2)

Skills Deception +4, Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages Common
Challenge 3 (700 XP)

Disguise. The xenabsorber has advantage on Charisma (Deception) checks to pass itself off as the type of creature it is impersonating as long as it has at least 1 trait from that creature.

Trait Mimicry. As a bonus action, a xenabsorber can take on 1 nonmagical physical trait, attack, or reaction of a beast or humanoid with a challenge rating equal to or less than its own that it has seen within the last week (see Trait Mimicry sidebar). It can have up to 5 such traits at a time, no more than two of which can be attacks. Each trait lasts until the xenabsorber replaces it with another trait as a bonus action. If the xenabsorber goes a week without exposure to a single beast or humanoid, it loses all of its traits and reverts back to its true, blue crystalline form.

Actions

Multiattack. The xenabsorber makes two melee attacks.

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

Trait Mimicry

This ability allows the xenabsorber to take on a nonmagical trait, attack, or reaction of a beast or humanoid it has seen recently. The copied feature can be any trait, attack, or reaction available to the creature being mimicked except the xenabsorber can't mimic the Swarm trait, the Shapechanger trait, the Change Shape action, or any Spellcasting trait, attack, or reaction. Any damage the xenabsorber deals with an attack it copies is always 8 (1d10 + 3) of the type the attack normally deals, and the DC for any trait or attack that requires the target to make a saving throw is always 13.

The xenabsorber can mimic any extra physical conditions of a mimicked attack, such as grapple (from an attack such as an octopus' tentacles) or knock prone (from an attack such as a wolf's bite), but it can't mimic poisons (such as the extra damage on a scorpion's sting attack). The xenabsorber must meet the requirements of a trait before it can use the trait. For example, if it copies the Charge trait, it must have a tusk, gore, or ram attack before it can use the trait.

This ability also allows the xenabsorber to copy a creature's means of natural, not magical, locomotion (such as the wings of a giant eagle to fly, the feet of a frog to swim, etc.), but at the xenabsorber's speed, not the speed of the copied creature.

XIPHUS

A faint ticking and a blur of light and limbs almost too fast to see are the only warnings that trouble is coming.

These tiny beings have silver or white hair and bronze skin that shimmers no matter how much or little light is present. They have tall, pointed ears and slightly slanted eyes. A contraption of gears, pistons, and hourglasses filled with red sand spin and whir where the xiphus' heart should be.

Gear-Hearted. Clockwork-enhanced fey, the xiphus were once quicksteps (see page *308*), but, long ago, they gave up on being merely flesh. When a xiphus comes of age, it undergoes an intense ritual in which its heart is replaced with a clockwork apparatus that beats like a heart and grants the fey power over time.

Brotherly Rivals. They consider the quicksteps somewhat dim-witted for not making the same adjustment, and the two speedy fey rarely get along well for any length of time.

Triple Speech. A xiphus speaks so rapidly that often it is not understood on a first pass—and so most xiphus will repeat themselves at least once and often twice when they are speaking to "the slow ones."

XIPHUS

Small fey, chaotic evil
Armor Class 15
Hit Points 55 (10d6 + 20)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	21 (+5)	15 (+2)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Dex +8
Skills Acrobatics +8, Perception +4, Stealth +8
Damage Immunities lightning
Senses darkvision 60 ft., passive Perception 14
Languages Common, Elvish, Umbral
Challenge 5 (1,800 XP)

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

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

Siphon Time (Recharge 5-6). As a bonus action, a xiphus chooses one creature it can see. The xiphus' clockwork heart vibrates rapidly, bending time to give the xiphus the upper hand against its chosen target. The xiphus chooses whether to have advantage on its attacks against that target or on saving throws against spells cast by the target until the start of the xiphus' next turn.

Startling Speed. The movements of a xiphus are so swift that it is almost invisible when in motion. If the xiphus moves at least 10 feet on its turn, attack rolls against it have disadvantage until the start of its next turn unless the xiphus is incapacitated or restrained.

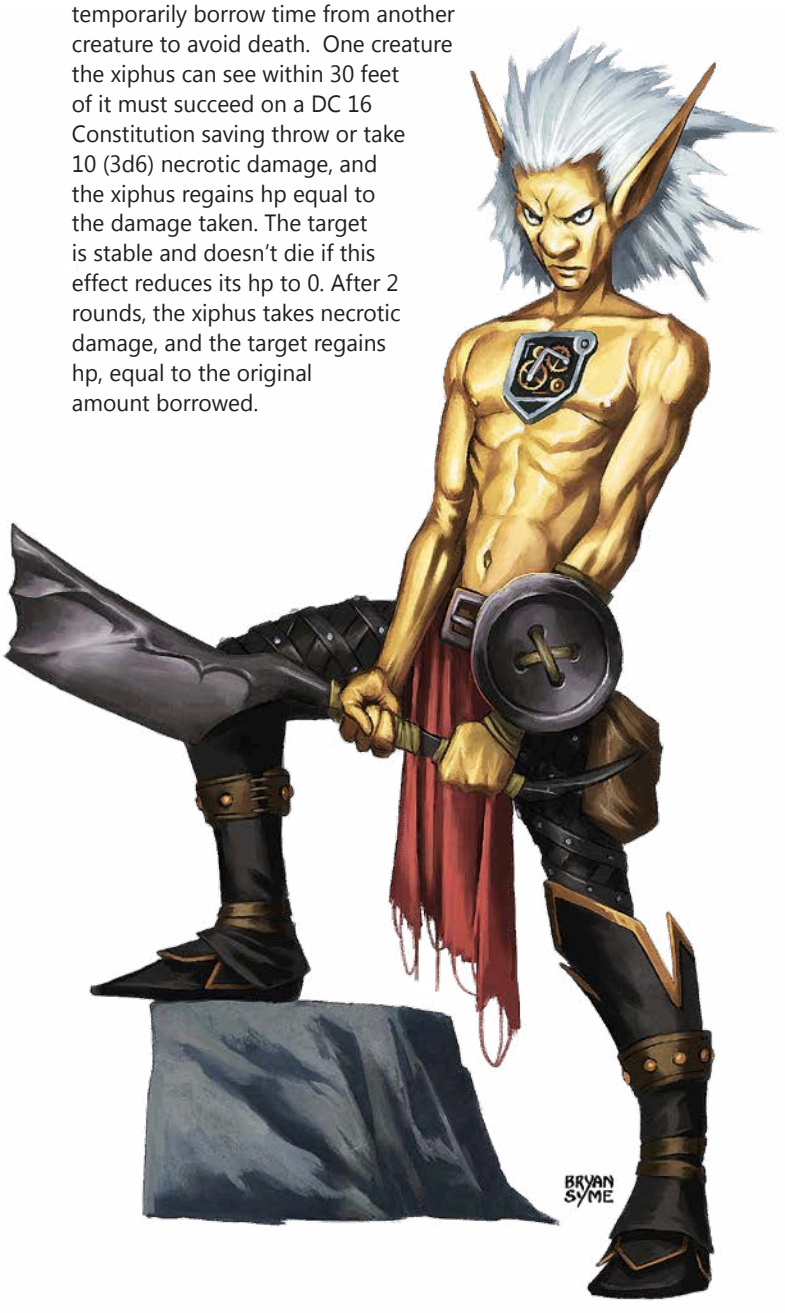
ACTIONS

Multiattack. The xiphus makes three hidden dagger attacks.

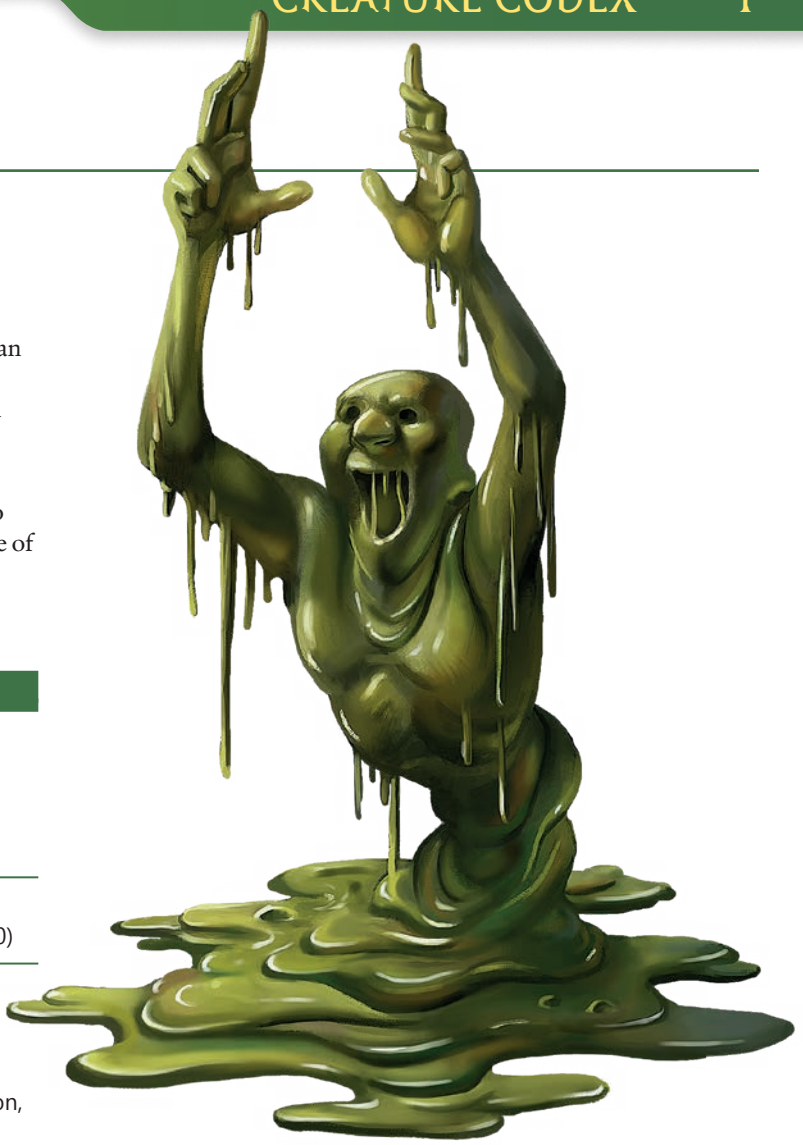
Hidden Dagger. *Melee or Ranged Weapon Attack*: +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage plus 7 (2d6) lightning damage.

REACTIONS

Borrowed Time (Recharges after a Short or Long Rest). If damage is dealt to a xiphus that would kill it, it can attempt to temporarily borrow time from another creature to avoid death. One creature the xiphus can see within 30 feet of it must succeed on a DC 16 Constitution saving throw or take 10 (3d6) necrotic damage, and the xiphus regains hp equal to the damage taken. The target is stable and doesn't die if this effect reduces its hp to 0. After 2 rounds, the xiphus takes necrotic damage, and the target regains hp, equal to the original amount borrowed.



Yaga Goo



A bubbling pool of green and brown goo shifts to a vaguely humanoid shape.

Simmered Down. Adventurers who meet Baba Yaga and offend her are usually boiled down and turned into Yaga goo, an oozing, loyal spy. The recipe also exists outside of Baba Yaga's cauldrons—some hags and ancient witches know how to turn foes into Yaga goo.

Scent of Stew. Yaga goo is said to smell rather appetizing, a bit like pork or a hearty mutton stew. This scent is difficult to distinguish from actual stew, so Yaga goo is known to do some of its spying for Baba Yaga in actual kitchens and cauldrons.

Ooze Nature. The Yaga goo doesn't require sleep.

YAGA GOO

Small ooze, neutral evil

Armor Class 14

Hit Points 85 (10d6 + 50)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	20 (+5)	14 (+2)	12 (+1)	11 (+0)

Saving Throws Wis +4

Skills Stealth +10

Damage Immunities necrotic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

Languages understands Common but can't speak

Challenge 5 (1,800 XP)

Amorphous. The goo can move through a space as narrow as 1 inch wide without squeezing.

Deadly to Fey. The goo has advantage on attack rolls against fey and any creature with the Fey Ancestry trait.

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

ACTIONS

Multiattack. The Yaga goo makes two pseudopod attacks. When its Foul Transit is available, it can use Foul Transit in place of one pseudopod attack.

Pseudopod. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 3 (1d6) necrotic damage.

Foul Transit (Recharge 4–6). The goo teleports to an unoccupied space it can see within 50 feet, leaving behind a wretched puddle in the space it previously occupied. A creature within 5 feet of the space the goo left must succeed on a DC 16 Constitution saving throw or take 10 (3d6) necrotic damage and become poisoned until the end of its next turn. The first time a creature enters the puddle's space or if a creature starts its turn in the puddle's space it takes 10 (3d6) necrotic damage and is poisoned. The puddle lasts for 1 minute or until the goo that created it is killed.

REACTIONS

Puddle Splash. When a creature the Yaga goo can see targets it with a melee attack while within 5 feet of the goo, the goo can teleport to a puddle created by its Foul Transit, if that puddle's space is unoccupied, negating the damage from the attack. If it does, the attacker must succeed on a DC 16 Constitution saving throw or take 10 (3d6) necrotic damage and become poisoned until the end of its next turn.

YAGA GOO IN MIDGARD

While many gnomes live free of the influence of Baba Yaga, some have not been so smart or lucky. The gnomes of Niemheim live with the daily fear of the Old Grandmother. Some poor fools tried to return to Baba Yaga, seeking to bargain, wheedle, and plead to sate her wrath. Fearful whispers describe how they were boiled down into wretched goo. This goo serves as a spy for Baba Yaga's minions and often terrorizes gnomes that might once have been family.

Yakirian



The chain armor and ritual knife of this burly yak man are stained with old blood, and its long horns are etched with intricate patterns.

Isolated Mountain Dwellers. Yakirians stand 7 feet tall and are covered in shaggy fur with two horns growing from their yak-like heads. Yakirians live in an isolated caste society that promotes efficiency and cooperation.

Resilient Enlightenment. Yakirians are a spiritual people, following the teachings of Brother Ox (see page 24). Through his example, they maintain a balance between mind, body, and spirit.

Heart Eaters. Yakirian ritually consume the hearts of humanoids and giants to absorb the creature's knowledge and strength, and to bolster their battle prowess. They also perform this as a funeral rite as the most respectful way to honor and preserve the knowledge and strength of the departed.

Nemesis of Leng. While most of their population is nomadic, the heart of yakirian society lies on the remote plateau of Leng. Yakirians are a bulwark against the twisted creatures of Leng, and believe their primary purpose is to prevent the spread of that dark influence.

YAKIRIAN

Medium humanoid (yakirian), lawful neutral

Armor Class 13 (chain shirt)
Hit Points 67 (9d8 + 27)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	16 (+3)	10 (+0)	12 (+1)	8 (–1)

Saving Throws Wis +3
Skills Arcana +4 Survival +3
Damage Resistances cold
Senses darkvision 60 ft., passive Perception 11
Languages Common, Yakirian, understands Void Speech but won't speak it
Challenge 2 (450 XP)

Resilient Soul. The yakirian has advantage on saving throws against being charmed, frightened, or confused, as well as against any effect that causes corruption or madness.

ACTIONS

Multiattack. The yakirian makes two attacks: one with its gore and one with its ritual knife.

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

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

Consume Heart. The yakiran consumes the heart of a dead humanoid or giant within 5 feet. If the creature also less than 1 minute ago, the yakirian gains the following benefits:

- The yakirian absorbs the dead creature's knowledge and asks two questions. If the dead creature knew the answers in life, the yakirian learns them instantly.
- The yakirian's maximum and current hp increase by 10 for 1 hour.
- The yakirian has advantage on Strength-based attack rolls and ability checks, as well as on all saving throws for 1 hour.

VARIANT: SCHISM YAKIRIAN

Yakirian culture is split. One side holds to the oath of enlightenment, while the other encourages devouring the souls of their enemies. This affords the yakirian greater power but destroys the victim's soul in the process. The different yakirian groups still work together other to oppose the remnants of Leng.

A yakirian who follows the divergent philosophy gains the following trait.

Soul Consumption. When a schism yakirian consumes a creature's heart, it also consumes the soul. The duration of the benefits increases to 8 hours. In addition, the yakirian gains advantage on all attack rolls, ability checks, and saving throws, and all attack rolls made against the yakirian have disadvantage. The soul is trapped within the yakirian for 24 hours, after which it is destroyed. If the yakirian dies before that time, the soul is released. While the soul is trapped, any magic used to revive the dead creature fails unless the caster succeeds on a DC 15 spellcasting ability check. Once the soul is destroyed, only a *wish* spell can bring it back.

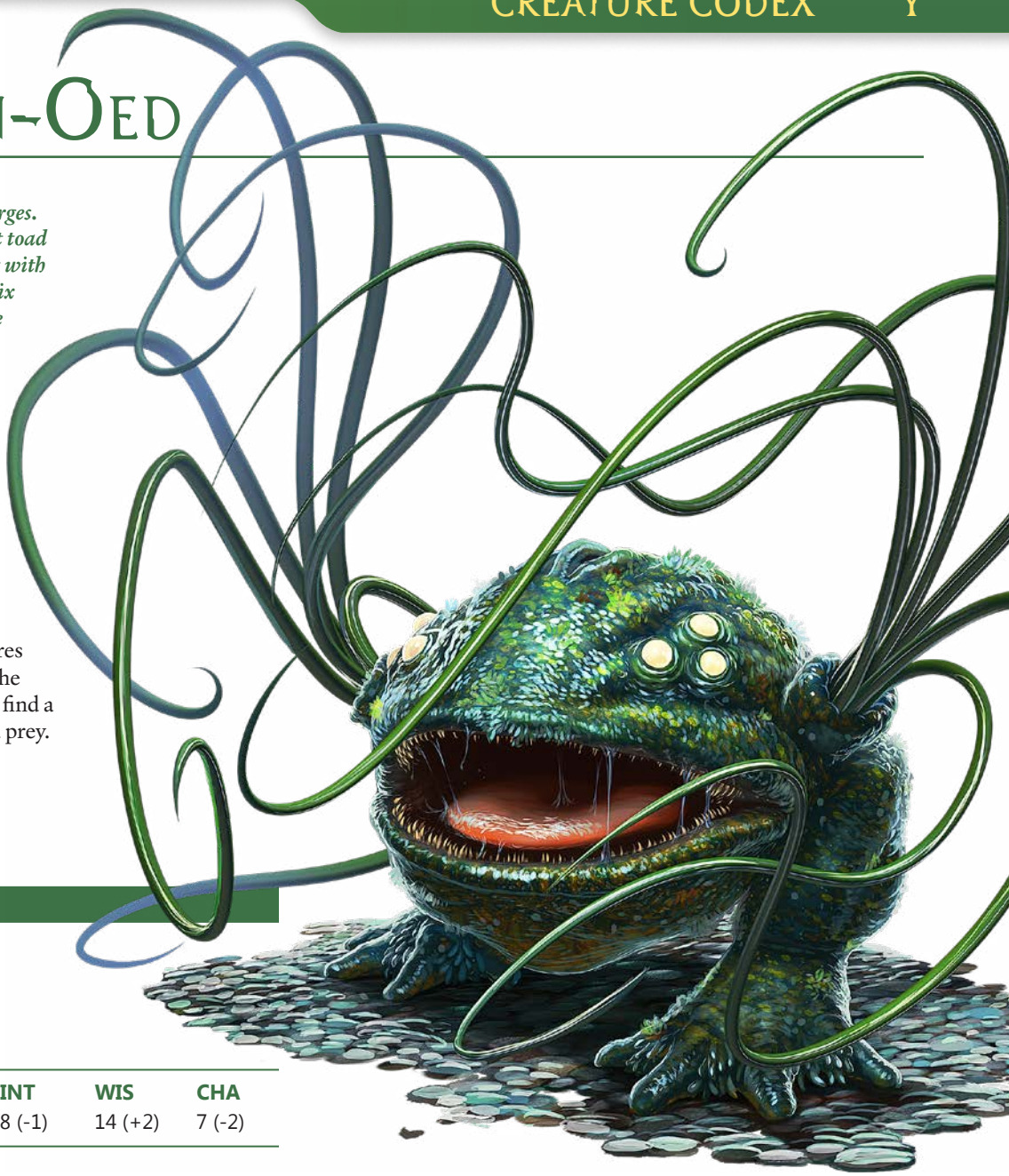
A schism yakirian has a challenge rating of 3 (700 XP).

Yann-An-Oed

From the fog, a monstrous form emerges. Its initial resemblance to an upright toad is quickly dispelled, as it reaches out with masses of long, writhing tentacles. Six eyes glow balefully above its massive fissure of a mouth.

Shaped like a bipedal frog or toad, its arms are stumps that end in a mass of long, writhing tentacles. Three yellow eyes adorn either side of the yann-an-oed's head, and its mouth is a massive fissure.

Dimensional Drifters. Found in oceans across multiple dimensions, many believe the spores of the yann-an-oed drift through the spaces between realities until they find a world that has adequate water and prey.



YANN-AN-OED

Huge aberration, neutral

Armor Class 12 (natural armor)
Hit Points 47 (5d12 + 15)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	17 (+3)	8 (-1)	14 (+2)	7 (-2)

Skills Perception +4, Stealth +2
Senses blindsight 60 ft., passive Perception 14
Languages Aquan, telepathy 120 ft.
Challenge 2 (450 XP)

Amphibious. The yann-an-oed can breathe air and water.

Underwater Camouflage. The yann-an-oed has advantage on Dexterity (Stealth) checks made while underwater.

Actions

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Tentacles. *Melee Weapon Attack*: +4 to hit, reach 15 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the target is restrained. The yann-an-oed can have only two targets grappled at a time.

Swallow. The yann-an-oed makes a bite attack against a Large or smaller creature it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the yann-an-oed, and it takes 7 (2d6) acid damage at the start of each of the yann-an-oed's turns. A yann-an-oed can have only one creature swallowed at a time.

If the yann-an-oed takes 10 damage or more on a single turn from the swallowed creature, the yann-an-oed must succeed on a DC 11 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the yann-an-oed. If the yann-an-oed dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Hoot (Recharges after a Short or Long Rest). The yann-an-oed emits an owl-like hoot from a blowhole near the top of its head. Each creature within 120 feet that is able to hear the sound must succeed on a DC 12 Wisdom saving throw or return the hooting sound, if it can make noise. The yann-an-oed is able to unerringly track a creature that responds to its call for 1 hour, even if the creature is hidden by magic or on another plane of existence.

Ziphius



Commonly called a whale demon by sailors, the mane of bristles around the ziphius' face gives it an almost owl-like appearance as it cuts through the water with frightening speed.

Easily Bribed. Living prey in the water quickly attracts a ziphius' attention. Many ships on routes where a ziphius is known to hunt keep a goat, sheep, or pig aboard to throw overboard as an offering if the ziphius' distinctive dorsal fin is spotted. In cases of desperation, a captive or galley slave may be substituted.

Huge and Extra-Huge. The largest reported ziphius encountered was larger than the frigate it attacked and sank. However, even the smaller ones vary between enormous and impossibly large. Most ziphius encountered are at least 75 feet long.

Deep Dwellers. The ziphius are said to have a dwelling in the deepest oceans, a place where the sahuagin, deep ones, and a few archmages are their only visitors. It is called Cruugin, a monumental stone city set with glowing jewels, in reports from the few who claim to have visited.

ZIPHIUS

Gargantuan aberration, neutral

Armor Class 16 (natural armor)
Hit Points 135 (10d20 + 30)
Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	9 (-1)	13 (+1)	4 (-3)

Saving Throws Str +7
Skills Perception +4
Damage Resistances cold; bludgeoning, piercing and slashing from nonmagical attacks
Condition Immunities prone
Senses blindsight 120 ft., passive Perception 14
Languages Aquan, telepathy 120 ft.
Challenge 8 (3,900 XP)

Charge. If the ziphius moves at least 20 feet straight toward a target and then hits it with a dorsal fin attack on the same turn, the target takes an extra 27 (5d10) slashing damage.

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

Telepathic Foresight. As a bonus action at the start of its turn, the ziphius can choose one creature within 120 feet that it can see. The ziphius' eyes glow, and the target must succeed on a DC 15 Wisdom saving throw or the ziphius creates a temporary mental bond with the target until the start of the ziphius' next turn. While bonded, the ziphius reads the creature's surface thoughts, choosing to either gain advantage on attacks against that target or cause the target to have disadvantage on attacks against the ziphius.

Water Breathing. The ziphius can breathe only underwater.

Actions

Multiattack. The ziphius makes one beak attack and one claw attack.

Claw. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage.

Beak. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 15 Strength saving throw or be swallowed by the ziphius. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the ziphius, and it takes 14 (4d6) acid damage at the start of each of the ziphius' turns. The ziphius can have only one target swallowed at a time.

If the ziphius takes 20 damage or more on a single turn from a creature inside it, the ziphius must succeed on a DC 13 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 10 feet of the ziphius. If the ziphius dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Dorsal Fin. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) slashing damage.

Zombie, Blood

The bloody corpse shambles onward, its footsteps easy to follow. It is feared and ruthlessly hunted by the forces of light.

A blood zombie has been infused with necromantic magic that gives it a semblance of life. A coating of flowing blood covers the zombie, making it appear as though a shower of crimson constantly pours down its body.

Vampire Toys. Vampires find blood zombies highly entertaining and faintly obscene—but cannot seem to resist touching, licking, or even draining the creatures of some quantity of blood.

Servants of Blood Cults. Not surprisingly, blood zombies are often created to serve blood mages (see page 397), priests of blood cults, or dark temples. In these cases, the blood zombies are often marked with an unholy symbol or compelled to participate in dark sacrifices.

Undead Nature. The blood zombie doesn't require air, food, drink, or sleep.

BLOOD ZOMBIE

Medium undead, neutral evil

Armor Class 10 (natural armor)
Hit Points 51 (6d8 + 24)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (–2)	18 (+4)	3 (–4)	6 (–2)	5 (–3)

Saving Throws Wis +0
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands the languages it knew in life but can't speak
Challenge 2 (450 XP)

Blood Drain. A creature that touches the zombie or hits it with a melee attack while within 5 feet of it takes 4 (1d8) necrotic damage and the zombie gains temporary hp equal to that amount as it drains blood from the victim. If the zombie takes radiant damage or damage from a magic weapon, this trait doesn't function at the start of the zombie's next turn, although it retains any temporary hp it previously gained. It can add temporary hp gained from this trait to temporary hp gained from its slam attack. Its temporary hp can't exceed half its maximum hp.

Undead Fortitude. If damage reduces the zombie to 0 hp, 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 zombie drops to 1 hp instead.

ACTIONS

Slam. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) bludgeoning damage plus 4 (1d8) necrotic damage. The zombie gains temporary hp equal to the necrotic damage taken.



Zombie, Lord

The cold white gleam in the glassy eyes of the noble in faded finery burns with evil, and its skin has the ashen pallor of the undead.

Unlike shuffling, mindless specimens of zombie, lord zombies retain their personality and memories. The lord's mind is twisted with jealousy and obsession for the things it left unfinished in life.

Corrupted Death. A figure of strong will who dies in a place infused with necrotic energy can draw the corruption into itself and rise as a terrifying lord zombie. More tragically, sometimes resurrection magic goes awry, and the victim returns as a nexus of undeath.

Spreading Corruption. Lord zombies spread a constant wave of necrosis into the world around them. Even long-dead corpses quicken to the lord's call. The creatures are regularly accompanied by legions of zombies and often lair in cemeteries.

Undead Nature. The lord zombie doesn't require air, food, drink, or sleep.

LORD ZOMBIE

Medium undead, neutral evil

Armor Class 15 (natural armor)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Saving Throws Con +6, Wis +4
Skills Perception +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with silver
Damage Immunities necrotic, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages the languages it knew in life
Challenge 5 (1,800 XP)

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

Stench. Any non-undead creature that starts its turn within 30 feet of the lord must succeed on a DC 16 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the lord's Stench for 24 hours.

Undead Fortitude. If damage reduces the lord to 0 hp, 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 lord drops to 1 hp instead.

ACTIONS

Multiattack. The lord zombie makes two slam attacks. It can use its Life Drain in place of one slam attack.

Slam. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Life Drain. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or its hp 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 hp maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the lord's control, unless the humanoid is restored to life or its body is destroyed. The lord can have no more than twenty zombies under its control at one time.

LEGENDARY ACTIONS

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

Shambling Hordes. The lord telepathically commands all zombies it controls within 1 mile to immediately move up to half their speed. A zombie that moves out of an enemy's reach because of this movement doesn't provoke an opportunity attack.

Life Drain (Costs 2 Actions). The lord makes a life drain attack.

Arise (Costs 3 Actions). The lord targets a humanoid corpse within 30 feet, which rises as a zombie under the lord's control.



Zombie, Mold



Black pustules cover a shambling corpse. The zombie lets out a baleful moan, breathing a cloud of black spores.

Mold zombies are undead created by necromantic spores. They serve no masters and have no desires other than spreading their infection.

Spore Infection. Mold zombies are created when a humanoid inhales the spores of an iumenta flower, a red-vined, black-petaled swamp plant that smells of rotting flesh. Once inhaled, the host contracts iumenta pox. The spores quickly shut down internal organs while growing into the muscles and the brain. When the host dies, the spores reanimate the corpse into a mold zombie.

Spread the Spores. Mold zombies are controlled by their spores, which seek to infect more humanoids. When a zombie sees a potential host, it fights to the death, hoping to kill infected creatures so it can immediately rise as an undead. Mold zombies attract other mold zombies and move in large groups.

Undead Nature. The mold zombie doesn't require air, food, drink, or sleep.

MOLD ZOMBIE

Medium undead, chaotic evil
Armor Class 13 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (–1)	16 (+3)	3 (–4)	6 (–2)	5 (–3)

Saving Throws Str +5, Wis +0
Damage Immunities necrotic, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 8
Languages —
Challenge 3 (700 XP)

Spore Death. When the zombie is reduced to 0 hp and doesn't survive with its Undead Fortitude, it explodes in a cloud of spores. Each creature within 5 feet of the zombie must succeed on a DC 13 Constitution saving throw or take 9 (2d8) necrotic damage and contract iumenta pox (see Iumenta Pox sidebar).

Undead Fortitude. If damage reduces the zombie to 0 hp, 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 zombie drops to 1 hp instead.

ACTIONS

Multiattack. The zombie makes two slam attacks.

Slam. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 7 (2d6) necrotic damage.

Plague Breath (Recharge 6). The zombie breathes a cloud of spores in 15-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw or take 10 (3d6) necrotic damage and contract iumenta pox (see Iumenta Pox sidebar).

DISEASE: IUMENTA POX

It takes 1d4 days for iumenta pox's symptoms to appear in an infected humanoid. A creature with iumenta pox has trouble breathing, and its skin erupts with painful green boils that ooze pus. As the disease progresses, these pustules turn black.

At the end of each long rest, an infected creature must succeed on a DC 13 Constitution saving throw or take 7 (2d6) necrotic damage. The creature's hp maximum is reduced by an amount equal to the damage taken. This reduction lasts until the disease is cured. The target dies if this effect reduces its hp maximum to 0. When an infected creature dies, its corpse rises as a mold zombie 1d4 hours after death. Iumenta pox can be cured with two successful saving throws..

Zoog



Small, rat-like creatures with wide, startled eyes and a ring of tendrils around their mouths, zoogs travel the world in close-knit family groups, stealing food and pilfering treasures at every opportunity.

Intelligent Rodents. While zoogs seem little more than a pest to some, they possess a devious intelligence and a willingness to scheme to their advantage. Their ability to plot and communicate makes them much more dangerous than ordinary rodents. They are willing servants of Chittr'k'k, Demon Lord of Rats (see page 76), and Vardesain, Lord of Ghouls. They are prone to serving dark gods of the Void and Outer Darkness and are very willing to steal, spy, and nibble away ancient bonds and seals as directed by evil wizards, clerics, or monsters.

Opportunistic Omnivores. Feeding themselves on subterranean flora, they will hunt for meat, particularly from intelligent creatures when they detect it, though their natural cowardice keeps this from happening often.

Cat's Bane. Zoogs are mortal enemies of cats, feeding on kittens at any opportunity, and they themselves are stalked by grown cats in turn. Lions, tigers, housecats, leonino (see page 250) , and sphinxes all take any opportunity to hunt and kill a zoog; they find the creatures' mere presence completely intolerable.

Great Vault of the Zoog. The chittering of demons sometimes claims that the zoog steal with great purpose, taking all their coppers, single earrings, and snapped necklaces to fill a vault deep within the earth with bright metal in service to a Great Zoog. What the Great Zoog might want with this wealth is a matter of some speculation, but the entire tale may be little more than a shabby stack of copper or a treasury that demons plunder with regularity.

ZOOG SERVICE TO THE VOID

The zoog are cowardly and small, but they pave a trail for the dark gods and they know secrets of lost treasures, discarded corpses, and forbidden tomes. Most will willingly share blasphemous and obscene knowledge with those they believe are receptive to the exterminating message of the Void and its cultists. At the same time, they take every scrap of information about lost tomes and ancient evil to their allies, including void dragons (*Tome of Beasts*, p. 138), voidwracked mages (see page 409), and the like.

ZOOG

Tiny aberration, chaotic evil

Armor Class 13
Hit Points 3 (1d4 + 1)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (–4)	16 (+3)	12 (+1)	11 (+0)	10 (+0)	8 (–1)

Skills Perception +2, Stealth +5
Senses darkvision 60 ft., passive Perception 12
Languages Deep Speech, Void Speech
Challenge 0 (10 XP)

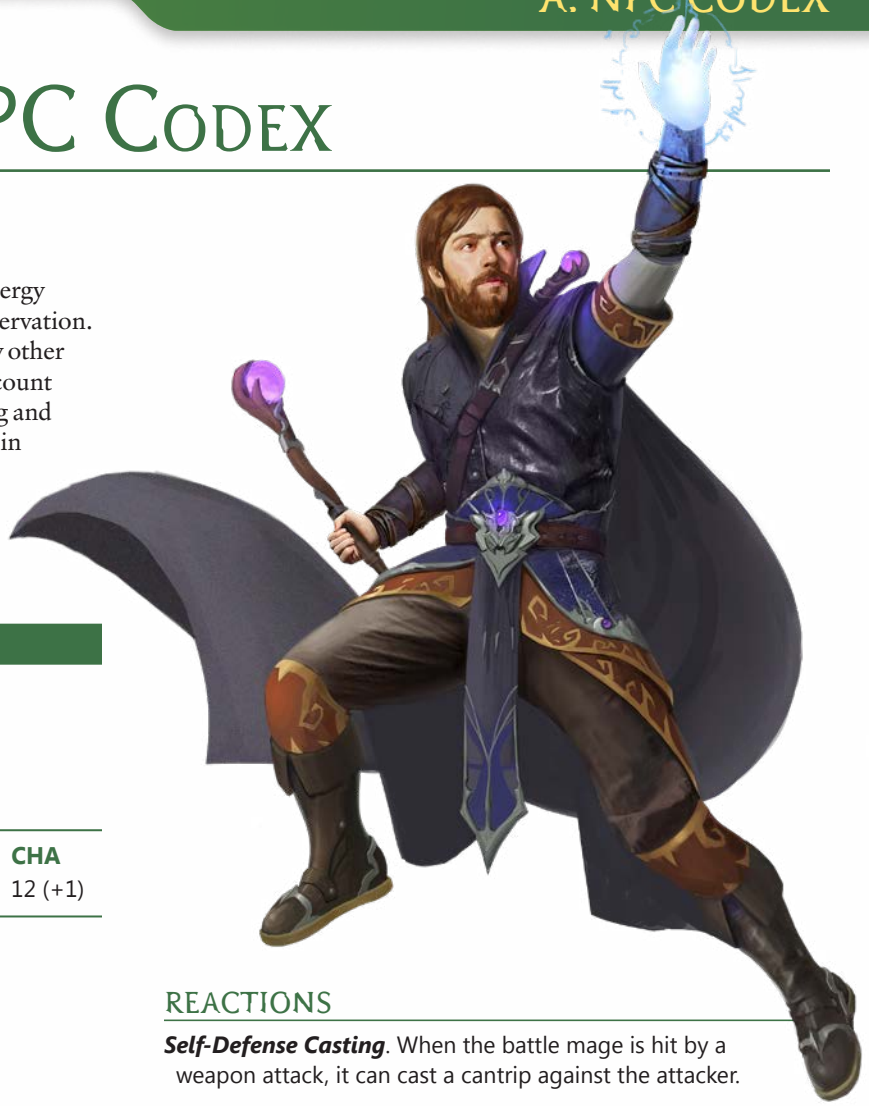
Actions

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

Appendix A: NPC Codex

Battle Mage

Battle mages are open vessels through which arcane energy pours raw, unfettered, and without regard for self-preservation. The art of the battle mage takes as much practice as any other type of spellcasting—perhaps more so. Many nations count battle mages among their ranks, with most establishing and maintaining an elite college or academy to properly train these living weapons. Just as much time goes into indoctrinating the battle mages into the patriotic beliefs as in the magic itself, for no group wants a powerful weapon turned against its creator.



BATTLE MAGE

Medium humanoid (any race), any alignment
Armor Class 12 (15 with *mage armor*)
Hit Points 66 (12d8 + 12)
Speed 30 ft.

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

Saving Throws Con +3, Int +6
Skills Arcana +6, History +6
Senses passive Perception 12
Languages Common plus any three languages
Challenge 4 (1,100 XP)

Overchannel. As a bonus action, a battle mage can overchannel its spells until the start of its next turn. A creature has disadvantage on its saving throws against an overchanneled spell. Attack rolls against the battle mage have advantage until the start of its next turn.

Tactical Casting. When a battle mage casts a spell that causes damage or that forces a creature to make a saving throw, it can choose itself and any number of allies to be immune to the damage caused by the spell and to automatically succeed on the required saving throw.

Spellcasting. The battle mage is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The battle mage has the following wizard spells prepared:

- Cantrips (at will): *fire bolt, mage hand, poison spray, shocking grasp*
- 1st level (4 slots): *burning hands, mage armor, magic missile, thunderwave*
- 2nd level (3 slots): *flaming sphere, misty step, shatter*
- 3rd level (3 slots): *counterspell, fireball, lightning bolt*
- 4th level (1 slots): *ice storm*

ACTIONS

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

REACTIONS

Self-Defense Casting. When the battle mage is hit by a weapon attack, it can cast a cantrip against the attacker.

Blood Mage

Favoring linen robes of crimson or black to hide the stains and spatters of its medium, a blood mage about its work might look like a beggar and smell like an abattoir, but the power coursing through its veins makes such concerns beneath the blood mage's notice. Drawing power from bloodletting, both its own and that of others, makes most civilizations fear and despise the blood mage, necessitating that it practice its dark arts in secret. Each period of renewed study is usually accompanied by disappearances among the most vulnerable. A trail of exsanguinated corpses follows.

BLOOD MAGE

Medium humanoid (any race), any evil alignment
Armor Class 13 (16 with *mage armor*)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	18 (+4)	12 (+1)	13 (+1)

Saving Throws Int +7, Wis +4
Skills Arcana +7, Medicine +4



Senses passive Perception 11
Languages Common plus any three languages
Challenge 7 (2,900 XP)

Absorb Impurities. The blood mage can absorb poisons or diseases from another creature, living or dead, and turn it to the mage's use. It can expose a fresh cut to a source of disease or poison and safely absorb the dormant affliction into its blood stream. It can then inflict the disease or poison on another by spitting a stream of blood at the creature. On a successful hit as a ranged spell attack, the target is exposed to the disease or poison and must proceed with whatever saving throws are required.

Blood Savant. When subjected to a disease or poison effect that allows a Constitution saving throw to take only half damage, the blood mage instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Blood Vision. When the blood mage ingests the blood of another creature, it is stunned until the start of its next turn. During that time, the blood mage experiences a memory of the creature through its own eyes which may or may not be of the incident which caused the creature to bleed. The older the blood, the foggier and more obscure the memory is likely to be. Once the blood mage has consumed a creature's blood in this way, the same creature's blood will never again produce a memory for that blood mage.

Regeneration. The blood mage holds power over the flow of its own blood and the speed at which it heals. The blood mage regains 10 hp at the start of its turn if it has at least 1 hp.

Spellcaster. The blood mage is a 10th-level spellcaster. Its casting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *acid splash, mage hand, mending, poison spray, prestidigitation*
1st level (4 slots): *charm person, false life, mage armor, magic missile*
2nd level (3 slots): *acid arrow, hold person*
3rd level (3 slots): *dispel magic, feign death, fly, vampiric touch*
4th level (3 slots): *black tentacles, blight*
5th level (2 slots): *conjure elemental* (blood or water only), *scrying*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack*: +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Blood Feast (Recharge 5-6). The blood mage drains life-giving blood from nearby creatures. Each creature within 20 feet of the blood mage must succeed on a DC 15 Constitution saving throw, taking 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one. The blood mage gains temporary hp equal to the single highest amount of necrotic damage dealt. A creature that doesn't have blood is immune to Blood Feast.

BLOOD MAGES IN MIDGARD

Practiced openly in the Blood Kingdom of Morgau and tolerated in the Mharoti dragon empire, blood magic is a common threat in Midgard's darker lands. Blood mages are often found allied with or creating crimson tusked ogres (see page 279) and blood zombies (see page 393), and are on good terms with most vampires, liches, and followers of Marena, the Red Goddess.

When using the Midgard setting, change the blood mage's spells to the following (see "Fifth Edition Appendix" in the *Midgard Worldbook*):

Cantrips (at will): *acid splash, blood tide*, mage hand, mending, prestidigitation*
1st level (4 slots): *charm person, false life, stanch*, weapon of blood**
2nd level (3 slots): *bloodshot*, hold person*
3rd level (3 slots): *blood armor*, dispel magic, fly, vampiric touch*
4th level (3 slots): *black tentacles, blight*
5th level (2 slots): *sanguine horror*, scrying*

DOOMSPEAKER

The only creatures more vile than demons—creatures born irredeemably evil—are those who willingly adopt a demon's cruel ways. Worst among the demon worshipers are the fallen paladins known as doomspeakers, warriors so ensorcelled by power that they would burn the world just to rule its ashes. These

creatures walk the path of evil not by birth but by choice, and they breed cruelty in their hearts so dark that no glimmer of compassion can pierce it. Doomspeakers raise vast hordes of weak-minded and rage-fueled followers to run roughshod over the world. Empowered by their leader's evil magic, such legions can trample even mighty armies into the mud.

DOOMSPEAKER

Medium humanoid (any race), chaotic evil
Armor Class 15 (shield)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	15 (+2)	10 (+0)	12 (+1)	18 (+4)

Saving Throws Con +5, Wis +4
Skills Religion +6
Damage Resistances necrotic
Senses passive Perception 11
Languages any two languages
Challenge 6 (2,300 XP)

Aura of the Funeral Feast. The doomspeaker gains 10 (3d6) temporary hp whenever a creature dies within 10 feet of it.



DOOMSPEAKERS IN MIDGARD

In the Southlands, doomspeakers recruit many of the gnolls of the Sarkland Desert to their cause. The gnolls are drawn by the doomspeakers' strength and the thought of easy conquest. Doomspeakers have a hidden complex in the south that serves as their main base of operations and the resting place of the *Book of Nine Dooms*, a book containing magic that uses raw, violent emotion as fuel. They also maintain a presence on the Rothenian Plain, both in caves under Demon Mountain by permission of its Master and in the forests north of the plain.

When using the Midgard setting, change the doomspeaker's spells to the following (see "Fifth Edition Appendix" in the *Midgard Worldbook*):

1st level (4 slots): *bane, bloody smite*, doom of the cracked shield*, memento mori**
2nd level (3 slots): *bloodshot*, caustic blood*, magic weapon*
3rd level (3 slots): *blood armor*, conjure undead*, dispel magic*

Pervasive Unholy Smite. Whenever the doomspeaker deals damage with a melee weapon attack, the target takes an extra 9 (2d8) necrotic damage (included in the attack). This damage increases to 13 (3d8) if the target is a celestial, a good-aligned dragon, or a fey.

Spellcasting. The doomspeaker is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command, searing smite, shield of faith*
2nd level (3 slots): *branding smite, locate object, magic weapon, protection from poison*
3rd level (3 slots): *aura of vitality, blinding smite, dispel magic*

ACTIONS

Multiattack. The doomspeaker makes two shortsword attacks.

Shortsword. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 9 (2d8) necrotic damage.

Dwarf, Cleric of the Brew

Dwarves love their beer, so it is no surprise that many of them revere the goddess of beer. Clerics of the brew are talented brewers, creating delicious full-flavored mundane ales, but they can also channel the power of the goddess to make special "blessed" brews to aid her followers. They are capable fighters and are often found in the front ranks of dwarven war bands, swinging their maces and inspiring their comrades.

CLERIC OF THE BREW

Medium humanoid (dwarf), any good
Armor Class 18 (chain mail, shield)
Hit Points 104 (16d8 + 32)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	11 (+0)	18 (+4)	13 (+1)

Saving Throws Con +5, Wis +7
Skills Medicine +7, Persuasion +4, Religion +3
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 14
Languages Common, Dwarvish
Challenge 5 (1,800 XP)

Master Brewer. The cleric has a +6 bonus on ability checks to brew beer, has advantage on saving throws against poison, and can't be intoxicated unless it chooses to be.



CLERICS OF THE BREW IN MIDGARD

The Goddess of Merriment was originally introduced to the dwarves by the wandering Kariv, who still revere her as "Mother Ale." Ninkash, patron of brewers and tavern keepers, is widely beloved among both dwarves and humans and worshipped from the heights of the dwarven cantons to the desert cities of the Southlands. When someone dozes off after a bout of drinking, he or she is said to have "gone to visit Ninkash. " Her clerics, known as the *vaer*, act as trusted advisers to their communities, and many are empowered with the divine domain of Beer (see *Midgard Heroes Handbook*).

Spellcasting. The cleric of the brew is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, light, mending, sacred flame*
1st level (4 slots): *cure wounds, healing word, heroism, purify food and drink*
2nd level (3 slots): *hold person, prayer of healing, spiritual weapon*
3rd level (3 slots): *aura of vitality, dispel magic, spirit guardians*
4th level (2 slots): *confusion, freedom of movement*

ACTIONS

Multiattack. The cleric can use its Intoxicating Burp. It then makes two divine strike attacks.

Divine Strike. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 9 (2d8) radiant damage.

Divine Brew. The cleric drinks, or administers to an ally, one of the beer goddess' holy ales. For 1 minute, the drinker is immune to being frightened, gains 7 (2d6) temporary hp, and has advantage on ability checks based on Charisma. The creature can't benefit from Blessed Brew again until it finishes a short or long rest.

Intoxicating Burp. The cleric of the brew belches revoltingly in the face of a single creature within 5 feet. The target must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the cleric's Intoxicating Burp for the next 24 hours.

Boot and Rally (Recharges after a Short or Long Rest). Allies within 30 feet of the cleric who are frightened, paralyzed, poisoned, or stunned by an effect that allows repeated saving throws (such as a dragon's Frightful Presence) have advantage on the next saving throw. A creature that succeeds on the saving throw regains 7 (2d6) hp.

Dwarf, Graveslayer

Pious servants of the sun god, dwarven graveslayers belong to an elite group of undead-slaying warriors. Trained and drilled from an early age in the art of battle, these dwarves are molded into fanatical fighters against the skeletons, zombies, and worse creatures that threaten their mountain homeland. Although not full paladins, the graveslayers have blessings from the sun god that grant them the ability to channel holy power through their weapons and ensure that the undead they slay do not rise up again. The bodies of any fallen comrades are carried back home whenever possible to ensure they do not line up against the dwarves as undead opponents in the future.

GRAVESLAYER

Medium humanoid (dwarf), any non-evil alignment
Armor Class 18 (plate)
Hit Points 112 (15d8 + 45)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	10 (+0)	14 (+2)	13 (+1)



Saving Throws Wis +4, Cha +3
Skills Intimidation +3, Religion +2
Damage Resistances necrotic, poison
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 12
Languages Common, Dwarvish
Challenge 4 (1,100 XP)

ACTIONS

Multiattack. The graveslayer makes two attacks with its blessed battleaxe.

Blessed Battleaxe. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 7 (2d6) radiant damage. If the target is undead, it takes an extra 3 (1d6) radiant damage. The blessed battleaxe is silvered, and it is magical while in the graveslayer's hands.

Handaxe. *Melee or Ranged Weapon Attack*: +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Turn Undead (Recharges after a Short or Long Rest). The graveslayer presents its holy symbol and says a prayer. Each undead creature within 30 feet that can see or hear it must succeed on a DC 12 Wisdom saving throw or be turned for 1 minute or until it takes damage. A turned undead must spend its turns trying to move as far away from the graveslayer as it can, and it can't take reactions or willingly move to a space within 30 feet of the graveslayer.

REACTIONS

Brave Sacrifice. When an ally within 5 feet of the graveslayer is the target of an attack the graveslayer can see, the graveslayer can swap places with the ally, becoming the target instead.

GRAVESLAYERS IN MIDGARD

The graveslayers are active in the Black Canton of Grisal in the Ironcrags bordering the Grisal Marches of western Doresh. The dwarves battle the skeletons and zombies of Morgau, raiding across the river into the mountains and beyond to the infamous Zombie Wood. A few members of this tradition also operate out of the Wolfmark, fighting against the Morgau undead with allies from the Northlands. Graveslayers who fall in battle and are left behind often become ghost dwarves (see page *171*) if Morgau's necromancers don't get to them first.

Variant: Corrupted Graveslayers

The necromancers of the Blood Kingdom regularly animate the corpses of dwarven raiders as zombies. When a graveslayer's body is available, they use dark rituals to corrupt its soul, enlisting it to fight against its former comrades.

A corrupted graveslayers' type changes from humanoid to undead, and it inflicts extra necrotic (rather than radiant) damage with its battleaxe. It loses the ability to turn undead.

Gear Mage

The gear mage can be found working alongside artificers, directing industrial efforts in large towns and cities. They can also be found holed up in a laboratory or a warehouse, experimenting with new forms of clockwork machinery.

GEAR MAGE

Medium humanoid (any race), lawful neutral
Armor Class 13 (16 with *mage armor*)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	20 (+5)	13 (+1)	12 (+1)

Skills Arcana +7, Investigation +7
Saving Throws Int +7, Wis +3
Senses passive Perception 11
Languages Common plus any four languages
Challenge 4 (1,100 XP)

Clockworker's Charm. Whenever the gear mage casts a spell that animates, creates, or modifies an object, the spell's duration is increased by 3 minutes, if it has a duration.

Metal Shape (1/Day). The gear mage can reshape metal with a touch. When grasping a Small or smaller piece of nonmagical metal, the gear mage can alter the form into any shape that suits its purpose. The item must be in the gear mage's hands and under its control; the mage can't, for example, reshape a piece of armor or a weapon that's being worn or wielded by someone else. To create a specific object, such as a key or



mechanical component, the gear mage must be completely familiar with it. Thus, it could replicate a key that it had in its possession for an extended period of time, but it could not create a working key based on seeing the lock alone. Objects the gear mage creates can have up to two hinges and a latch, but finer mechanical detail is not possible.

GEAR MAGES IN MIDGARD

Most commonly found in the Septime cities and the Crossroads, gear mages are specialists in clockwork magic, constructs, and occasional temporal manipulations.

When using the Midgard setting, the gear mage's Metal Shape trait can also be used like the *repair metal** spell, and the mage's spells change to the following (see the *Midgard Heroes Handbook*):

Cantrips (at will): *acid splash, fist of iron*, mage hand, mending*
1st level (4 slots): *analyze device*, animate construct*, grease, mage armor*
2nd level (3 slots): *armored heart*, levitate, shatter*
3rd level (3 slots): *counterspell, dispel magic, overclock**
4th level (2 slots): *fabricate, grinding gears**
5th level (1 slots): *cloud kill, mechanical union**

Spellcasting. The gear mage is an 9th-level spellcaster. Its primary spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *acid splash, blade ward, mending, shocking grasp*
1st level (4 slots): *grease, identify, mage armor, shield*
2nd level (3 slots): *flaming sphere, levitate, shatter*
3rd level (3 slots): *counterspell, dispel magic, slow*
4th level (2 slots): *black tentacles, fabricate*
5th level (1 slots): *animate objects, cloudkill*

ACTIONS

Quarterstaff. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage or 5 (1d8 + 1) bludgeoning damage if used with two hands.

Gnomish Knife Cultist

In spite of, or perhaps because of, its slight statue, a gnomish knife cultist presents an unnerving figure. Its slightly unkempt hair pokes out from beneath a hat, and it constantly fidgets and shifts on its feet. Laughter erupts from it at inopportune moments during conversations. Gnomish knife cultists are the demon wranglers of their cults, summoning and managing whatever demons the cult needs to further its goals. They often can't resist the call of demons and have been known to summon rampaging demons unbidden, leading to many interrupted harvests or market days.

GNOMISH KNIFE CULTIST

Small humanoid (gnome), chaotic evil
Armor Class 16 (breastplate)
Hit Points 97 (15d6 + 45)
Speed 30 ft.

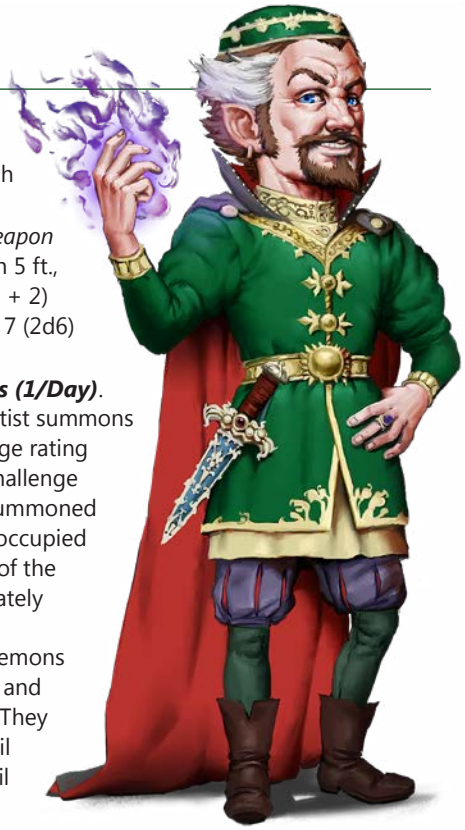
STR	DEX	CON	INT	WIS	CHA
8 (–1)	14 (+2)	16 (+3)	11 (+0)	12 (+1)	20 (+5)

Saving Throws Con +6, Cha +8
Skills Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Abyssal, Common, Gnomish
Challenge 5 (1,800 XP)

Demon Wrangler. The knife cultist has an affinity with summoned demons. They obey it without question and are immune to being charmed. In addition, demons summoned by the cultist have advantage on saving throws against spells or effects that would send them to another plane (including their home plane).

Innate Spellcasting. The gnomish knife cultist's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can cast the following spells innately, requiring only verbal components:

At will: *enlarge/reduce, spider climb*
3/day each: *bless, magic missile, protection from energy*
1/day each: *haste, lightning bolt*



ACTIONS

Multiattack. The gnomish knife cultist makes two attacks with its ritual knife.

Ritual Knife. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage plus 7 (2d6) poison damage.

Demonic Summonings (1/Day). The gnomish knife cultist summons one demon of challenge rating 6 or two demons of challenge rating 4 or less. The summoned demons appear in unoccupied spaces within 50 feet of the cultist, acting immediately after the cultist in the initiative count. The demons are loyal to the cultist and follow its commands. They remain for 1 hour, until the cultist dies, or until the cultist dismisses them as a bonus action.

Goad or Soothe (Recharge 5-6). As a bonus action, the gnomish knife cultist can goad or soothe one of its summoned demons within 50 feet. The affected demon has advantage on its next attack (if goaded) or heals 16 (3d10) hp (if soothed).

Human, Elfmarked

The elvish legacy lives long in its people, and the half-elven people known as the elfmarked are no different. Many try to hide their elven heritage, but their ears and the elven magic that still runs in their blood sometimes makes the deception impossible. Because of their elven blood, the elfmarked are indelibly linked to the natural magical power of the world. This link can be useful to those who train in magic, though even those elfmarked who do not train have some magical abilities. When focused properly, the elfmarked can draw upon that power to do incredible feats.

ELFMARKED HUMAN

Medium humanoid (half-elf), any alignment

Armor Class 12
Hit Points 22 (5d8)
Speed 30 ft.

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

Skills Arcana +4, Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Elvish
Challenge 1/2 (100 XP)

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

Magical Resonance (5/Day). As a bonus action, the elfmarked gains advantage on its next weapon attack. If the attack hits, it deals an extra 4 (1d8) force damage.

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

At will: *detect magic, mage hand*
1/day: *magic missile*

ACTIONS

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

Shortbow. *Ranged Weapon Attack*: +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



ELFMARKED IN MIDGARD

The elfmarked humans of Midgard are attuned to the ley lines that run throughout the world. They have an easier time when trying to open or travel on shadow roads, and they are more resistant to shadow corruption (see *Midgard Worldbook*). However, this attunement often distracts the elfmarked as the ley lines constantly thrum with energy. Elfmarked who stray too close to a powerful ley line suffer from random headaches, nosebleeds, or worse.

Metee-Kolen-Ol

As cold as the land they inhabit, metee-kolen-ol were practitioners of magic who succumbed to corruption at the hands of the sinister gods of the frozen wastes. Now they serve their masters as faithful lieutenants, dispassionately carrying out divine wishes and enforcing divine will. Communities who anger the masters of the metee-kolen-ol sometimes find themselves the targets of savage acts carried out by once-familiar faces, now turned to unfeeling pawns of merciless gods. Those under a metee-kolen-ol's command live in fear of the long marches and hard labors they may be ordered to endure. The metee-kolen-ol never suffer from the cold and are indifferent to negligible losses.

METEE-KOLEN-OL

Medium humanoid (any race), chaotic evil
Armor Class 13 (16 with *mage armor*)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	17 (+3)	13 (+1)	9 (–1)

Skills Arcana +5, Insight +3
Damage Immunities cold
Condition Immunities exhaustion
Senses passive Perception 11
Languages Common plus any two languages
Challenge 2 (450 XP)



Wintry Gaze. If a creature starts its turn within 30 feet of the metee-kolen-ol and the two of them can see each other, the metee-kolen-ol can force the creature to make a DC 12 Wisdom saving throw if the metee-kolen-ol isn't incapacitated. On a failed save, the creature has its speed halved, and it takes a -2 penalty to its AC and Dexterity saving throws for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the metee-kolen-ol's Wintry Gaze for the next 24 hours.

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

Spellcasting. The metee-kolen-ol is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The metee-kolen-ol has the following wizard spells prepared:

Cantrips (at will): *blade ward, chill touch, light, ray of frost*
1st level (4 slots): *fog cloud, mage armor, ray of sickness*
2nd level (3 slots): *acid arrow, alter self, shatter*
3rd level (2 slots): *dispel magic, sleet storm*

ACTIONS

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

Necromancer

Necromancers use their power over the undead to conjure servants and to poison, enfeeble, and kill foes with gleeful abandon. They are almost always accompanied by a group of zombies or skeletons; these are more likely to be mold zombies (see page *395*), clacking skeletons (see page *340*), or other variant undead for necromancers who have had time to establish a work site, pillage vaults and cemeteries, and hone their dark craft. They regularly use poison and poisonous traps and spells, as their undead companions are immune to such effects.

NECROMANCER

Medium humanoid (any race), any evil alignment
Armor Class 12 (15 with *mage armor*)
Hit Points 49 (9d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	18 (+4)	15 (+2)	13 (+1)

Saving Throws Int +6, Wis +5
Skills Arcana +7, History +7
Condition Immunities frightened



Senses passive Perception 12
Languages Common plus any three languages
Challenge 6 (2,300 XP)

Grim Harvest. Once per turn when a living creature fails a saving throw against or is harmed by one of the necromancer's Necromancy spells of 1st level or higher, the necromancer regains hp equal to three times the spell's level.

Undead Thralls. When the necromancer casts *animate dead*, it can target one additional corpse or pile of bones, creating another zombie or skeleton, as appropriate. Undead created by the necromancer have an additional 9 hp and a +3 to their weapon damage rolls.

Spellcasting. The necromancer is a 10th-level spellcaster. Its primary spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *chill touch, mage hand, poison spray, ray of frost*
1st level (4 slots): *false life, mage armor, ray of sickness**
2nd level (3 slots): *blindness/deafness*, ray of enfeeblement**
3rd level (3 slots): *animate dead, dispel magic, fear, vampiric touch**
4th level (3 slots): *blight*, ice storm, stoneskin*
5th level (2 slots): *cloudkill, cone of cold*

*Necromancy spell of 1st level or higher that requires a saving throw or attack roll

ACTIONS

Quarterstaff. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage or 4 (1d8) bludgeoning damage if used with two hands.

Scorpion Assassin

The various scorpion cults train their believers in the arts of death. Few of their proselytes survive the initiation, but those who do emerge from their trials as assassins of unparalleled skill. Through the worship of their god, scorpion assassins cleanse their souls of emotion and their bodies of warmth. Countless rumors surround the death cult. It is said that a scorpion assassin's heart does not beat and that they stand always on the precipice of life and death. Others say that the assassins are living, but their mortal souls have been excised, and their bodies become vessels for gods of death. Others still claim they were never alive and are celestial reapers sent to usher mortals to their final judgment.

SCORPION ASSASSIN

Medium humanoid (any race), neutral evil
Armor Class 17 (studded leather)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	16 (+3)	10 (+0)	18 (+4)	16 (+3)

Saving Throws Dex +8, Wis +7
Skills Deception +6, Perception +7, Stealth +8
Damage Resistances cold, necrotic
Damage Immunities poison
Condition Immunities blinded, poisoned
Senses blindsight 10 ft., passive Perception 17
Languages any two languages
Challenge 8 (3,900 XP)

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

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

Sneak Attack (1/Turn). Once per turn, the scorpion assassin deals an extra 17 (5d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Spellcasting. The assassin is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The assassin has the following cleric spells prepared.

Cantrips (at will): *guidance, light, mending, thaumaturgy*
1st level (4 slots): *bane, command, inflict wounds, shield of faith*
2nd level (3 slots): *blindness/deafness, hold person, silence*
3rd level (2 slots): *bestow curse, meld into stone*



ACTIONS

Multiattack. The scorpion assassin makes two scorpion stiletto attacks.

Scorpion Stiletto. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage, and the target must make a DC 14 Constitution saving throw. On a failure, the target takes 24 (7d6) poison damage and is poisoned for 1 minute. On a success, the target takes half the damage and isn't poisoned.

REACTIONS

Uncanny Dodge. When an attacker the scorpion assassin can see hits it with an attack, it can choose to take half the damage instead.

Thief Lord

It takes more than a quick blade to lead thieves. The thief lord makes use of considerable personal charm and a keen mind to direct the efforts of its fellows. Most thief lords prefer to keep one foot in law-abiding society and one foot in crime, though which world receives the greater part of their attention varies. Paranoid of assassination attempts by rivals, the thief lord takes minute doses of various poisons daily and has developed resistance to such substances.

THIEF LORD

Medium humanoid (any race), lawful evil

Armor Class 17 (glamoured studded leather)
Hit Points 66 (12d8 + 12)
Speed 30 ft.

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

Saving Throws Dex +7, Int +5
Skills Acrobatics +7, Deception +9, Investigation +5, Perception +5, Persuasion +6, Stealth +10
Damage Resistances poison
Senses passive Perception 15
Languages Thieves' Cant plus any two languages
Challenge 8 (3,900 XP)

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



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

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

ACTIONS

Multiattack. The thief lord makes two attacks with its rapier.

Rapier. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Hand Crossbow. *Ranged Weapon Attack*: +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

REACTIONS

Protect Me! When a creature the thief lord can see targets it with an attack, the thief lord can sidestep behind an ally within 5 feet of it, moving to an unoccupied space within 5 feet of the ally. The chosen ally becomes the target of the attack instead.

Void Cultist

Cultists are the most numerous void-touched; simple men and women taken and changed by the corrupt touch of the Void. Quite mad, they throw themselves into their filthy rituals and to certain death against their enemies with equal abandon. Void cultists show the corrupt nature of the Void in their bodies. Twisted and warped, they use these deformities as weapons against the enemies of the cult. While the cultists speak Void Speech, they lack the control to cause more than superficial pain and destruction with its vile syllables.

VOID CULTIST

Medium humanoid (any race), neutral evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	9 (–1)	13 (+1)	8 (–1)

Damage Resistances psychic

Senses passive Perception 11

Languages Common, Void Speech

Challenge 1/2 (100 XP)

Insane. The void cultist has advantage on saving throws against being charmed or frightened.

ACTIONS

Multiattack. The void cultist makes two attacks: one with its club and one with its Flesh Twist.



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

Flesh Twist. The void cultist has one or more of the following attack options:

Poisonous Spittle. *Ranged Weapon Attack*: +4 to hit, range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) poison damage, and, if the target is a creature, it must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute.

Tentacle Hand. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage, and, if the target is a Medium or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the void cultist can't use its tentacle hand against another target. In addition, the tentacle hand grants the cultist advantage on Strength (Athletics) checks.

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



Void Speaker

The most revered void-touched, the void speakers whisper anti-truths in Void Speech, drawing power from the tainted unwords. They often began as wizards who stumbled upon some scrap of forbidden lore and studied it so deeply it consumed them. Now they form the leadership and direction of clandestine void cults. Wizards are no strangers to the power of words, and those who accept the gifts of the Void become formidable foes of all sane life. The void speaker can reshape reality with its tainted words, splitting the flesh of foes, driving them mad with fear, or hurling them bodily to the ground.

VOID SPEAKER

Medium humanoid (any race), neutral evil

Armor Class 12 (15 with *mage armor*)
Hit Points 58 (13d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	11 (+0)	18 (+4)	10 (+0)	8 (–1)

Saving Throws Int +7, Wis+3
Skills Arcana +7, History +7
Damage Resistances necrotic, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses blindsight 60 ft., passive Perception 10
Languages Common, Void Speech, plus any three languages
Challenge 7 (2,900 XP)

Insane. The void speaker has advantage on saving throws against being charmed or frightened.

Spellcasting. The void speaker is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *fire bolt, minor illusion, prestidigitation, shocking grasp*
1st level (4 slots): *burning hands, mage armor, magic missile*
2nd level (3 slots): *hold person, misty step, suggestion*
3rd level (3 slots): *counterspell, dispel magic, fear*
4th level (3 slots): *black tentacles, blight, confusion*
5th level (1 slot): *cone of cold*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Word of the Void (Recharge 5–6). The void speaker utters a magical phrase in Void Speech. Each hostile creature within 30 feet of the void speaker who can hear it is affected by one of the following:

Decaying Word. Each affected creature must make a DC 15 Constitution saving throw, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

Repelling Word. Each affected creature must make a DC 15 Strength saving throw. On a failure, the creature takes 7 (2d6) thunder damage, is pushed 15 feet directly away from the void speaker and is knocked prone. On a success, the creature takes half damage and isn't knocked prone.

Unsettling Word. Each affected creature must succeed on a DC 15 Wisdom saving throw or be 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.

VOID SPEAKERS IN MIDGARD

Feared and exterminated by all life-loving people, the void speakers are often the founders of cults that turn entire villages to evil in the Western Wastes, the Red Wastes, or sometimes in the extreme north or south. Their goal is usually to chant praise of dark gods until those gods answer—and to pillage and plunder in an unholy war in the meantime.

When using the Midgard setting, change the void speaker's spells to the following (see "Fifth Edition Appendix" in *Midgard Worldbook*):

Cantrips (at will): *crushing curse*, minor illusion, shocking grasp, word of misfortune**
1st level (4 slots): *burning hands, mage armor, magic missile*
2nd level (3 slots): *maddening whispers*, misty step, suggestion*
3rd level (3 slots): *counterspell, dispel magic, void strike**
4th level (3 slots): *black tentacles, blight, confusion*
5th level (1 slot): *living shadows**

REACTIONS

Rebuke from Beyond. When a creature the void speaker can see within 60 feet hits it with an attack, the attacker takes 7 (2d6) necrotic damage as the void speaker barks a destructive word of Void Speech.

Voidwracked Mage

Dabbling in void magic often leads to unexpected and horrific results. A voidwracked mage is a spellcaster whose reckless experimentation has accidentally fused it with a portal to the Void itself. The driving purpose of a voidwracked mage is to increase the total entropy of the multiverse by consuming creatures with the event horizon to which it is fused. A voidwracked mage often serves more powerful void-touched creatures.

VOIDWRACKED MAGE

Medium humanoid (any race), chaotic evil

Armor Class 15 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	20 (+5)	8 (–1)	11 (+0)

Saving Throws Int +8, Wis +2
Skills Arcana +8, History +8
Damage Resistances cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses passive Perception 9
Languages Void Speech plus any four languages
Challenge 8 (3,900 XP)

Event Horizon. Creatures pulled through the event horizon via the voidwracked mage's Accretion ability or that pass through it willingly become trapped in the void. A trapped creature is unable to breathe and can't cast spells with verbal components. At the end of its turn, the trapped creature takes 14 (4d6) necrotic damage and 9 (2d8) cold damage. A trapped creature that is not incapacitated can escape if a rope or long pole is passed to it from the outside. Either the creature itself or an ally outside of the event horizon must succeed on a DC 15 Strength (Athletics) check to pull the creature out. The voidwracked mage can also release a trapped creature as an action.

Horizon Collapse. When the voidwracked mage is reduced to 0 hp, its event horizon collapses after 1 minute. Creatures trapped in the void when the event horizon collapses are lost and can only be restored by a *wish* or *true resurrection* spell.

Insane. The voidwracked mage has advantage on saving throws against being charmed or frightened.

Spellcasting. The voidwracked mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The voidwracked mage has the following wizard spells prepared:

Cantrips (at will): *chill touch, mage hand, prestidigitation, ray of frost*

VOIDWRACKED MAGES IN MIDGARD

Void magic often ends in spectacular disasters; the voidwracked mages are found almost entirely in the Western Wastes among the Dread Walkers and the dust goblins. Dust goblins of great age often aspire to the status of voidwracked mage, becoming living weapons against their tribe's enemies. Occasionally such a mage is found in Bemmea, Barsella, or (in one memorable case) Friula.

When using the Midgard setting, change the voidwracked mage's spells to the following (see "Fifth Edition Appendix" in *Midgard Worldbook*):

Cantrips (at will): *crushing curse*, mage hand, ray of frost, word of misfortune**
1st level (4 slots): *cause fear, ray of sickness, screaming ray*, shield*
2nd level (3 slots): *destructive resonance*, maddening whispers*, misty step*
3rd level (3 slots): *counterspell, dispel magic, void strike**
4th level (3 slots): *black tentacles, blight*
5th level (1 slot): *essence of instability**



1st level (4 slots): *cause fear, magic missile, ray of sickness, shield*
2nd level (3 slots): *darkness, misty step, scorching ray*
3rd level (3 slots): *counterspell, dispel magic, fireball*
4th level (3 slots): *black tentacles, blight*
5th level (1 slot): *cone of cold*

ACTIONS

Void Touch. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) necrotic damage.

Accretion (Recharge 5–6). The voidwracked mage creates a strong gravitational pull in a 20-foot cone. Each creature in that area must make a DC 15 Strength saving throw. On a failure, the creature takes 28 (8d6) force damage and is pulled through the voidwracked mage's event horizon. On a success, the creature takes half the damage and is knocked prone but isn't pulled into the event horizon.

War Chaplain



The proud clergy of the god of honor and war, war chaplains promote and revere feats of bravery and sacrifice, committing such acts themselves. Warriors and soldiers seek their blessings before battle, and mercenaries ask their guidance in selecting a potential employer. War chaplains are always willing to provide this blessing and to advise mercenaries. They are often quite canny in knowing how a particular battle is likely to proceed, not always through divine knowledge or visions but simply through long experience and a sense of an army's potential and morale. The most capable war chaplains are often invited to ride with the officers or dine with generals, though they stand slightly outside the chain of command—they serve their god first.

War chaplains are both quite aggressive in battle and aware of the boundaries between war and its victims. While most of their ministry is devoted to counseling soldiers and officers, ruling on cases of plunder, or enforcing discipline in the ranks, they find time to comfort citizens, children, widows, and others in the wake of war. The glories of combat do not blind them to their duties under the laws of war. War chaplains are also necessarily well-versed in a broad range of funeral rites and practices, for their faithful soldiers often follow more than one tradition.

WAR CHAPLAIN

Medium humanoid (any race), any lawful alignment
Armor Class 16 (ring mail, shield)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

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

Saving Throws Wis +4, Cha +2
Skills Medicine +4, Religion +2
Senses passive Perception 12
Languages any two languages
Challenge 3 (700 XP)

Divine Orders. As a bonus action, the war chaplain commands an ally within 30 feet of it to make one attack against a creature the chaplain attacked this round.

Spellcasting. The war chaplain is a 5th-level spellcaster. Its primary spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The war chaplain has the following cleric spells prepared:

Cantrips (at will): *light, resistance, sacred flame, spare the dying*
1st level (4 slots): *bless, cure wounds, healing word, protection from evil and good*
2nd level (3 slots): *lesser restoration, spiritual weapon*
3rd level (2 slots): *beacon of hope*

ACTIONS

Multiattack. The war chaplain makes two melee attacks.

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

War God's Healing (Recharge 5-6). The war chaplain targets one ally within 30 feet engaged in melee combat. The target regains 10 (3d6) hit points.

War Priest

Priests lead a flock; some with words, and others by example. A war priest leads with words, actions, and no small amount of physical violence against its enemies. While a war priest leads the faithful, it also exemplifies the traits representative of its deity. The weapons may change, from the hammers and axes of dwarven gods to the swords of the elves to the shortswords of the halflings. Regardless of the deity, though, the ability to bring holy or unholy damage to the fight is the hallmark of the war priest. Unlike a war chaplain, a war priest is always counted among the commanders of an army and is often a personal adviser to the army's general. In some cases, the war priest also serves as a general.

WAR PRIEST

Medium humanoid (any race), any alignment

Armor Class 16 (chain mail)

Hit Points 91 (14d8 + 28)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	16 (+3)	12 (+1)

Saving Throws Con +5, Wis +6

Skills Medicine +6, Religion +3

Senses passive Perception 13

Languages any two languages

Challenge 8 (3,900 XP)

Spellcasting. The war priest is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The war priest has the following cleric spells prepared:

- Cantrips (at will): *light, sacred flame, spare the dying, thaumaturgy*
- 1st level (4 slots): *bless, command, cure wounds, shield of faith*
- 2nd level (3 slots): *aid, hold person, spiritual weapon*
- 3rd level (3 slots): *beacon of hope, mass healing word*
- 4th level (1 slot): *death ward*

ACTIONS

Multiattack. The war priest makes three attacks with its imbued warhammer.

Imbued Warhammer. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands, plus 13 (3d8) radiant (good or neutral priests) or necrotic (evil priests) damage.

REACTIONS

Blessing of War. When an ally the war priest can see within 30 feet hits with a melee weapon attack, the war priest can make the weapon deal an extra 9 (2d8) radiant (good or neutral priests) or necrotic (evil priests) damage.



Appendix B: Creatures by Type

ABERRATION

Ahu-Nixta 11
Astral Snapper 43
Boot Grabber 56
Child of Yggdrasil 61
Far Wanderer 151
Flame-Scourged Scion 159
Flying Polyp 162
Ghast of Leng 168
Grindylow 210
Hound of Tindalos 221
Moon Nymph 269
Nalusa Falaya 274
Nightgaunt 277
Ningyo 278
Servant of Yig 325
Shoth, Avatar of 332
Shoth, Droth 333
Shoth, Oth 334
Shoth, Sooze 334
Whisperer in Darkness 378
Xenabsorber 387
Yann-An-Oed 391
Ziphius 392
Zoog 396

BEAST

Archaeopteryx 108
Cats of Ulthar 58
Flame Eater Swarm 158
Fleshpod Hornet 161
Giant Moth 178
Giant Moth, Rimewing 178
Giant Moth, Shockwing 179
Giant Moth, Sootwing 179
Leonino 250
Lystrosaurus 108
Necrotic Tick 275
Nodosaurus 109
Oliphaunt 280
Rageipede 310
Shoreline Scrapper 330
Sloth, Giant 345
Snow Cat 346
Sootwing 179
Spider, Crypt 348
Terror Bird 352
Weasel, Albino Death 374

CELESTIAL

Aatxe 7
Alabaster Tree 302
Ammut 15
Angel, Eye of Gods 16
Angel, Kinnara 17
Angel, Ophanim 18
Angel, Sammael 19
Angel, Song 20
Angel, Zoryas 21
Barong 49
Dakini, Simhamukha 70
Ecstatic Bloom 303
Gugalanna 213
Hallowed Reeds 305
Lamassu 247
Living Star 256
Monkey King 337
Ratatosk Warlord 314
Simurg 339
White Stag 379

CONSTRUCT

Bookkeeper 55
Cauldronborn 59
Clockwork Assassin 64
Clockwork Servant 65
Clockwork Soldier 65
Dragon, Clockwork 1-Head 111
Dragon, Clockwork 3-Head 113
Golem, Alchemical 192
Golem, Altar Flame 193
Golem, Armory 194
Golem, Bone 195
Golem, Bronze 196
Golem, Doom 197
Golem, Fractal 198
Golem, Keg 199
Golem, Lesser, Glass 200
Golem, Lesser, Hair 200
Golem, Lesser, Mud 201
Golem, Lesser, Wood 201
Golem, Lotus 202
Golem, Manastorm 203
Golem, Paper 204
Golem, Paper Swarm 204
Golem, War Machine 205
Inkling 227
Iron Sphere 228
Mytholabe 271
Pillar of Lost Magocracy 299
Ring Servant 318
Sentinel in Darkness 323
Shard Swarm 329
Sigilian 335
Thread-Bound Snake 353
Weirding Scroll 376
Wickerman 380

DRAGON

Ankou Soul Herald 37
Ankou Soul Seeker 38
Azi Dahaka 45
Dracotaur 110
Dragon, Light, Adult 114
Dragon, Light, Ancient 116
Dragon, Light, Wyrmling 113
Dragon, Light, Young 114
Dragon, Wasteland, Adult 118
Dragon, Wasteland, Ancient 120
Dragon, Wasteland, Wyrmling 118
Dragon, Wasteland, Young 118
Drake, Bathhouse 126
Drake, Fey 127
Drake, Forest 128
Drake, Moon 129
Drake, Pact 130
Drake, Peluda 131
Drake, Skull 132
Drake, Spider 133
Herald of Fire 215
Herald of Great Wyrm 217
Ouroboros 293
Piasa 298
Wyvern, War 386

ELEMENTAL

Bilwis 53
Elemental, Blood 138
Elemental, Storm Lord 139
Elemental, Venom 140
Fragrite 164
Fulminar 165
Incinis 226
Pech 294
Pech, Lithlord 295
Pech, Stonemaster 295
Storm Spirit 350

FEY

Alp 14
Azeban 44
Baba Yaga 46
Bat King 22
Brother Ox 25
Dream Squire 134
Fey Lady, Berchta 154
Fey Lord, Reynard 156
Foxin 163
Green Knight 209
Hag, Snow 214
Ijiraq 225
Iron Teeth of Baba Yaga 47
Kallikantzaros 233
Kappa 234
Kitsune 236
Korrigan 242
Living Shade 255
Lord of Vultures 26
Morko 270
Mouse King 29
Queen of Birds 31
Queen of Cats 33
Queen of Serpents 34
Quickstep 308
Undine 362
Water Horse 373
Weasel, Wind 375
Xiphus 388

FIEND

Arch-Devil, Belphegor 100
Arch-Devil, Parzelon 101
Demon Lord, Chemosh 75
Demon Lord, Chittr'k'k 76
Demon Lord, Rangda 79
Demon Lord, Typhon 81
Demon, Alnaar 82
Demon, Cipactli 83
Demon, Echo 84
Demon, Fulad-Zereh 85
Demon, Neophron 87
Demon, Pishacha 88
Demon, Plaresh 89
Demon, Rattok 90
Demon, Spree 91
Demon, Vellso 92
Demon, Wind 93
Demon, Yek 95
Demon, Yek Alpha 95
Devil Bough 302
Devil, Fire Imp 103

Devil, Infernal Knight 104
Devil, Wind's Harp 105
Execrable Shrub 304
Gumienniki 213
Karakura 235
Kuunganisha 245
Rakshasa, Greater 312
Spawn of Chernobog 347
Spawn of Parzelon 102
Thorned Sulfurlord 306

GIANT

Chuhaister 62
Dvarapala 137
Giant, Blood 180
Giant, Cacus 181
Giant, Cave 182
Giant, Haunted 183
Giant, Laestrigonian 184
Giant, Mountain 185
Giant, Void 187
Ogre, Tusked Crimson 279
Troll, Desert 356

HUMANOID

Bar Brawl 48
Battle Mage 397
Bearfolk Chieftain 51
Blood Mage 397
Corpse Thief 66
Cueyatl 68
Cueyatl Moon Priest 68
Cueyatl Sea Priest 69
Cueyatl Warrior 69
Dark Eye 72
Dark Servant 72
Dark Voice 73
Derro, Speaker to the Darkness 96
Derro, Witch Queen 97
Dhampir 106
Dhampir Commander 107
Doomspeaker 399
Dragonborn Edjet 121
Dragonborn Elementalist 122
Dragonborn Hvy Cav. 123
Dragonborn Lgt Cav. 124
Dragonborn Ouroban 125
Dust Goblin Chieftain 136
Dwarf, Cleric of Brew 399
Dwarf, Graveslayer 400
Elf, Alchemist Archer 141
Elf, Deathsworn 142
Elf, Enchanter 143
Elf, Servant of Vine 144
Gear Mage 401
Gnoll Slaver 189
Gnomish Knife Cultist 402
Goblin, Chaos-Spawn 190
Goblin, Shadow 191
Human, Elfmarked 403
Kobold, Elite 237
Kobold, Junk Shaman 238
Kobold, King 239
Kobold, Swolbold 240
Kobold, Wizard 241
Kryt 243
Mantik, Barbed 263
Master of Demon Mtn. 264
Metee-Kolen-Ol 404
Necromancer 404
Orc, Black Sun 289
Orc, Black Sun Priestess 290
Orc, Green Abyss 291
Ramag Portal Master 313
Ratfolk Mercenary 315
Ratfolk Warlock 314
Roachling Scout 319
Scorpion Assassin 405
Serpentfolk of Yig 324
Shadow Fey Amb. 145
Shadow Fey Dancer 147
Shadow Fey Knight 146
Shadow Fey Poisoner 148
Simian, Kapi 336
Simian, Vanara 338
Thief Lord 406
Tosculi, Jeweled Drone 355
Trollkin Grunt 357
Trollkin Shaman 357
Vampire, Thrall 368
Void Cultist 407
Void Speaker 408
Voidwracked Mage 409
War Chaplain 410
War Priest 411
Werebat 258
Werehyena 259
Woodwose 383
Wyvern Knight 385
Yakirian 390

MONSTROSITY

Acid Ant 8
Agnibarra 9
Ahuizotl 10
Alkonost 12
Anophiloi 39
Arcamag 41
Arcanaphage 42
Bat, Giant Albino 50
Bat, Giant Vampire 50
Bearmit Crab 52
Bloody Bones 54
Carbuncle 57
Centaur Chieftain 60
Chupacabra 63
Devil Shark 98
Exploding Toad 150
Gargoctopus 167
Ghost Boar 169
Ghost Boar, Elder 169
Goliath Longlegs 206
Gulon 212
Horned Serpent 220
Ichneumon 224
Jaanavar Jal 229
Lamia, Matriarch Serp 249
Lamia, Serpentine 248
Lou Carcolh 257
Mantik 262
Megapede 266
Minotaur, Labyrinth Keeper 267
Minotaur, Priestess 267
Naga, Moonchild 273
Nian 276
Orthrus 292
Pixiu 300
Roggenwolf 320
Scitalis 321
Scrag, Greater 322
Scrag, Lesser 322
Shantak 328
Sliepnir 344
Sunset Raptor 351
Three-Headed Cobra 354
Two-Headed Eagle 360
Ursa Polaris 364
Venom Maw Hydra 370
Wendigo 377
Wolpertinger 382
Fang of Great Wolf 384

OOZE

Ooze, Alchemical App. 281
Ooze, Blood 282
Ooze, Foxfire 283
Ooze, Shark Bowl 284
Ooze, Ink Guardian 285
Ooze, Ruby 286
Ooze, Shadow 287
Ooze, Suppurating 288
Philosopher's Ghost 297
Purple Slime 307
Yaga Goo 389

PLANT

Alliumite 13
Arborcyte 40
Fungi, Wirbeln 166
Gloomflower 188
Jinmenju 232
Mandrake 260
Mandrake, Great 260
Mandriano 261
Mandriano, Ancient 261
Razorleaf 317
Shadow Blight 326
Vines of Nemthyr 371
Warlock's Trumpet. 372

UNDEAD

Crimson Mist 67
Darakhul Priestess 172
Darakhul Shadowmancer 173
Dark Father 71
Dream Wraith 135
Elophar 149
Fear Liath 152
Fierstjerren 157
Flesh Reaver 160
Ghost Dragon 170
Ghost Dwarf 171
Ghoulsteed 177
Goreling 207
Grave Behemoth 208
Herald of Undeath 219
Hungry Ghost, Gaki 222
Hungry Ghost, Preta 223
Jiangshi 230
Külmking 244
Lady in White 246
Lich, Hierophant 252
Lich, Pact 254
Minotaur, Lost 268
Nachzehrer 272
Necrophage Ghast 175
Phantom 296
Quiet Soul 309
Shadow River Lord 327
Skeleton, Clacking 340
Skeleton, Monarch 341
Skeleton, Seeping Death 288
Skeleton, Shadow 342
Skull Lantern 343
Spirit Lamp 349
Tar Ghoul 176
Tulpa 358
Tveirherjar 359
Undead Phoenix 361
Unhatched 363
Vampire, Patrician 365
Vampire, Priestess 367
Vampiric Knight 369
Wind Eater 381
Zombie, Blood 393
Zombie, Lord 394
Zombie, Mold 395

Appendix C: Creatures by Challenge

CHALLENGE 0 (0 XP)

Zoog 396

CHALLENGE 1/8 (25 XP)

Bookkeeper 55
Clockwork Servant 65
Giant Moth 178
Leonino 250

CHALLENGE 1/4 (50 XP)

Acid Ant 8
Alliumite 13
Dinosaur, Archaeopteryx 108
Exploding Toad 150
Giant Moth, Rimewing 178
Giant Moth, Sootwing 179
Golem, Lesser, Hair 200
Golem, Paper 204
Goreling 207
Inkling 227
Living Shade 255
Morko 270
Necrotic Tick 275
Skull Lantern 343
Snow Cat 346
Wolpertinger 382

CHALLENGE 1/2 (100 XP)

Alkonost 12
Boot Grabber 56
Chupacabra 63
Corpse Thief 66
Cueyatl 68
Devil, Fire Imp 103
Flesh Reaver 160
Foxin 163
Goblin, Chaos-Spawn 190
Goblin, Shadow 191
Human, Elfmarked 403
Mandrake 260
Nalusa Falaya 274
Orc, Green Abyss 291
Execrable Shrub 304
Hallowed Reeds 305
Shard Swarm 329
Shoth, Sooze 334
Simian, Kapi 336
Storm Spirit 350
Void Cultist 407
Weirding Scroll 376
Woodwose 383

CHALLENGE 1 (200 XP)

Agnibarra 9
Alp 14
Angel, Eye of the Gods 16
Anophiloi 39
Bilwis 53
Carbuncle 57
Clockwork Soldier 65
Cueyatl Sea Priest 69
Cueyatl Warrior 69
Dark Folk, Dark Servant 72
Dhampir 106
Dinosaur, Nodosaurus 109
Dragonborn Lgt Cavalry 124
Drake, Pact 130
Fungi, Wirbeln 166
Giant Moth, Shockwing 179
Golem, Lesser, Mud 201
Grindylow 210
Gumienniki 213
Kobold, Elite 237
Lamia, Serpentine 248
Mandrake, Great 260
Mantik's Barbed 263
Ooze, Alchemical App 281
Ooze, Suppurating 288
Phantom 296
Ratfolk Warlock 316
Serpentfolk of Yig 324
Shadow Blight 326
Sunset Raptor 351
Weasel, Albino Death 374

CHALLENGE 2 (450 XP)

Ahuizotl 10
Arcamag 41
Baba Yaga's Iron Teeth 47
Bat, Giant Vampire 50
Bearmit Crab 52
Cauldronborn 59
Demon, Wind 93
Dinosaur, Lystrosaurus 108
Dragon, Light, Wyrmling 113
Dragonborn Elementalist 122
Dragonborn Hvy Cavalry 123
Drake, Forest 128
Dream Squire 134
Fear Liath 152
Flame Eater Swarm 158
Golem, Lesser, Glass 200
Kallikantzaros 233
Kappa 234
Kitsune 236
Kobold, Junk Shaman 238
Kuunganisha 245
Lady in White 246
Lou Carcolh 257
Metee-Kolen-Ol 404
Orc, Black Sun 289
Pech 294
Rageipede 310
Ratfolk Mercenary 315
Roachling Scout 319
Roggenwolf 320
Scitalis 321
Scrag, Lesser 322
Shadow Fey Dancer 147
Sigilian 335
Simian, Vanara 338
Skeleton, Clacking 340
Skeleton, Seeping Death 288
Skeleton, Shadow 342
Spider, Crypt 348
Terror Bird 352
Trollkin Grunt 357
Vampire, Thrall 368
Weasel, Wind 375
White Stag 379
Wind Eater 381
Yakirian 390
Yann-An-Oed 391
Zombie, Blood 393

CHALLENGE 3 (700 XP)

Ahu-Nixta 11
Angel, Kinnara 17
Astral Snapper 43
Bar Brawl 48
Bat, Giant Albino 50
Bloody Bones 54
Dark Eye 72
Demon, Pishacha 88
Demon, Plaresh 89
Dragon, Wasteland Wyrmling 118
Dragonborn Edjet 121
Drake, Bathhouse 126
Drake, Peluda 131
Drake, Skull 132
Dust Goblin Chieftain 136
Far Wanderer 151
Ghast of Leng 168
Ghost Boar 169
Ghoulsteed 177
Gloomflower 188
Gnoll Slaver 189
Golem, Bronze 195
Golem, Keg 199
Golem, Lesser, Wood 201
Golem, Paper Swarm 204
Hag, Snow 214
Hungry Ghost, Preta 223
Kobold, Swolbold 240
Korrigan 242
Megapede 266
Ooze, Shadow 287
Orc, Black Sun Priestess 290
Orthrus 292
Purple Slime 307
Thread-Bound Snake 353
War Chaplain 410
Werebat 258
Werehyena 259
Fang of the Great Wolf 384
Xenabsorber 387
Zombie, Mold 395

CHALLENGE 4 (1,100 XP)

Arcanaphage 42
Azeban 44
Battle Mage 397
Cats of Ulthar 58
Darakhul Shadowmancer 171
Dark Father 71
Demon, Rattok 90
Demon, Yek 95
Devil, Wind's Harp 105
Dwarf, Graveslayer 400
Elemental, Venom 140
Elophar 149
Gear Mage 401
Ghoul, Tar 176
Giant, Laestrigonian 184
Necrophage Ghast 175
Nian 276
Ooze, Ink Guardian 285
Pech, Stonemaster 295
Philosopher's Ghost 297
Pillar of Lost Magocracy 299
Servant of Yig 325
Shoreline Scrapper 330
Spawn of Chernobog 347
Tosculi, Jeweled Drone 355
Trollkin Shaman 357
Tulpa 358
Unhatched 363
Water Horse 373

CHALLENGE 5 (1,800 XP)

Aatxe 7
Centaur Chieftain 60
Cueyatl Moon Priest 68
Dark Voice 73
Demon, Cipactli 83
Demon, Spree 91
Derro, Speaker to Darkness 96
Derro, Witch Queen 97

Spawn of Parzelon 102
Drake, Moon 129
Dream Wraith 135
Dvarapala 137
Dwarf, Cleric of the Brew 399
Elemental, Blood 138
Fierstjerren 167
Gargoctopus 167
Gnomish Knife Cultist 402
Iron Sphere 228
Karakura 235
Kobold, Wizard 241
Kryt 243
Lamia, Matriarch Serp. 249
Mandriano 261
Minotaur, Labyrinth 267
Ogre, Tusked Crimson 279
Quickstep 308
Ramag Portal Master 313
Ratatosk Warlord 314
Razorleaf 317
Shadow Fey Knight 146
Shantak 328
Shoth, Oth 334
Simurg 339
Sliepnir 344
Three-Headed Cobra 354
Undine 362
Wyvern Knight 385
Xiphus 388
Yaga Goo 389
Zombie, Lord 394

CHALLENGE 6 (2,300 XP)

Angel, Song 20
Bearfolk Chieftain 51
Child of Yggdrasil 61
Clockwork Assassin 64
Crimson Mist 67
Demon, Echo 84
Doomspeaker 399
Dracotaur 110
Drake, Fey 127
Elf, Deathsworn 142
Elf, Servant of the Vine 144
Fleshpod Hornet 161
Fragrite 164
Ghost Boar, Elder 169
Ghost Dwarf 171
Giant, Cacus 181
Giant, Haunted 183
Green Knight 209
Gulon 212
Jiangshi 230
Kobold, King 239
Naga, Moonchild 273
Ooze, Blood 282
Ooze, Ruby 286
Ouroboros 293
Necromancer 404
Piasa 298
Pixiu 300
Devil Bough 302
Quiet Soul 309
Troll, Desert 356

CHALLENGE 7 (2,900 XP)

Angel, Sammael 19
Blood Mage 397
Chuhaister 62
Demon, Vellso 92
Dhampir Commander 107
Dragon, Light, Young 114
Elf, Enchanter 143
Golem, Armory 194
Golem, Bone 195
Goliath Longlegs 206
Ijiraq 225
Jaanavar Jal 229
Minotaur, Priestess 267
Ningyo 278
Pech, Lithlord 295
Alabaster Tree 302
Scrag, Greater 322
Sentinel in Darkness 323
Sloth, Giant 345
Spirit Lamp 349
Tveirherjar 359
Two-Headed Eagle 360
Ursa Polaris 364
Void Speaker 408
Warlock's Trumpetbloom 372
Wyvern, War 386

CHALLENGE 8 (3,900 XP)

Angel, Zoryas 21
Ankou Soul Seeker 38
Arborcyte 40
Dakini, Simhamukha 70
Demon, Neophron 87
Dragon, Clockwork 1-Head 111
Giant, Blood 180
Golem, Fractal 198
Golem, Manastorm 203
Hound of Tindalos 221
Hungry Ghost, Gaki 222
Mandriano, Ancient 261
Minotaur, Lost 268
Moon Nymph 269
Nachzehrer 272
Oliphaunt 280
Ooze, Shark Bowl 284
Ring Servant 318
Scorpion Assassin 405
Thief Lord 406
Vampire, Priestess 367
Voidwracked Mage 409
Vines of Nemthyr 371
War Priest 411
Ziphius 392

CHALLENGE 9 (5,000 XP)

Ammut 15
Darakhul Priestess 172
Demon, Alnaar 82
Demon, Fulad-Zereh 85
Demon, Yek Alpha 95
Dragon, Wasteland Young 118
Drake, Spider 133
Flame-Scourged Scion 159
Fulminar 165
Golem, Alchemical 192
Golem, Lotus 202
Jinmenju 232
Külmking 244
Lich, Hierophant 252
Mantik 262
Mytholabe 271
Shadow Fey Ambassador 145
Shadow River Lord 327
Skeleton, Monarch 341
Wickerman 380

CHALLENGE 10 (5,900 XP)

Elf, Alchemist Archer 141
Giant, Cave 182
Golem, Altar Flame 193
Golem, Doom 197
Grave Behemoth 208
Incinis 226
Lamassu 247
Nightgaunt 277
Ooze, Foxfire 283
Vampire, Patrician 365

CHALLENGE 11 (7,200 XP)

Dragonborn, Ouroban 125
Flying Polyp 162
Ghost Dragon 170
Giant, Void 187
Herald of Undeath 219
Ichneumon 224
Ecstatic Bloom 303
Mouse King 29
Shadow Fey Poisoner 148
Thorned Sulfurlord 306
Vampiric Knight 369
Wendigo 377

CHALLENGE 12 (8,400 XP)

Fey Lord, Reynard 156
Herald of Fire 215
Horned Serpent 220
Lord of Vultures 26
Queen of Serpents 34
Shoth, Droth 333
Undead Phoenix 361
Venom Maw Hydra 370

CHALLENGE 13 (10,000 XP)

Bat King 22
Demon Lord, Chittr'k'k 76
Devil Shark 98
Elemental, Storm Lord 139

CHALLENGE 14 (11,500 XP)

Azi Dahaka 45
Dragon, Clockwork 3-Head 112
Queen of Birds 31

CHALLENGE 15 (13,000 XP)

Queen of Cats 33
Herald of Great Wyrm 217
Lich, Pact 254
Rakshasa, Greater 312
Whisperer in Darkness 378

CHALLENGE 16 (15,000 XP)

Angel, Ophanim 18
Brother Ox 25
Devil, Infernal Knight 104
Dragon, Light, Adult 114
Fey Lady, Berchta 154

CHALLENGE 17 (18,000 XP)

Barong 49
Demon Lord, Rangda 79
Dragon, Wasteland Adult 119
Master of Demon Mtn 264

CHALLENGE 18 (20,000 XP)

Golem, War Machine 205

CHALLENGE 19 (22,000 XP)

Demon Lord, Chemosh 75
Living Star 256

CHALLENGE 20 (25,000 XP)

Baba Yaga 46

CHALLENGE 21 (33,000 XP)

Ankou Soul Herald 37
Giant, Mountain 185
Gugalanna 211
Monkey King 337
Shoth, Avatar of 332

CHALLENGE 22 (41,000 XP)

Demon Lord, Typhon 81
Arch-Devil, Belphegor 100
Dragon, Light, Ancient 116

CHALLENGE 23 (50,000 XP)

Dragon, Wasteland Ancient 120

CHALLENGE 25 (75,000 XP)

Arch-Devil, Parzelon 101

Appendix D: Creatures by Terrain

ANY TERRAIN

Creatures	Challenge (XP)
Giant Moth	1/8 (25 XP)
Acid Ant, Goreling, Hair Golem, Living Shade, Necrotic Tick, Skull Lantern	1/4 (50 XP)
Corpse Thief, Elfmarked Human, Execrable Shrub, Flesh Reaver, Hallowed Reeds, Shard Swarm, Storm Spirit, Void Cultist, Weirding Scroll	1/2 (100 XP)
Dragonborn (Light Cavalry), Mud Golem, Phantom	1 (200 XP)
Blood Zombie, Cauldronborn, Clacking Skeleton, Dragonborn (Heavy Cavalry), Dragonborn (Elementalist), Glass Golem, Kuunganisha, Lady in White, Light Dragon (Wyrmling), Scitalis, Thrall Vampire, Trollkin Grunt, Wind Demon, Wind Eater	2 (450 XP)
Bronze Golem, Dragonborn (Edjet), Kinnara Angel, Plaresh Demon, Preta, Skull Drake, War Chaplain, Wood Golem, Xenabsorber	3 (700 XP)
Arcanaphage, Battle Mage, Dark Father, Elophar, Gear Mage, Graveslayer Dwarf, Rattok Demon, Tar Ghoul, Trollkin Shaman, Tulpa, Unhatched, Venom Elemental, Wind's Harp Devil, Yek Demon	4 (1,100 XP)
Cipactli Demon, Cleric of the Brew Dwarf, Fierstjerren, Ratatosk Warlord, Shadow Fey Knight of the Road, Simurg	5 (1,800 XP)
Bearfolk Chieftain, Crimson Mist, Deathsworn Elf, Devil Bough, Doomspeaker, Fey Drake, Ghost Dwarf, Moonchild Naga, Necromancer, Ouroboros, Servant of the Vine Elf	6 (2,300 XP)
Alabaster Tree, Blood Mage, Bone Golem, Enchanter Elf, Light Dragon (Young), Sammael Angel, Spirit Lamp, Tveirherjar, Void Speaker	7 (2,900 XP)
Ankou Soul Seeker, Blood Giant, Fractal Golem, Gaki, Manastorm Golem, Nachzehrer, Neophron Demon, Ring Servant, Simhamukha Dakini, Voidwracked Mage, Warpriest, Zoryas Angel	8 (3,900 XP)
Alchemical Golem, Hierophant Lich, Lotus Golem, Monarch Skeleton, Mytholabe, Yek Alpha Demon	9 (5,000 XP)
Alchemist Archer Elf, Doom Golem, Grave Behemoth	10 (5,900 XP)
Ouroban, Ecstatic Bloom, Ghost Dragon, Thorned Sulfurlord, Vampiric Knight	11 (7,200 XP)
Herald of Fire, Undead Phoenix	12 (8,400 XP)
Herald of the Great Wyrm, Pact Lich	15 (13,000 XP)
Light Dragon (Adult), Infernal Knight	16 (15,000 XP)
War Machine Golem	18 (20,000 XP)
Living Star	19 (22,000 XP)
Ankou Soul Herald	21 (33,000 XP)
Light Dragon (Ancient)	22 (41,000 XP)

ARCTIC

Creatures	Challenge (XP)
Giant Rimewing Moth, Snow Cat	1/4 (50 XP)
Shadow Blight	1 (200 XP)
Metee-Kolen-Ol	2 (450 XP)
Fang of the Great Wolf, Snow Hag	3 (700 XP)
Spawn of Chernobog	4 (1,100 XP)
Sliepnir	5 (1,800 XP)
Quiet Soul	6 (2,300 XP)
Ursa Polaris	7 (2,900 XP)
Oliphaunt	8 (3,900 XP)
Wendigo	11 (7,200 XP)

BADLANDS

Creatures	Challenge (XP)
Chaos-Spawn Goblin	1/2 (100 XP)
Mantik's Barbed	1 (200 XP)
Dust Goblin Chieftain, Wasteland Dragon (Wyrmling)	3 (700 XP)
Pillar of the Lost Magocracy	4 (1,100 XP)
Mandriano, Tusked Crimson Ogre	5 (1,800 XP)
Fragrite, Haunted Giant	6 (2,300 XP)
Mandriano (Ancient), Scorpion Assassin	8 (3,900 XP)
Ammut, Flame-Scourged Scion, Mantik, Wasteland Dragon (Young)	9 (5,000 XP)
Lamassu	10 (5,900 XP)
Wasteland Dragon (Adult)	17 (18,000 XP)
Wasteland Dragon (Ancient)	23 (50,000 XP)

COASTAL

Creatures	Challenge (XP)
Leonino	1/8 (25 XP)
Archaeopteryx	1/4 (50 XP)
Alkonost, Cueyatl	1/2 (100 XP)
Cueyatl Sea Priest, Cueyatl Warrior	1 (200 XP)
Ahuizotl,Bearmit Crab, Lesser Scrag, Yann-An-Oed	2 (450 XP)
Purple Slime	3 (700 XP)
Laestrigonian Giant, Shoreline Scrapper, Water Horse	4 (1,100 XP)
Cueyatl Moon Priest, Gargoctopus, Undine	5 (1,800 XP)
Greater Scrag, Two-Headed Eagle	7 (2,900 XP)
Storm Lord Elemental	13 (10,000 XP)

DESERT

Creatures	Challenge (XP)
Jeweled Drone Tosculi	4 (1,100 XP)
Three-Headed Cobra	5 (1,800 XP)
Desert Troll, Fragrite	6 (2,300 XP)
Scorpion Assassin	8 (3,900 XP)
Ammut	9 (5,000 XP)
Lamassu	10 (5,900 XP)

FARMLAND

Creatures	Challenge (XP)
Alliumite, Morko	1/4 (50 XP)
Nalusa Falaya	1/2 (100 XP)
Albino Death Weasel, Alp, Anophiloi, Bilwis	1 (200 XP)
Kitsune, Roggenwolf	2 (450 XP)
Astral Snapper, Bathhouse Drake, Bloody Bones, Ghost Boar, Gnoll Slaver, Werehyena	3 (700 XP)
Cats of Ulthar	4 (1,100 XP)
Aatxe, Gnomish Knife Cultist	5 (1,800 XP)
Ghost Boar (Elder), Jiangshi	6 (2,300 XP)
Arborcyte, Dream Wraith, Moon Nymph	8 (3,900 XP)
Herald of Undeath, Wendigo	11 (7,200 XP)
Berchta (Fey Lady)	16 (15,000 XP)
Monkey King	21 (33,000 XP)

FOREST

Creatures	Challenge (XP)
Leonino	1/8 (25 XP)
Archaeopteryx, Giant Rimewing Moth, Snow Cat, Wolpertinger	1/4 (50 XP)
Foxin, Green Abyss Orc, Kapi, Woodwose	1/2 (100 XP)
Albino Death Weasel, Anophiloi, Carbuncle, Giant Shockwing Moth, Lamia (Serpentine), Shadow Blight, Sunset Raptor, Wirbeln	1 (200 XP)
Forest Drake, Giant Vampire Bat, Iron Teeth of Baba Yaga, Kappa, Rageipede, Shadow Skeleton, Terror Bird, Vanara, White Stag, Wind Weasel	2 (450 XP)
Fang of the Great Wolf, Giant Albino Bat, Korrigan, Peluda Drake	3 (700 XP)
Azeban, Jeweled Drone Tosculi	4 (1,100 XP)
Kryt, Lamia (Matriarch Serpentine), Mandriano, Moon Drake, Quickstep, Razorleaf, Xiphus	5 (1,800 XP)
Child of Yggdrasil, Fleshpod Hornet, Green Knight of the Woods, Gulon, Piasa	6 (2,300 XP)
Chuhaister, Goliath Longlegs, Jaanavar Jal, Warlock's Trumpetbloom	7 (2,900 XP)
Ancient Mandriano, Arborcyte, Vines of Nemthyr	8 (3,900 XP)
Flame-Scourged Scion, Jinmenju, Külmking, Shadow River Lord, Wickerman	9 (5,000 XP)
Foxfire Ooze	10 (5,900 XP)
Horned Serpent, Reynard (Fey Lord)	12 (8,400 XP)
Berchta (Fey Lady)	16 (15,000 XP)
Baba Yaga	20 (25,000 XP)
Monkey King	21 (33,000 XP)

GRASSLAND

Creatures	Challenge (XP)
Alliumite, Giant Sootwing Moth	1/4 (50 XP)
Chupacabra, Foxin	1/2 (100 XP)
Giant Shockwing Moth, Nodosaurus, Sunset Raptor	1 (200 XP)
Giant Vampire Bat, Lystrosaurus, Roggenwolf	2 (450 XP)
Fang of the Great Wolf, Ghost Boar, Giant Albino Bat, Gnoll Slaver, Werehyena	3 (700 XP)
Jeweled Drone Tosculi	4 (1,100 XP)
Centaur Chieftain, Sliepnir, Three-Headed Cobra, Tusked Crimson Ogre	5 (1,800 XP)
Dracotaur, Ghost Boar (Elder)	6 (2,300 XP)
Giant Sloth	7 (2,900 XP)
Arborcyte, Oliphaunt, Vines of Nemthyr	8 (3,900 XP)
Fulminar, Külmking	9 (5,000 XP)
Foxfire Ooze	10 (5,900 XP)
Horned Serpent	12 (8,400 XP)

HILL

Creatures	Challenge (XP)
Chupacabra	1/2 (100 XP)
Yakirian	2 (450 XP)
Bathhouse Drake, Wasteland Dragon (Wyrmling)	3 (700 XP)
Centaur Chieftain, Kryt, Sliepnir, Wyvern Knight	5 (1,800 XP)
Dracotaur, Haunted Giant	6 (2,300 XP)
Giant Sloth, Ijiraq, Two-Headed Eagle, War Wyvern	7 (2,900 XP)
Vines of Nemthyr	8 (3,900 XP)
Fulminar, Wasteland Dragon (Young)	9 (5,000 XP)
Ichneumon	11 (7,200 XP)
Brother Ox	16 (15,000 XP)
Wasteland Dragon (Adult)	17 (18,000 XP)
Wasteland Dragon (Ancient)	23 (50,000 XP)

MOUNTAIN

Creatures	Challenge (XP)
Giant Sootwing Moth	1/4 (50 XP)
Alkonost	1/2 (100 XP)
Agnibarra, Lamia (Serpentine)	1 (200 XP)
Black Sun Orc, Fear Liath, Giant Vampire Bat, Pech, Yakirian	2 (450 XP)
Black Sun Orc Priestess, Giant Albino Bat, Keg Golem, Megapede	3 (700 XP)
Nian, Stonemaster Pech	4 (1,100 XP)
Kryt, Lamia (Matriarch Serpentine), Wyvern Knight	5 (1,800 XP)
Cacus Giant, Haunted Giant, Pixiu	6 (2,300 XP)
Lithlord Pech, Two-Headed Eagle, War Wyvern	7 (2,900 XP)
Fulminar	9 (5,000 XP)
Incinis	10 (5,900 XP)
Ichneumon, Void Giant, Wendigo	11 (7,200 XP)
Lord of Vultures, Queen of Serpents	12 (8,400 XP)
Azi Dahaka, Queen of Birds	14 (11,500 XP)
Brother Ox	16 (15,000 XP)
Master of Demon Mountain	17 (18,000 XP)
Mountain Giant	21 (33,000 XP)

PLANAR CREATURES

Creatures	Challenge (XP)
Fire Imp Devil	1/2 (100 XP)
Eye of the Gods Angel, Gumienniki	1 (200 XP)
Ahu-Nixta, Far Wanderer, Ghast of Leng, Gloomflower, Pishacha Demon	3 (700 XP)
Blood Elemental, Karakura, Shantak, Spawn of Parzelon	5 (1,800 XP)
Song Angel	6 (2,300 XP)
Vellso Demon	7 (2,900 XP)
Hound of Tindalos	8 (3,900 XP)
Alnaar Demon, Fulad-Zereh Demon	9 (5,000 XP)
Nightgaunt	10 (5,900 XP)
Flying Polyp, Void Giant	11 (7,200 XP)
Shoth	12 (8,400 XP)
Chittr'k'k (Demon Lord)	13 (10,000 XP)
Whisperer in Darkness	15 (13,000 XP)
Ophanim Angel	16 (15,000 XP)
Barong, Rangda (Demon Lord)	17 (18,000 XP)
Chemosh (Demon Lord)	19 (22,000 XP)
Gugalanna, Avatar of Shoth	21 (33,000 XP)
Belphegor (Arch-Devil), Typhon (Demon Lord)	22 (41,000 XP)
Parzelon (Arch-Devil)	25 (75,000 XP)

SWAMP

Creatures	Challenge (XP)
Archaeopteryx, Exploding Toad	1/4 (50 XP)
Nodosaurus, Wirbeln Fungi	1 (200 XP)
Kappa, Lesser Scrag, Lou Carcolh	2 (450 XP)
Mold Zombie, Purple Slime	3 (700 XP)
Greater Scrag	7 (2,900 XP)
Foxfire Ooze	10 (5,900 XP)
Horned Serpent, Venom Maw Hydra	12 (8,400 XP)

UNDERGROUND

Creatures	Challenge (XP)
Zoog	0 (10 XP)
Boot Grabber, Shadow Goblin	1/2 (100 XP)
Elite Kobold, Ratfolk Warlock, Suppurating Ooze, Wirbeln Fungi	1 (200 XP)
Black Sun Orc, Crypt Spider, Dream Squire, Flame Eater Swarm, Giant Vampire Bat, Junk Shaman Kobold, Kallikantzaros, Pech, Ratfolk Mercenary, Roachling Scout, Shadow Fey Pattern Dancer	2 (450 XP)
Black Sun Orc Priestess, Ghoulsteed, Giant Albino Bat, Keg Golem, Megapede, Swolbold Kobold	3 (700 XP)
Darakhul Shadowmancer, Necrophage Ghast, Spawn of Chernobog, Stonemaster Pech	4 (1,100 XP)
Labyrinth Keeper Minotaur, Speaker to the Darkness Derro, Witch Queen Derro, Wizard Kobold	5 (1,800 XP)
Blood Ooze, Echo Demon, King Kobold, Pixiu, Quiet Soul, Ruby Ooze	6 (2,300 XP)
Lithlord Pech, Moon Priestess Minotaur, Sentinel in Darkness	7 (2,900 XP)
Giant Shark Bowl Ooze, Lost Minotaur	8 (3,900 XP)
Darakhul High Priestess, Shadow Fey Ambassador, Spider Drake	9 (5,000 XP)
Cave Giant	10 (5,900 XP)
Ichneumon, Shadow Fey Poisoner	11 (7,200 XP)

UNDERWATER

Creatures	Challenge (XP)
Grindylow	1 (200 XP)
Ahuizotl, Kappa, Lesser Scrag, Shadow Skeleton, Yann-An-Oed	2 (450 XP)
Shoreline Scrapper, Water Horse	4 (1,100 XP)
Gargoctopus, Undine	5 (1,800 XP)
Greater Scrag, Ningyo	7 (2,900 XP)
Ziphius	8 (3,900 XP)
Shadow River Lord	9 (5,000 XP)
Devil Shark, Storm Lord Elemental	13 (10,000 XP)

URBAN

Creatures	Challenge (XP)
Zoog	0 (10 XP)
Bookkeeper, Clockwork Servant, Leonino	1/8 (25 XP)
Inkling, Paper Golem	1/4 (50 XP)
Foxin, Mandrake, Nalusa Falaya, Sooze	1/2 (100 XP)
Alchemical Apprentice Ooze, Clockwork Soldier, Dark Servant, Dhampir, Elite Kobold, Great Mandrake, Lamia (Serpentine), Pact Drake, Ratfolk Warlock, Serpentfolk of Yig, Suppurating Ooze	1 (200 XP)
Arcamag, Crypt Spider, Dream Squire, Junk Shaman Kobold, Kitsune, Ratfolk Mercenary, Roachling Scout, Seeping Death Skeleton, Shadow Fey Pattern Dancer, Sigilian	2 (450 XP)
Astral Snapper, Bar Brawl, Bathhouse Drake, Bloody Bones, Dark Eye, Gnoll Slaver, Keg Golem, Orthrus, Paper Swarm Golem, Shadow Ooze, Swolbold Kobold, Thread-Bound Constrictor Snake, Werebat, Werehyena	3 (700 XP)
Cats of Ulthar, Ink Guardian Ooze, Necrophage Ghast, Philospher's Ghost, Servant of Yig	4 (1,100 XP)
Aatxe, Dark Voice, Dvarapala, Gnomish Knife Cultist, Iron Sphere, Kobold Wizard, Lamia (Matriarch Serpentine), Oth, Quickstep, Ramag Portal Master, Spree Demon, Xiphus, Yaga Goo	5 (1,800 XP)
Blood Ooze, Clockwork Assassin, Jiangshi, King Kobold	6 (2,300 XP)
Armory Golem, Dhampir Commander, Sentinel in Darkness	7 (2,900 XP)
Clockwork One-Headed Dragon, Dream Wraith, Giant Shark Bowl Ooze, Moon Nymph, Thief Lord, Vampire Priestess	8 (3,900 XP)
Shadow Fey Ambassador	9 (5,000 XP)
Altar Flame Golem, Vampire Patrician	10 (5,900 XP)
Herald of Undeath, Mouse King, Shadow Fey Poisoner	11 (7,200 XP)
Bat King	13 (10,000 XP)
Clockwork Three-Headed Dragon	14 (11,500 XP)
Greater Rakshasa, Queen of Cats	15 (13,000 XP)
Berchta (Fey Lady)	16 (15,000 XP)
Monkey King	21 (33,000 XP)

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Blood Vaults of Sister Alkava. © 2016 Open Design. Author: Bill Slavicsek.

The Clattering Keep. © 2017 Open Design. Author: Jon Sawatsky.

Demon Cults & Secret Societies for 5th Edition. © 2017 Open Design. Authors: Jeff Lee, Mike Welham, and Jon Sawatsky.

Firefalls of Ghoss. © 2018 Open Design LLC. Author: Jon Sawatsky.

The Lamassu's Secrets. © 2018 Open Design LLC. Author: Richard Green.

Midgard Heroes Handbook. © 2018 Open Design LLC; Authors: Chris Harris, Dan Dillon, Greg Marks, James Haeck, Jon Sawatsky, Michael Ohl, Richard Green, Rich Howard, Scott Carter, Shawn Merwin, and Wolfgang Baur.

Midgard Worldbook. Copyright © 2018 Open Design LLC. Authors: Wolfgang Baur, Dan Dillon, Richard Green, Jeff Grubb, Chris Harris, Brian Suskind, and Jon Sawatsky.

The Raven's Call 5th Edition © 2015 Open Design; Authors: Wolfgang Baur and Dan Dillon.

Tome of Beasts. © 2016 Open Design; Authors Chris Harris, Dan Dillon, Rodrigo Garcia Carmona, and Wolfgang Baur.

Warlock Part 1. Authors: Wolfgang Baur, Dan Dillon, Troy E. Taylor, Ben McFarland, Richard Green. © 2017 Open Design.

Warlock 2: Dread Magic. Authors: Wolfgang Baur, Dan Dillon, Jon Sawatsky, Richard Green. © 2017 Open Design.

Warlock 3: Undercity. Authors: James J. Haeck, Ben McFarland, Brian Suskind, Peter von Bleichert, Shawn Merwin. © 2018 Open Design.

Warlock 4: The Dragon Empire. Authors: Wolfgang Baur, Chris Harris, James J. Haeck, Jon Sawatsky, Jeremy Hochhalter, Brian Suskind. © 2018 Open Design.

Zobeck Gazetteer for 5th Edition. Copyright ©2018 Open Design LLC. Author: James Haeck.

Creature Codex. © 2018 Open Design LLC; Authors Wolfgang Baur, Dan Dillon, Richard Green, James Haeck, Chris Harris, Jeremy Hochhalter, James Introcaso, Chris Lockey, Shawn Merwin, and Jon Sawatsky.

CREATURE CODEX

PAWNS



BRING YOUR MONSTERS TO LIFE!

Creature Codex Pawns brings you 300 cardboard monster pawns for your 5th Edition game. Fearsome new foes from the Creature Codex, ranging from Small to Huge, can tower over (or scuttle underneath) your heroes' minis on the tabletop. Includes alchemical golems, shadow fey, grave behemoths, and many more!

Order yours today at KoboldPress.com/kpstore

KOBOLD™ Press

Kobold Press logo is a trademark of Open Design.

Pawn stands not included.



Find Adventure in Midgard

Take your players on fantastic 5th Edition adventures in Midgard—from the wastelands of the magic-blasted west to the ancient mountain strongholds of the dwarves, through deep forests and dark realms that lie outside the world.

MIDGARD WORLDBOOK
Everything you need to run a Midgard campaign in 5th Edition! Discover a dark world of deep magic, flavored with Central European myth and folklore.

MIDGARD HEROES HANDBOOK
Players! Create a hero ready for adventure in Midgard, with new races, variants, archetypes, and backgrounds—plus new cleric domains, weapons and equipment, and *Deep Magic* spells and traditions.

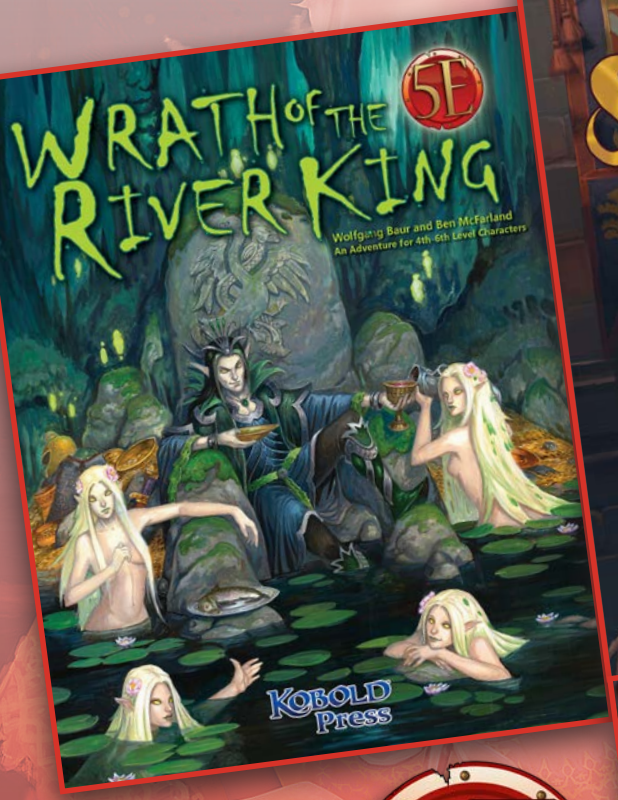
ZOBECK GAZETTEER
Zobeck is the crossroads of Midgard, a free trade city forged in the fires of revolution. Study clockwork magic at its Arcane Collegium, defend it from the depredations of neighboring vampires and ghouls, and venture into in its labyrinthine Kobold Ghetto!

www.KoboldPress.com

Midgard and the Kobold Press logo are trademarks of Open Design.

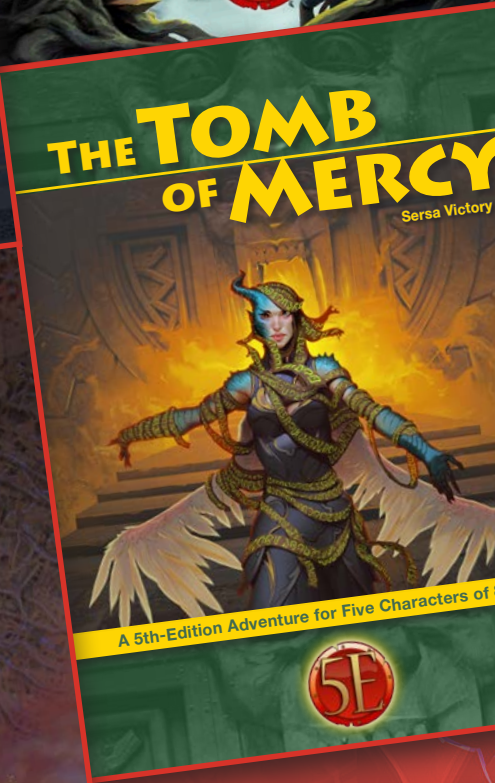
Excellent Adventures

From duels and intrigue in the courts of the shadow fey to a torchlit crawl through a buried pyramid, Kobold Press offers high-quality 5th Edition adventures for characters at every level!











5E

Kobold™ Press

www.KoboldPress.com

Kobold Press logo is a trademark of Open Design.

Kobold Press logo is a trademark of Open Design.



WARLOCK

Dark Fantasy for 5th Edition

By ethereal messengers and stealthy couriers, Kobold Press brings you WARLOCK: a black and white print booklet full of new material for your 5th Edition game. Focusing on the world of Midgard—but useable in any 5e campaign—WARLOCK offers new monsters, mini-adventures, magic items, and more! Plus, every once in a while we'll throw in a sticker, patch, or other special surprise…

Become a patron today, and discover the dark magic of WARLOCK!

www.patreon.com/koboldpress

A Rampage of New 5th Edition Monsters!

DM: "A mysterious figure in a cloak approaches you in the tavern..."

PALADIN: "Aha! This must be a wizard with a map to a dungeon!"

DM: "...and he's ticking."

ROGUE: "RUN!"

Whether you need scuttling dungeon denizens, alien horrors, or sentient avatars of the World Tree, the *Creature Codex* has you covered! Nearly 400 new foes for your 5th Edition game—everything from acid ants and grave behemoths to void giants and zombie lords.

CREATURE CODEX INCLUDES:

- A dozen new demons and five new angels
- Wasteland dragons and dinosaurs
- All-new golems, including the altar flame golem, doom golem, and keg golem
- Elemental lords and animal lords to challenge powerful parties
- Chieftains and other leaders for ratfolk, centaurs, goblins, trollkin, and more
- New undead, including a heirophant lich to menace lower-level characters

...and much more! Use them in your favorite published setting, or populate the dungeons in a world of your own creation. Pick up *Creature Codex* and surprise your players with monsters they won't be expecting!

COMPATIBLE WITH THE 5TH EDITION OF THE WORLD'S FIRST ROLEPLAYING GAME!

Tome of Beasts 2

Kobold Press
PO Box 2811
Kirkland WA 98083

Kobold Press
Kobold Press.com
$49.99
ISBN: 978-1-936781-92-8

5E



ISBN 978-1-936781-92-8
US$49.99
54999>
9 781936 781928